P&P Revamp Project Rules

Core System Description

This basis of this system is taken from Milton Bradley's "**HeroScape**" board game, with additions to it for role-playing needs. Several systems "donated" these additions, notably "**Heavy Gear**" (*Dream Pod 9*), "**RuneQuest**" (*Chaosium, Avalon Hill and Mongoose Publishing*), "**Torg**" (*West End Games*), "**2300ad**" (*Game Designer's Workshop*), "**GURPS**" (*Steve Jackson Games*) and of course "**Powers & Perils**" (*Avalon Hill*). In addition, several concepts come from my own ideas on game design and balance.

Core Mechanics

The primary mechanic of this system is the use of specialized HeroScape dice. These dice are six-sided, specially marked with three "**Skull**" (or Red) faces which represent "**Active**" effort, two "**Shield**" (or Blue) faces which represent "**Reactive**" effort and one "**Blank**" side which has no effect.

All contests are resolved using one or more of these dice, with each side rolling the number allotted to them based on skill or situation. There are no "fixed" numbers in this system – bonuses and penalties generally just add or remove dice from one side's pool or the other, so there is no absolutely guaranteed success or failure (though the odds may get fairly long). Due to this fact, task resolution is more random, with players jockeying skill and situation dice to increase their odds of success.

Standard Contests

Most contests are "one-way" – one side tries to actively overcome another side, which reactively defends. The active side rolls their dice and counts only active (Red) results while the reactive side rolls their dice and counts only reactive (Blue) results. If the active side's total is GREATER than the reactive side's total, the active side wins the contest. The degree by which the active side won (the difference in totals) is a factor is some contests (i.e. Damage).

If the active side's total is NOT GREATER than the reactive side's total, the contest is considered a failure for the active side. In some cases a "Partial Success" may be considered if the active total EQUALS the reactive total, but only if the active side has a total of 1 or more.

Some standard contests are Attack vs. Defense, Damage vs. Toughness or any normal case where it is one skill "attacking" some other different skill (i.e. "Stealth" vs. "Notice").

"One-Up" Contests

A few contests of ability can be considered to be "multi-directional" – all sides are actively competing and there is no "defender".

In these cases all sides roll their dice and count only active (Red) results. The side with the greatest total is deemed the winner of the contest. In the case of ties, other factors may be considered as the tie-breaker (depending on the situation).

Contests of this type are usually active events where all sides use the same skill, such as contests of Haggling, determining initiative, or Gambling.

Attribute Rolls

In cases where an attribute roll is called for (i.e. "Roll Perception"), the mechanism is the same as for standard contests in that the player makes a roll using his attribute rating in dice, counting RED results, verses a **6d** roll made by the GM (who counts BLUE results). Beating the GM roll means the attribute test was passed. If the GM rolls a 0 and the player gets 1 or more, it is termed a "super success" for those attribute rolls where such a situation matters.

Hardened Values

While the core system has the advantage of allowing at least a smidgen of chance even when the odds are high (i.e. a 1d attack vs. an 8d defense), there are some cases where an absolute lower limit is required. This is to simulate the fact that the "hardened" source provides some minimal level of success.

If a contest has dice that come from a "Hardened" source, no matter what is rolled there is a guaranteed minimum of ONE-THIRD the number of hardened dice, round down. For example, a target with Toughness 6 and 5 dice of armor will roll 11 dice on their resistance to damage, but at the very least their total will be 1 thanks to the armor (5/3 RD = 1).

"0-die" rolls

In some cases a skill or attribute may resolve to 0d (for skills this implies unskilled use, for attribute rolls it is usually limited to creatures with insignificant values). In these cases you roll 2 dice, but count the result as 1 success only if BOTH rolls succeed (i.e. 1-in-4 chance for active rolls, 1-in-9 for reactive rolls). If the skill involved is very difficult (x3 or more), roll 3 dice and only count a single success if all THREE dice succeed (1-in-8 chance for active, 1-in-27 chance for reactive).

Value Rolls

In many cases one is instructed to roll "6d", or "5d+1", or "10x4d". In these cases you roll the indicated number of dice and count Red skulls, performing any multiplication and adding any modifiers to find a final number.

Situation/Reaction Rolls

A variant mechanic of this system is the "situation" or "Reaction" roll. The GM (or player) rolls 7d and counts the number of Red skulls. For this roll, higher success is ALWAYS more beneficial to the players.

For reaction rolls the GM must keep in mind the basic inclination toward the character. When dealing with someone whose desires range between killing you to "only" beating and robbing you, 7 successes won't make him a loyal ally.

Difficulties

For some situations difficulties may apply. Roll these and any Blue shields will subtract from the number of successes.

"Doubling Down"

If a situation roll results in 7 successes, the GM may allow the players to roll a single additional die until they fail. All additional successes are added to the overall situation.

Likewise, for 0 successes, the GM may roll a die until he succeeds, subtracting from the count (making it negative) for each failure.

Basic Reactions:

0- The NPC hates the characters and will act in their worst interest.
1 The NPC dislikes the characters and will act against them if it's convenient to do so.
2 The NPC cares nothing for the characters and will act against them if he can profit by doing so.
3 The NPC is unimpressed. He may become hostile if there is much profit in it, or little danger.
4 The NPC ignores the characters as much as possible. He is totally uninterested.
5 The NPC likes the characters and will be helpful within reasonable, everyday limits.
6 The NPC thinks highly of the characters and will be quiet helpful and friendly.
7+ The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own ability.

General Situation/Likelihood (roll needed)

0 Up shit creek/Always
1 Looking Grim/Almost Always
2 Looking Bad/Very Likely
3 Unfavorable/Likely
4 50-50
5 Favorable/Unlikely
6 Looking Good/Very Unlikely
7+ Driving for Jesus/Rarely

Game Influence

Where the players have gained enemies or allies of any sort of power, the GM may make situation rolls to see if they come into play for the next game session. Add the degree of interest dice to the situation roll. Any value of 7 or more indicates that the force should have some influence in the next game session (the GM should weave them in somehow). If the GM cannot logically insert them in this session, add +1d on the next game session rolls.

Nomenclature

In this document, any case where a number is given it indicates a number of dice to be rolled unless otherwise stated. A designation of "#+#" (i.e. 3+2) means the total number of dice is rolled (i.e. 5d), but the components were noted separately for detailed handling. In the case of combat, this is often seen as "Toughness+Armor", while in the case of casting Magic it is seen as "EL+MP" where the EL is the actual effect of the spell and MP represents the general magical training of the caster.

Rounding

In some formulas a skill or attribute will be divided. In all cases, unless otherwise specified, round fractions UP (ru).

Character Creation

The following rules should be sufficient to create player or non-player characters for use with the system. Player-level characters are designed with more heroic capabilities (though they may be weak at first), while normal characters (mooks) will be more limited.
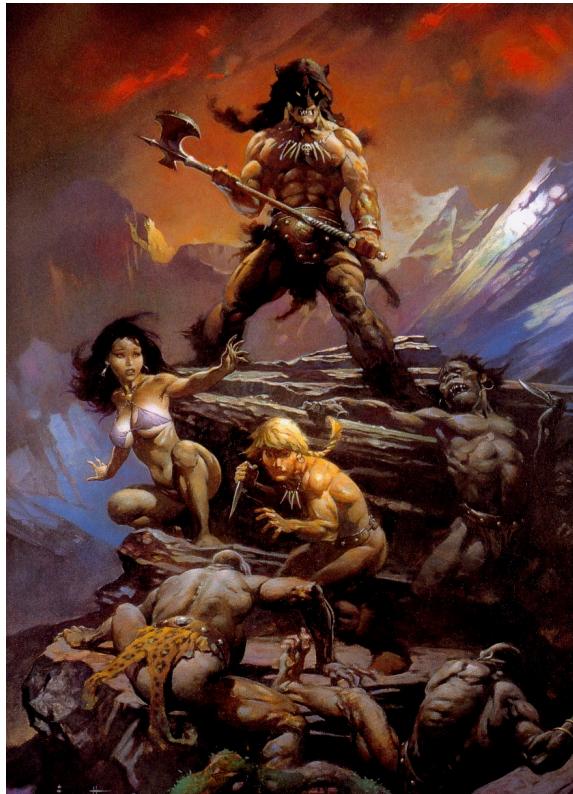
Primary Attributes

The following ten attributes determine the ability limitations of the character:

Agility is the overall reflexes, control and speed.

Build is a rough indicator of mass and body frame.

Creativity is a measure of the fast thinking and, inspiration and mental innovation.

Dexterity is a measure of hand-eye coordination, fine motor control and nimbleness.

Empathy is an abstract measure of sensitivity and love of life.

Fitness rates the endurance, muscle tone and overall endurance.

Influence measures charm, wit, and persuasiveness.

Mind is the ability to learn and recall information of any kind, from math formulas to simple trivia.

Perception is a measure of attentiveness to detail and overall alertness.

Willpower is a rating of self-discipline, determination, and pain threshold.

All characters have 15 dice to initially allocate over these attributes as starting values. The minimum that can be allocated is 1 die, with a maximum depending on race.

Growth Pool

Player characters have 35 additional dice that they will eventually be able to distribute over their attributes, as they earn attribute improvement points. Each improvement point allows the player to draw a die from the growth pool and apply it to one of his primary attributes, limited by any racial maximums. Once the pool is drained the character is said to have reached his "personal limits".

NOTE: The GM may allow for two other classes of initial characters: "Middling" characters have 25d in initial allocation and 25d in the growth pool. "Elder" characters have 35d of initial allocation and 15d in the growth pool.

Racial Limits

Humans are the "norm" for this system, with 8d being the maximum for all attributes. Other races will have different limits for certain attributes, but for balance purposes all races have the same total of dice in attribute maximums.

The only way that attributes may ever exceed racial or personal limits is through experience in the upper or lower worlds.

	Human	Elf	Dwarf	Faerry
Agility	8	8	7	8
Build	8	6	5	4
Creativity	8	7	9	8
Dexterity	8	9	9	9
Empathy	8	10	8	9
Fitness	8	6	10	8
Influence	8	9	7	10
Mind	8	8	8	8
Perception	8	9	8	9
Will	8	8	9	7

Age & Station

Roll 15d and count each **Red** as "+2 years" and each **Blue** as "+1 year". Add the total to 15 to find the actual age.

For station, roll 10d and count **Red** skulls, consulting the following table:

Count	Station	Coin	Count	Station	Coin
0-2	0	1CC	7	4	50CC
3-4	1	3CC	8	6	100CC
5	2	10CC	9	8	250CC
6	3	25CC	10	10	500CC

Height & Weight

Height and weight have limited effect on the game and mostly applies to roleplay.

Height

For humans, roll the indicated value in the cultural variation section (below) (subtract 4 if female). The result is the height in inches.

For elves roll 3x12d+48 if male and 3x12d+45 if female.

For dwarves, roll 3x6d+38 if male and 3x6d+35 if femnale.

For Faerry or either sex roll 3x6d+31.

Weight

Roll 4d (5d for non-humans) and consult the following tables based on race and sex:

Human							
	< 60”		61-70”		71-80”		> 80”
Roll	Male	Female	Male	Female	Male	Female	Male	Female
0	1.6	1.4	2.0	1.6	2.2	1.7	2.4	1.8
1	1.7	1.5	2.2	1.7	2.4	1.8	2.7	1.9
2	1.8	1.6	2.4	1.8	2.6	1.9	3.0	2.0
3	2.0	1.7	2.6	2.0	2.9	2.1	3.3	2.2
4	2.2	1.8	2.8	2.2	3.2	2.3	3.5	2.5

	Elf		Faerry		Dwarf	
Roll	Male	Female	Male	Female	Male	Female
0	1.7	1.5	1.2	1.0	2.4	2.3
1	1.8	1.6	1.2	1.1	2.6	2.5
2	1.9	1.7	1.3	1.2	2.8	2.6
3	2.0	1.8	1.4	1.3	3.0	2.7
4	2.1	1.9	1.5	1.3	3.2	2.8
5	2.2	2.0	1.6	1.4	3.5	3.0

Weight in pounds equals the multiplier found above times the height in inches.

Culture Variation

Human cultures are genetically much more diverse than non-human cultures. Players may optionally use the following differences for their culture:

Height: Use this roll for height. Subtract 4 for female height.

Weight: determine weight normally, then apply the given modifier to find the actual weight.

Culture	Height	Weight
The A'ha'kacili	3x10d+52	0.95
A'korchu	3x10d+51	0.95
The Aratad Confederacy	3x12d+49	0.85
The Assiran	3x14d+51	1.05
The Bal'sani	3x12d+49	1.05
Ba'rual	3x12d+52	1.0
Bhamotin	3x12d+50	1.0
Caldo	3x12d+49	1.05
The Empire of Ced	312d+49	0.85
The Cerulean Empire	3x12d+50	1.05
The Patana Tribes	3x12d+49	1.1
Chiros	3x12d+50	0.9
Choshai	3x10d+50	0.9
Chunrey	3x10d+50	0.9
Clima	3x10d+52	0.9
The Confederacy of Shanda	3x12d+51	1.05
Dawana	3x8d+51	0.85
Dechat	3x12d+50	0.95
Dirllar	3x10d+52	0.9
Djanesborg	3x12d+52	1.15
Donara	3x12d+51	1.05
The Salaqi	3x12d+50	0.9
The E'lici	3x12d+50	0.9
The Xian	3x12d+50	1.1
Fomorian Empire	3x14d+50	1.0
Kingdom of the East	3x12d+49	1.05
The Fierazi Tribes	3x12d+52	1.05
The Ghazai	3x12d+51	1.05
Goidan	3x12d+52	1.1
Gom	3x12d+50	0.95
The Helva	3x10d+52	0.9
The Humagi	3x10d+52	0.9
The Ipanza	3x10d+50	0.9
Iravoy	3x12d+50	1.1
The Izza	3x10d+52	1.0
Ja'xon	3x12d+50	0.95
The Kakana	3x8d+52	0.95
The Kalem	3x10d+51	0.95
The Kameran	3x14d+52	1.1
Katai	3x10d+50	0.9
The Kazi	3x12d+49	1.05
Kirazan	3x12d+50	1.0
The Kil'maun	3x12d+51	1.1
The Kolari	3x14d+50	1.0
Lemasa	3x8d+51	0.85
L'p'nth	3x10d+51	0.95
The L'p'nth Tribes	3x10d+52	1.0
Ma'helas	3x10d+51	0.9
Marentia	3x12d+52	1.0
The Mopazi	3x10d+52	1.0
Nerid	3x12d+49	0.85
No'mal	3x12d+50	0.95
Novarask	3x12d+52	1.15
The Nylasa	3x12d+50	1.05

Culture	Height	Weight
The Omavor	3x12d+51	1.05
Regis Baya	3x10d+50	0.9
The Rhuselska	3x14d+50	1.0
The Rizeela	3x12d+50	1.0
Ro'babza (city men)	3x16d+49	1.1
The Ro'babzan Tribes	3x12d+51	1.05
The Robari	3x12d+49	1.05
The Rogizini Empire	3x12d+50	0.95
The Sarghut	3x12d+51	1.05
Shiben	3x12d+50	0.95
Shurikal	3x10d+52	1.0
Taolisa	3x12d+49	0.95
Teos	3x8d+49	0.9
Thaliba	3x12d+50	0.9
The Thaliban Tribes	3x12d+50	0.9
Ticasi	3x12d+50	0.9
The Timbaza	3x16d+51	0.9
Treaus	3x10d+52	0.9
Valheim	3x12d+52	1.15
The Vassa	3x12d+52	1.05
Zarun	3x12d+52	1.0
The Zenda	3x14d+51	1.0

Boons & Banes

Boons and Banes are special powers, attributes, curses changes to characters in order to make them more distinct. All players may roll for one Boons (good specials) for every 10d of initial allocation, rounded down.

Characters may also take a Bane (bad specials) at random in order to get another Boon. You cannot get more than DOUBLE your Boons.

Boons

Roll 1d10 three times for each boon, generating a number from 000 to 999. Consult the following table to determine the boon that was granted. If a character has any boons that have more then one "rank" (marked in Red), they may opt to increase it by a rank in place of one of their rolls.

000-021 Absolute Direction: You have an internal reference and a way of sensing your movements. Given any reference point, you always know your direction and distance from it – it is nearly impossible for you to get lost. Over long distances you get a **+1d** on any Navigation task.

022-042 Animal Empathy: You are unusually talented at reading the motivations of animals. When you meet an animal you may roll your Empathy to "feel out" the creature. You will be able to tell its basic state (friendly, frightened, hostile, hungry, etc) and whether it is under supernatural control. You may also use some of your Influence skills on animals just as you would on sapient beings. (within limits).

043-064 Animal Kinship: Animals like you. You get **+1d**/rank on any reaction rolls and **+1d**/rank on Animal skills (Teamster, Riding or Husbandry).

065-100 Attractive: To those who might find you attractive you get **+1d**/rank on any reaction rolls. For everyone else you get a **+1d** to reaction rolls.

101-121 Battle Fury: You are able to place yourself in a state of berserk rage, becoming a killing machine. To do so takes a Will roll and one combat round. While in the fury you have the following advantages and disadvantages:
1. You do not lose consciousness when your Life hits 0 – you remain conscious until death.
2. You may not use any combat tactics that improve defense.
3. You may not use any missile weapons or magic, though if you have an innate power that is capable of causing damage you may use that.
4. Strength is increased by 2.
5. Persons defending against a furious character may add +3d to their attack roll or +5d to their defense roll.
6. While affected the character will attack the CLOSEST target available. If no enemies are available, he will turn on his closest allies.

It takes a Will roll to leave the furious state. If you fail, you will attack in that combat round.

122-143 Catfall: You subtract 15' from a fall automatically (treat this as an automatic Acrobatics success). In addition, if you manage to roll your Agility you can HALVE the damage from any fall. To enjoy these benefits your limbs must be unbound and your body free to twist as you fall.

144-179 Combat Reflexes: You get **+1d**/rank on your initiative roll. In addition, your side gets +1d when determining Advantage.

180-186 Creature Tie: You have an affinity for a specific type of non-humanoid, fantastic creature. You have the innate ability to communicate with these creatures and you may never harm them, or allow them to come to harm. You are ALWAYS marked with the sigil or semblance of the creature. In learning magic that this species is naturally capable of, you pay HALF cost, and assume the difficulty to be HALF (round down) when making improvement rolls.

187-208 Dark Vision: There is Sidh blood in your family line, and it has manifested in you. You can see in the dark like Elves and Faerry., but do not have the light affliction like they have.

209-229 Discriminatory Hearing: You have the ability to distinguish between sounds beyond normal abilities. You can always recognize people by voice, and can identify individual mechanical devices by their 'sound signature'. You may memorize a sound by listening to it for at least one minute and making a **Perception** roll. On a failure you must wait at least one full day before making a repeated attempt. You get **+2d** on any task that utilizes hearing and get **+2d** when Shadowing a noisy target.

230-251 Discriminatory Smell: Your sense of smell is far beyond the norm, and can register distinctive odors from practically anything you encounter. This allows you to recognize people, places and things by scent. You may memorize a scent by sniffing it for at least one minute and making a **Perception** roll. On a failure you must wait at least one full day before making a repeated attempt. You get **+2d** on any task that utilizes the sense of smell or taste, and get **+2d** when Tracking a target within a few days of their passage.

252-265 Disease Resistant: Your body is strong against diseases, both natural and magical. You get **+1d**/rank when resisting any disease (**Health** roll or **Aura**).

266-272 Essence Reserves: Your soul is deeper than most. You get +20/rank added to your figured **Essence**.

273-287 Exotic Pet: You a pet that is out of the ordinary. Make a situation roll – high values indicate something like a Firesnake, while lower rolls indicate more normal animals, but perhaps larger than normal.

288-301 Greater Encumbrance: You are able to lift and carry more than it would appear. Consider your **Strength** to be **+1d**/rank when determining encumbrance, carry weight and lifting weight.

302-316 Hard to Subdue: Your will to stay active is so strong that you get **+1d**/rank on any **Health** rolls to stay conscious when your **Life** reaches 0 or less (either due to subdual or killing damage).

317-337 High Pain Threshold: Lesser wounds do not affect you as mush as they do on others. Increase the number of flesh wounds required to gain a point of **Life** damage by +1/rank.

338-344 Immunity: You are immune to damage from a specific source, rolled at random below: <See book 4>

345-352 Innate Power: Through birth you have been granted the ability to produce a spell effect naturally. Roll the spell randomly. The **EL** of the spell equals your Health. Any experience gained while invoking the power may apply towards an **MP** for it. Mana from the spell is drawn from your **Essense**.

353-373 Invisible Sight: You are able to see things that are normally invisible, such as Invisibility spells or Elven hiding. Your range with this power is **Empathy** x20 feet, and you may add your **Empathy** on any rolls to disbelieve illusions.

374-395 Learning Aptitiude: You learn skills faster than most. Add **+1d**/rank on any skill improvement rolls.

396-416 Luck: Once per hour of game play, you may alter any situation roll the GM makes or has you make, adding **+1d**/rank.

417-431 Magic Item: You found or inherited a magical item, rolled at random. The player gets up to 2 "vetoes" on the item, forcing a new roll if they think the item in lame. The GM is free to reroll if he thinks it is lame or too powerful.

432-445 Magic Natural Item: You found or inherited a natural magical item, rolled at random. The player gets up to 2 "vetoes" on the item, forcing a new roll if they think the item in lame. The GM is free to reroll if he thinks it is lame or too powerful. All natural magic items are assumed to be enhanced, unless the unenhanced version is desired.

446-481 Magical Training: You may get magical training in the style of your choice, with no acceptance roll required, You do not need to pay the training cost, but must still purchase all of your spells.

482-488 Magically Dead: Something about you dampens the effects of spells. Any magic cast at you is reduced by 1 EL/rank (good or bad). If reduced to 0 it has no effect.

489-510 Mana Reading: You have the ability to read mana like a Faerry at an initial level equal to HALF your **Mind** (round up).

511-517 Mana Reserves: You get +20/rank added to your Mana level (non-casters may opt to reroll this boon).

518-539 Mana Sensing: You have the ability to sense mana like an Elf at an initial level equal to HALF your **Perception** (round up).

540-560 Mimicry: You can duplicate any simple sound by listening to it for one second and making a successful **Perception** roll. You can also imitate voices by spending 10 seconds listening to them and making a **Perception** roll.

561-567 Natural Magician: You are naturally capable of casting magic, without need for magical training. Your personal MP is initially 0. This boon allows for the following advantages:
1. Your mana recovery rate is DOUBLED.
2. Your effective casting speed is DOUBLED if you are trained in a magical style.
3. You may learn and cast ANY type of magic.

568-582 Occupational Prodigy: You are highly skilled in your past occupation. Declare this occupation and choose 4 skills that are reasonably tied to it (you must make the case to the GM). When you use those skills you enjoy a +1d/rank bonus.

583-589 Other Power: Some other power or ability not listed here. Specifics are up to you and the GM to design.

590-611 Perfect Balance: You can always keep your footing, no matter how narrow the walking surface, under normal conditions. This lets you walk along a tightrope, ledge, tree ling or other anchored surface without having to make a die roll. If the surface is wet, slippery or unstable you get **+3d** on all rolls to keep your feet. In combat you get **+2d** on **Agility** rolls to keep your feet or avoid being knocked down.

612-625 Poison Resistant: Your body is strong against poisons and toxins, both natural and magical. You get **+1d**/rank when resisting any poison (**Health** roll or **Aura**).

626-646 Powerful Connection: You know someone with power, connections or resources. You get 3d of connections (split over Power and Influence) for every rank in this boon.

647-675 Raised by Dwarves: You were raised by a Dwarven clan before making your way into the human world. Your initial training allows for non-racial skills, plus a single human language at maximum (the culture you rejoined). You are considered a Dwarf friend and may use either Dwarven or Human reactions, whichever is more beneficial.

676-690 Raised by Elves: You were raised by an Elven kingdom before making your way into the human world. Your initial training allows for non-racial skills, plus a single human language at maximum (the culture you rejoined). You are considered an Elf friend and may use either Elf or Human reactions, whichever is more beneficial.

691-704 Raised by Faerry: You were raised by a Faerry grove before making your way into the human world. Your initial training allows for non-racial skills, plus a single human language at maximum (the culture you rejoined). You are considered an Faerry friend and may use either Elf or Human reactions, whichever is more beneficial.

705-740 Rapid Healing: Your Health is increased by +1/rank when determining your healing rate. In addition, you get +1d/rank to resist infections.

741-762 Skill Prodigy: You are highly able in a single skill. Not only do you enjoy a +1d/rank bonus when using it, you also get +1d/rank on any improvement rolls. At the GM's allowance, similar skills (i.e. other craft skills if your ability is Craft: Leatherworking) may get HALF your bonus, rounded down.

763-805 Skilled Master: You were trained by a master in a specific skill and start the game at maximum level.

806-826 Spell Learning Aptitiude: You learn spells faster than most. Add **+1d**/rank on any spell improvement rolls. Non-casters may reroll this.

827-841 Spell Powers Prodigy: With a related group of up to 4 spells (i.e. create your own family power, making the case to the GM), you get **+1d**/rank in initial and maximum level. Non-casters may reroll this.

842-855 Spell Prodigy: You are destined to cast a single spell, getting **+1d**/rank in initial and maximum level. Non-casters may reroll this.

856-862 Supernatural Agility: Your current and racial maximum **Agility** is increased by **+1d**/rank.

863-870 Supernatural Aura: Increase your figured **Aura** by **+1d**/rank.

871-877 Supernatural Build: Your current and racial maximum **Build** is increased by **+1d**/rank.

878-884 Supernatural Creativity: Your current and racial maximum **Creativity** is increased by **+1d**/rank.

885-891 Supernatural Dexterity: Your current and racial maximum **Dexterity** is increased by **+1d**/rank.

892-898 Supernatural Empathy: Your current and racial maximum **Empathy** is increased by **+1d**/rank.

899-905 Supernatural Fitness: Your current and racial maximum **Fitness** is increased by **+1d**/rank.

906-920 Supernatural Health: Increase your figured **Health** by **+1d**/rank.

921-927 Supernatural Influence: Your current and racial maximum **Influence** is increased by **+1d**/rank.

928-934 Supernatural Life: Increase your figured **Life** by **+1d**/rank.

935-941 Supernatural Mind: Your current and racial maximum **Mind** is increased by **+1d**/rank.

942-949 Supernatural Move: Increase your figured **Move** by **+1d**/rank.

950-956 Supernatural Perception: Your current and racial maximum **Perception** is increased by **+1d**/rank.

957-963 Supernatural Strength: Increase your figured **Strength** by **+1d**/rank.

964-970 Supernatural Toughness: Increase your figured **Toughness** by **+1d**/rank.

971-977 Supernatural Willpower: Your current and racial maximum **Willpower** is increased by **+1d**/rank.

978-999 Tunnelsense: You must have some dwarven blood in your family line. You can detect air movements with great accuracy, allowing you to fight in darkness. You may make a Perception roll to find the way out of any cave or cavern.

Banes

<TBD>

Initial Increases

The number of initial increase points equals **(Age x2)+Station**. In addition, roll 5d and add **+4** for every RED showing. Spend these points on the following table (minimum of 5 and maximum of 30 for each column):

Number	Attributes	Prowess	Skill	Wealth
5	2	0 (CP0)	10	25
6		5	12	30
7		10	14	35
8	3	15	16	40
9		20	18	45
10	4	25	20	50
11		30	22	55
12		35	24	60
13		40	26	65
14	5	45	28	70
15		50 (CP1)	30	75
16		60	32	80
17	6	70	34	85
18		80	36	90
19		90	38	95
20	7	100	40	100
21		110	43	110
22		120	45	120
23		130	48	130
24		140	50	140
25	8	150	55	150
26		160	60	160
27		180	65	170
28		200 (CP2)	70	180
29		220	75	190
30	9	240	80	200

Draw the indicated number of dice on the **Attributes** column from the growth pool and increase any of the Primary Attributes (limited by racial maximums).

The **Prowess** level is the current combat experience and initial combat prowess (**CP**) rating.

The **Skill** number is the points that can be used to purchase initial skills. By default, the cost for a new level equals the next level (i.e. it costs 1 to learn level 1, 2 more points to learn level 2, etc). If a skill has a multiplier after the name, the cost per level is multiplied by that value. Skills may not be learned beyond the level of the attribute.

> *Example*: To learn Tactics (a x3 skill) to level 4 will cost 1x3+2x3+3x3+4x3, or 30 skill points.

The level multipliers are summarized as follows: EL1 (x1), EL2 (x3), EL3 (x6), EL4 (x10), EL5 (x15), EL6 (x21), EL7 (x28), EL8 (x36), EL9 (x45), EL10 (x55).

Multiply the **Wealth** number by the Station Coin to determine starting wealth.

Derived Attributes

The following derived attributes should be figured once your primary attributes have been defined (round to nearest whole number in all cases):

Aura is one's ability to resist supernatural forces as well as a general indicator of how well you can draw upon them:

$$(Empathy + Will + Mind)/3$$

Magic users will add +1 for each style of magic they know.

Health is physical well-being and resistance to disease and poison:

$$(Fitness + Empathy)/2$$

Life is the amount of major physical damage a character can take before they start to die:

$$(Health + Build + Will)/3$$

If the character is a Faerry, reduce **Life** by 1.

(NOTE: A Life of 0 means they begin dying on a single major wound instead of simply being knocked out)

All characters also have an attribute called **Wounds**, which normally has a value of 0 but ranges from -9 to +9. This attribute represents flesh wounds and bruises that don't normally affect the character. Whenever a regains **Life** or takes major damage their **Wounds** value is reset back to 0.

Whenever a character has taken 10 points or more in wound damage, **Wounds** is reset to 0 and he loses 1 point of **Life**. Likewise, if he ever gains 10 or more points in minor healing, **Wounds** is reset to 0 and he regains 1 point of **Life**.

Move is the maximum **movement** rate of a character in 10' lengths (running speed) in a combat round:

$$5 + (Fitness + Athletics Skill)/10$$

Elves add 0.5; Dwarves subtract 0.5; Faerries subtract 1.5 – all additions prior to rounding. For Faerry, flight speed is 14 + (Fitness + Flight Skill)/5

Strength is your ability to lift and carry and the primary indicator of how much damage you can do in combat.

$$(Build + Fitness)/2$$

Carry ability is **Strength** x20, lift is **Strength** x100; use **Strength** x10 and **Strength** x50 for Faerry characters[1]

Toughness indicates how much damage you can take before it actually starts to affect you. Unless you actually have armored skin, wounds that do not exceed your toughness can still take a toll on you in terms of flesh wounds, if you get enough of them.

$$(Will + Fitness)/2,\ \text{round nearest}$$

A magic user's casting ability depends on their **MP** (Magic Prowess) and **Aura** and is always:

$$Mana = Aura \times 20 + MP \times 50$$

A magic user's casting ability depends on their **MP** (Magic Prowess) and **Aura** and is always

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[1] This is simplified for playable characters. For the carry and lift capacity of giants or other large creatures, multiply human values by (Size-1). In the case of Size 1, use ONE-HALF; for size 0, use ONE-QUARTER.

For users of innate magic, and for a general indication of "Soul Health", there is an internal energy reserve:

Essence = (Life + Health) x 10

Essence is slow to recover. Each week that Essence is reduced, the character must make a Health roll to recover 10 points.

Cultural Skills

Prior to skill purchase, all characters get some initial skills:

Human (Civilized)

1. Maximum level in Scrounging and Rhetoric 1 –or– maximum level in an appropriate terrain Survival and level 1 in Tracking. (This denotes whether the character is city or country bred)
2. Depending on station, the following skills.
   a. Station 0: Any x1 non-combat skill at 1.
   b. Station 1: One x1 skill at maximum, or two x1 skills at 1.
   c. Station 2: One skill at maximum, one language at maximum, or two skills at 1.
   d. Station 3-4: Etiquette at maximum, plus two skills at 1.
   e. Station 6: Etiquette and Read & Write at maximum, plus three skills at 1.
   f. Station 10: Etiquette and Read & Write at maximum, plus five skills at 1.

Human (Barbarian)

1. Maximum level in level in an appropriate terrain Survival and level 1 in Sign Language.
2. (Station/3, rounded up)+1 skills from the following list:
   a. Any combat skill at 1
   b. Carrying, Swimming, Tracking, Husbandry, Mining, Climbing or Athletics at maximum
   c. Survival in an available terrain at maximum
   d. Another language at HALF maximum (or 1).
   e. Seamanship (if culture borders the ocean) at maximum
   f. Boatman (if culture has lakes or rivers) at maximum.

Elf

1. Mana Sensing at maximum
2. Elven Invisibility at maximum
3. Maximum level in Elf Sidh, HALF maximum (or 1) in Faerry Sidh. If the Elf is a trained magician, maximum level in Tongue of the Sidh.
4. Maximum level in Forest Survival
5. Maximum level in Empathy
6. Level 1 in Lower World Passage
7. Take an additional 1d when damaged by iron weapons (rolled afterwards only if damage is actually done).

Faerry

1. Mana Sensing at maximum
2. Mana Reading at maximum
3. Learn new languages at HALF cost (round up)
4. Elven Invisibility at maximum
5. Maximum level in Elf Sidh and Faerry Sidh; one human language at HALF maximum (or 1). If the Faerry is a trained magician, maximum level in Tongue of the Sidh.
6. Maximum level in Forest or Swamp Survival
7. Maximum level in Lower World Passage
8. Innate power in one Sidhe spell at HALF maximum (or 1)
9. Winged and capable of flying.

10. Take an additional 2d when damaged by iron weapons (rolled afterwards only if damage is actually done).

Dwarf

1. <TBD>

List of Skills

Most skills are fairly simple and cover a very narrow area of expertise and are therefore fairly easy to increase. Other skills are more difficult to learn due to the amount of information that has to be memorized or the amount of experience needed with it. These skills will have increased costs to learn and increase.

Certain skills are marked with **REQUIREMENTS** – The skill is limited to TWICE the lowest level in any required skills.

If you must use a skill where you have no training (assuming you meet any requirements) you may roll two dice but only count a single success if BOTH dice show the required result. With unskilled use, any failure where one or more dice shows "blank" the roll should be considered a Botch.

RESTRICTED skills may not generally be taken since they specific to a race or class. They are included here for completeness.

A skill marked with [specific] means the skill must be further defined for a specific subject. Use of the skill with other subjects may be allowed at ONE-HALF skill (round down) if similar.

Agility based skills

Acrobatics

Allows the character to perform feats of balance or to flip, roll or vault over obstacles. Skilled use can reduce damage in a fall.

Axe

The ability to use unbalanced blade or spike weapons, such as Axes, Hatchets, Battleaxes or Picks.

Boating (x2)

Allows the character to use and perform minor repairs on personal watercraft, such as small sailboats, rafts or canoes.

Block

The Block skill is a measure of how well the character can use shields to defend against attacks. Certain attacks cannot be dodged, only blocked.

Brawling

Allows the character to fight in unarmed combat, which includes strikes, blocks, grappling and escapes.

Dance

The ability to dance for pleasure or entertainment.

Dodge

The Dodge skill is a measure of how able the character is in avoiding incoming attacks.

Flail (x2)

The skill to use unbalanced weapons with the head attacked to the handle by chain or rope, such as the Flail or Nunchuku. Flails are generally difficult to defend against (-1d to block and -2d to parry).

Lance (x2) – REQUIRES Riding

The skill to use a Lance from horseback.

Mace

The skill to use blunt impact weapons such as Maces, Clubs, Hammers or Batons.

Polearm (x2)

The skill to use long, unbalanced pole weapons, such as Poleaxes, Halberds or Pikes.

Riding [specific]

The ability to ride and control a riding mount. It also includes a basic ability to care for the animal. This skill must be learned for each type of mount, the most common being Horses, Camels (in the desert lands) and Griffin (in some Chaos cultures). Weapon skill while mounted is limited by this skill.

Spear

The skill to use (but not throw) any sort of Spear or Javelin.

Staff

The skill to use a Quarterstaff or any improvised pole like a Quarterstaff. Due to how they are used, Quarterstaffs are allowed two parries without increasing the defense penalty.

Stealth (x2)

The ability to move about undetected by human observers or by noise-making traps.

Sword

The skill to use any sort of sword weapon, such as Short Swords, Broadswords, Cutlasses or Claymores.

Build based skills

Intimidation

The ability to prevent an opponent from taking action through fear or uncertainty. May be resisted by the target's own Intimidation or **Will**.

Creativity based skills

Armory (x4) – REQUIRES Craft: Metalworking and Craft: Leatherworking

The skill to create weapons and armor for combat.

Artist (x2)

The skill to produce works of art from paints, dyes or other drawing materials as well as the ability to appraise and evaluate them.

Bowyer (x2) – REQUIRES Craft: Woodworking

The skill to create bows and crossbows up to Arbalests. It also allows one to create the arrows and bolts fired from them.

Brewing

The skill in brewing beers, ales or meads from grain, or wine from fruit or grapes.

Camouflage (x2)

The skill of using materials and location to conceal things for long periods of time, such as making hunting blinds or hiding treasure.

Cooking

The skill to prepare a pleasing meal from raw materials, or to dress wild game for cooking.

Craft [specific] (x2)

The skill in some other creative craft that produces durable goods not listed here, such as Glassblowing or Pottery. Each craft requires its own skill and is improved separately.

Craft: Clothworking (x2)

The skill to work with threads and fabrics in order to make clothing or other cloth objects.

Craft: Leatherworking (x2)

The skill to work with leather to make belts, saddles, armor, etc.

Craft: Metalworking (x2)

The skill to work iron and other non-precious metals into tools or other items.

Craft: Stoneworking (x2)

The skill to cut and fit stone or brick into walls and structures.

Craft: Woodworking (x2)

The skill in carving wood into fine objects, such as nice furniture or decorative carvings.

Disguise (x2)

The skill to alter one's physical appearance using prosthetics, makeup, masks and clothing. Actual mimicry of a specific person requires the Acting skill, however.

Forgery (x2)

The skill to accurately duplicate written or artistic objects, such as official documents, works of art, or handwriting, given the proper materials. It also encompasses the ability to recognize a forgery as such, and give an opinion as to its origin.

Jeweler (x5) – REQUIRES Craft: Metalworking

The skill to work with precious metals such as gold and silver, or precious and semi precious stones in order to create items suitable for magical enchantment, precious works of art, or to decorate weapons.

Sculpting (x2)

The skill to produce solid works of art using clay, wood, or ivory. Blacksmith skill is required in order to create metal sculptures. This skill includes the ability to identify, produce and critique such arts.

Shipbuilding (x2) – REQUIRES Craft: Woodworking

The skill in constructing ships or coastal structures, such as breakwaters, piers or docks.

Tactics (x3)

The ability to deal with military unit maneuverings in order to make the best of a situation in macro combat.

Tinker (x2)

The skill in modification and improvement of mechanical devices, including setting or disarming traps, or working with simple machines.

Trick

Used to force an opponent to act in a specific way by saying something or doing an action that will fool the opponent. May be resisted by the target's **Creativity**.[2]

Dexterity based skills

Bow (x2)

The skill in using any sort of bow, such as Longbows, Short Bows, or even Elven Heartbows.

Crossbow (x2)

The skill in using any sort of crossbow, including Stonebows or Repeating Crossbows.

Escape (x2)

The ability to free oneself from ropes, handcuffs and similar bonds.

Fencing (x2)

The skill in a stylized form of fighting common to certain civilized cultures for dueling that uses light, thin weapons. Fencing allows for two parries without penalty when facing fencing weapons.

Knife

The skill to use, but not to throw, any type of Knife, Dagger or Stiletto in close combat

Lockpicking (x3)

The ability to open locks without a key, or disarm simple traps.

Musician [specific]

The ability to understand musical notation and to play a specific form of musical instrument (Percussion, Stringed or Wind). Each form requires it's own skill.

Sleight of Hand

The ability to perform subtle hand movements required by pickpockets, stage magicians or card sharks.

Sling (x2)

The skill in using the Sling or Handle Sling.

Teamster

The skill to control a wheeled vehicle drawn by one or more beasts of burden. It also provides some skill in caring for the animals.

Throwing (x2)

The ability to accurately throw things at a target.

Empathy based skills

Elven Invisibility (x2) – RESTRICTED

The ability to blend in with the surrounding vegetation, becoming one with the forest. For someone in the area specifically looking for the user they can detect them if they make an **Empathy** roll vs. 5d, adding 1d to the difficulty per **EL** of skill. This skill has HALF value outside of forest terrain and cannot be used where there is no standing vegetation.

Gambling

The skill in the rules of games of chance. A skilled gambler is able to improve on his natural luck by feeling out the moods of his opponents, or knows special tricks of the trade (rules or cheats). They are also adept at detecting other cheaters.

Read Emotions (x2)

The ability to feel the mood or read the intent of another person, mainly in regard to emotions. At higher levels a careful observer may use the skill to make prudent assumptions about motivations or goals.

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[2] Look! A Baby Wolf!

Fitness based skills

Athletics (x2)

The ability to engage in strenuous physical activities, such as jumping or running, or other sport activities.

Climbing

The skill in ascending and descending vertical surfaces.

Flight – RESTRICTED

The ability to fly for long periods of time, or to perform aerial maneuvers.

Mining (x3)

The skill in mining stone or valuable ores from underground as well as the ability to prospect for them.

Production [specific]

This skill must be specified for some tiring productive activity, such as Farming, Herding or Fishing. It allows one to produce the required bounty under long or adverse conditions.

Seamanship (x2)

Seamanship is the ability to operate and maintain large ocean-going ships, both rowed or sailed. It also provides one with a knowledge of the protocols of the sea and the rules that seaman operate under.

Swimming

The ability to move effectively and efficiently in an aquatic environment,

Influence based skills

Acting

The skill to perform as an actor, for entertainment or other purposes. It also allows one to mimic a specific person, though disguise may be needed to match appearance.

Charm

The ability to change the attitudes of onlookers by saying the right things or saying them in the right way. May be resisted by the target's **Influence**.

Etiquette (x2)

The ability to deal with high society, knowing its ways and rules.

Haggling (x2)

The ability to influence the final price of a transaction. The specific circumstances of the deal should be kept in mind, as should the Player's role-playing. These can affect the price as much as the skill roll itself.

Language [specific]

The ability to communicate in a specific spoken language. All characters are assumed to have maximum skill in their native tongue at no cost. Non-native languages gained on character creation start at HALF maximum (or 1). For any sort of spoken interaction, the Language skill will limit the skill to be used.

Rhetoric

The skill of public speaking, a much deeper and long-term way to influence people then by using Trick or Charm.

Singing

The ability to produce music with your voice, usually for entertainment but sometimes as a part of teaching in some cultures where the written work is common.

Supernatural Language [specific] (x2)

The ability to communicate in a specific supernatural language.

Streetwise (x2)

The ability to deal with the unsavory elements of a society, be it the common people at the bottom of the social ladder or the criminal underworld. This skill allows you gain information or influence within this element.

Teaching (x2)

The skill to spread knowledge and expertise to others in a clear and coherent fashion. Without this skill an instructor is limited to a single pupil at a time, and the time of instruction is much greater. The Teacher must have a higher skill in what is being taught than the pupil.

Mind based skills

Architect (x4) [specific]

The skill in designing free-standing or enclosed structures, such as dams, bridges, or buildings. The skill to design boats of water structures requires "Naval Architect", while the ability to design military fortifications requires "Military Architect". Each skill is improved separately.

Animal Healer (x2)

The skill in caring for sick or wounded animals, similar in regards to caring for a wounded person with Healer.

Healer (x2)

The skill in body knowledge and medicines, allowing the user to bind wounds, treat disease and infections, and deal with basic poisoning.

Knowledge [specific] (x3)

This skill is placeholder for any field of study not otherwise described here, such as Archeology, Law, History or Dragon Lore. Each skill must be improved on its own.

Mana Reading (x2) – RESTRICTED

The ability to feel the Alignment and Relative Power of a source of magic, and if it is a spell the basic purpose as well. The reading distance is limited to **Aura x10** feet. Any success is automatic, unless the subject is cloaked.

Naturalist (x3)

The knowledge of useful plants, minerals and animal products in the wild. It includes the ability to find and harvest them as well as how to use them.

Navigation (x5)

The skill in using various techniques use to track one's positions and movements, and is usable at sea or on the land.

Read and Write

The skill in reading or writing any language you can speak, assuming there is a written version.

Regent (x2)

The skill in running a government or other organization, knowing what makes it work and how to direct it.

Perception based skills

Appraisal [specific] (x2)

The skill of accurately judging the value of something, given a knowledge of the product and the markets. This skill must be gained for each class of commodity (weapons, armor, cloth, etc).

Mana Sensing (x2) – *RESTRICTED*

The ability to sense the presence and strength of spells or wards at a distance up to **Aura x20** feet. Any success is automatic, unless the spells are cloaked. Purpose and orientation of the spell is not returned.

Notice

The ability to perceive details that may be otherwise overlooked in haste. It is also is used to spot hidden or stealthy characters.

Siege Weapon (x2)

The skill in operating siege weapons, such as arbalests and catapults. It also provides some limited ability to make repairs.

Sign Language

The ability to communicate basic concepts in a silent manner. The use of this skill is limited to your skill in a common spoken language, or 1 if there is no common base. It is obviously limited to line-of-sight.

Tracking

The ability to follow the trail of something using indirect clues such as footprints, broken twigs, etc.

Will based skills

Husbandry *[specific]* (x4)

The skill in caring, raising and training a specific type of animal.

Interrogation (x2)

The ability to extract information from an unwilling informant. The use of torture is also covered by this skill.

Leadership (x2)

The ability to lead others, either by example or through inspiration. At least one character in any group should probably possess this skill to some degree or another.

Scrounging

The ability to find food, shelter and other miscellaneous things in a city or town environment.

Seduction

The ability to sway others by the judicious use of looks and sex appeal. The skill includes an understanding of what people find attractive and the ability to adapt to different preferences.

Survival *[specific]* (x2)

The ability to survive in a given terrain, including the ability to travel safely, find food and water or rig protection from the elements. It also includes basic knowledge about any animal or plant dangers. Each terrain type must be learned an improved on its own, though related terrains MAY be used in a pinch for pure survival uses.

Taunt

The ability to force an opponent into action using insults or frustration. May be resisted by the target's **Will**.[3]

Aura based skills

Casting Speed (x2)

The ability to trace the sigils and mouth the words required to cast spells. A magic user cannot invoke more magic in a single round than his Casting Speed plus his **MP**.

Lower World Passage (x3) – *RESTRICTED*

The ability to piece the veils that separate the middle and lower worlds. These sites may be rare natural locations where the two worlds overlap or portal points created and maintained by powerful magics.

Languages & Communication

Language skill will be a limiter on all communication rolls, with battle communications limited to the lower of either side's skill. In terms of influence, the language limit only applies to the influencer's skill, not the language skill of the targets.

In a pinch, languages of the same group may be understood and spoken at ONE-THIRD (round down) the base language.

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[3] *Klingon!*

Cultural Benefits

The rules assume "generic" humans or members of other races, but over time certain cultures have specialized enough such that members of those cultures will be better than others in certain areas. All benefits apply as skill bonuses apply as levels above the normal MAXIMUM based on statistics.

Example: Maximum human Agility is 8d. If a culture has +2d to max Swords skill a character from that culture could conceivably go beyond his Agility limit of 8d, to a Sword skill of 10d. For the average member of this culture, where Agility is in the 1d to 2d range, his skill will still be beyond what is normally possible, up to Sword skills of 3d or 4d, but still possibly only a 1d.

Where a culture is granted a bonus to an attribute, the bonus applies as a free die to that attribute AND an increase above the normal human maximum.

The A'ha'kacili

- "The Kacili have refined the slaver's art to a science": +2d to max **Appraisal: Slaves** skill

The Bal'sani

- "Masters of the Ambush": +2d on Advantage rolls (combat)
- "Could track a fly": +2d to max **Tracking** skill

Caldo

- "Their cities produce some of the world's finest iron and stonework": +2d to max **Craft: Metalworking** and **Craft: Stoneworking** skills
- "...said to be the finest armor-makers in the human world": +3d to max **Armory** skill *(Armor only)*

The Empire of Ced

- "Ced craftsmen are noted for their ability as weavers, glassmakers and dyers": +1d to max **Craft: Glassblowing** and **Craft: Clothworking** skills

The Cerulean Empire

- "When faced with a supernatural threat, they are hard pressed to hold their ground": Make **Will** roll vs. 6d when facing creatures with a Contact Level. If failed, they rout; if successful add +2d to any attack rolls.

Dawana

- "They are known as fine weavers and metal workers": +1d to max **Craft: Clothworking** and **Craft: Metalworking** skills

Dirllar

- "Dueling is an honored tradition in this land": +1d to max **Fencing** skill

Djanesborg

- "Some of the finest archers in the world come from Novholm": +2d to max **Bow** skill *(Novholm only)*

Donara

- "They are noted horse breeders": +1d to max **Husbandry: Horses** skill
- "...especially in Xalanara": +2d to max **Husbandry: Horses** skill *(Xalanara only)*

The Fomorian Empire (Aredan)

- "Aredan has a military reserve system that includes all males between 16 and 30": **CP**+1 to all NPC's, PC's start at **CP**1 minimum.

The Fomorian Empire (Ashudan)

- "Ashudan has fine quarries, craftsmen and jewelers": +1d to max **Craft: Stoneworking** and **Jeweler** skills

The Fomorian Empire (Fomoria)

- "Fomorians are a proud people, due to their mastery of the seas": +2d to max **Seamanship** skill and +1d to max **Shipbuilding** skill

The Fomorian Empire (Kingdom of the Islands)

- "as specified for Fomoria": +2d to max **Seamanship** skill and +1d to max **Shipbuilding** skill

The Fomorian Empire (Musira)

- "as specified for Fomoria": +1d to max **Seamanship** skill

The Ghazai

- "They are also cunning fighters with strong military discipline": +1d to max **Tactics** skill

Goiden

- "The Armagh … are noted as bards, craftsmen and poets": +1d to max **Rhetoric**, **Singing**, all **Musician** and all **Craft** skills.

Gom

- "Gom is … renowned for textiles": +1d to max **Craft: Clothworking** skill

The Kakana

- "They enjoy the screams of an enemy under torture and take great pains to 'arrange' this pleasure perfectly": +1d to max **Interrogation** skill

The Kameran

- "The tribesmen are noted as fine weaponsmiths and hunters": +1d to max **Armory** skill *(Weapons only)*; +1d to max **Survival** skills; +1 to max **Tracking** skill

The Katai

- "Their iron work is inferior to that of the west": -1d to max **Armory** skill (iron items only)

The Kazi

- "The Kaz is a hard land. The Kazi are harder men": +1 to **Fitness** and +1 to **Will**
- "They are among the most blood-thirsty warriors on the continent": **CP**+2 to all NPC's, PC's start at **CP**2 minimum.

Kirazan

- "Kirazan's craftsmen are renowned for their brilliance": +3d to max **Craft** skills
- "The existence of the city is dependant on trade. Its people have a reputation as deadly bargainers": +2d to max **Haggling** skill and +1d to max **Appraisal** skills
- "Kirazani have a fanatical fear of religions": Make **Will** roll vs. 6d when facing Priests or religious members. If failed, they actively harass them, or attack them if the Priests are casting magic or seeking converts; if successful they may simply rude and unhelpful.

Ma'helas

- "Matan's craft goods are prized for their beauty and durability": +1d to max **Craft** skills *(Matan only)*

The Mopazi

- "They are among the world's finest wood carvers": +2d to max **Craft: Woodworking** skill

Ro'babza

- "They are masters of a lost technique for casting iron": +1d to **Armory** and **Craft: Metalworking** skills *(Iron work only)*

The Rogizini Empire

- "The Rogizini Empire is noted for fine craftsmanship"; +1d to max **Craft** skills

The Sarghut

- "The Sarghut are the most feared and hated nomads on the continent": +2d to max **Riding: Horses** skill; **CP**+2 to all NPC's, PC's start at **CP**2 minimum.

Taolisa

- "Taolisa is renowned for fine ceramics, clothing and stonework": +1d to max **Craft: Pottery**, **Craft: Clothworking** and **Craft: Stoneworking** skills

Ticasi

- "Most citizens strive toward the national purpose of scholastic excellence": +1d to max **Knowledge** skills; +2d for citizens from the capital city.

The Timbaza

- "Most of them are talented artists": +1d to max **Artist** and **Sculpting** skills.

Treaus

- "Trean timber, craft goods and art are prized": +2d to max **Crafting** skills; +2d to max **Artist** and **Sculpting** skills

The Vassa

- "The Vassa are skilled hunters": +1d to max **Survival** skills *(except Ocean and Underground)*

Skill Use and Task Rolls

In general, rolls should only be made when absolutely needed, since unneeded rolls just slow down game play for little gain in story advancement. Skill use should be considered for two cases – "required" and "no sweat".

"No Sweat" resolution assumes that you have the minimum level of skill required for the task and that you are not under any sort of time pressure to succeed. Basically, if you have enough time and failure does not end the attempt, it's like rolling until you get all successes. A "No Sweat" success is therefore equal to the skill EL, plus any modifiers that may apply (situation, assistants, etc). The actual time required is DOUBLE the success count required plus any difficulty dice faced, used as a modifier to the normal skill time.

Example: A crafter with a skill of 4d has all the time in the world for a simple task. His no-sweat work is good for 4 successes, but it will take 2x4, or 8 times as long as a normal task. If this were a Routine task, it would be 2x(4+2), or 12 times as long to be assured of those 4 successes.

"Required" skill rolls are the usual case, handled with the normal dice rolling mechanics. The "difficulty" is either a set number of dice (for a fixed task) or an opposing skill level, plus any additional dice for the situation.

Difficulty Levels:
- Simple: 0d
- Routine: 2d
- Challenging: 4d
- Difficult: 6d
- Very Difficult: 8d

And so on. Increasing levels of difficulty (i.e. add +2d) may be assessed due to situation, or lack of tools.

When determining skill difficulty on the fly, keep in mind that most masters of a skill will be in the EL5 to EL6 range with journeymen in the EL2 to EL4 range.

Task Retry

If a failure in a required task is not final, (i.e. **Lockpicking** where there is no immediate chance of discovery), additional attempts may be made with a cumulative -2d to the user's skill. A botched skill roll will prevent any future retries for a reasonable "cooling off time", usually a day but possibly shorter if the GM allows.

Cooperation

For larger tasks where multiple people can contribute, a single cooperative skill roll is used. The "lead" of the task is the character involved with the greatest skill, with one or more assistants contributing additional dice depending on their number and degree of skill as compared to the lead. Assisting characters count as ONE addition if their skill is within 2d of the lead character and count as HALF an addition if their skill is within 4d of the lead. The actual number of dice gained is based on the total number of additions:

1 = 1d; 2-4 = 2d; 5-9 = 3d; 10-24 = 4d; 25-49 = 5d; etc.

The lead skill may not be more than DOUBLED.

Example: An Armorer (skill 5) is working on a complex suit of armor. He has 1 Journeyman (skill 3) and 3 apprentices (skill1) assisting him. When he makes any task rolls with his assistants, he adds +2d (the apprentices only count as 1.5 adds).

Helper Skills

Sometimes, creative use of other skills may be used to improve your odds. For example, a female character may use seduction as a helper to her haggling skill. All such cases should be well described by the player so the exact means that the helper skill is working can be seen.

If the player can successfully make the case to the GM, subtract 1 from the skill level and use the remaining skill as additions (as for Cooperation, above). If TWO skills are used to help, subtract 2 from each and add the remaining levels to determine the number of additions. As for cooperation, helper skill bonuses may not more than DOUBLE the core skill level.

Example: A character with Haggling 5 decides to use his Intimidation 4 to "lean" on the merchant and get a better deal. He gets 3 adds, which is worth and additional 2d. However, if he fails the GM is well within his right to make the situation go south real fast...

Specific Task Notes

The following task situations have come up and are detailed here as a "library" of skill tasks for easy reference.

Haggling

Haggling is a one-up task when buying or selling merchandise. Usually a merchant will buy goods at 50% of value (i.e. old swords) with the hope of reselling them at full value. The winner of the haggling roll may alter the base price by 5% in the direction favorable to them.

Example: A Player wishes to sell a sword valued at 100CC to a merchant, who will normally offer 50CC for it. The Player gets 4 successes on his haggling, vs. 2 for the merchant. The player moves the price up by 10%, to 55CC. If this same player was trying to buy a sword from the merchant, his haggling would allow him to reduce the merchant's price by 10%, to 90CC.

The GM is perfectly within his grounds to add dice to either side to reflect any role-play (or lack thereof). This haggling roll is supposed to reflect a reasonable effort within a market area. If the player does not like the result he can make subsequent attempts, at -2d cumulative penalty for each.

Influence

Trying to convince others to do something may be made using Etiquette, Seduction, or Rhetoric skills, though in some situations other skills may be used. For simple requests pit your skill verses the subject's. If attempting to convince them to do something dangerous or costly, add difficulty dice to their resistance.

Increase the difficulty by the Ire of the target, or by any modifiers for situation or cultural hatred.

Connections

When play begins characters will generally be in a neutral state – knowing nobody and nobody knowing them. As the game progresses the characters are certain to cross paths with the various powers in the world, be they lawful, underworld or supernatural.

As for everything else, Connections are rated in terms of dice.

Favor

Positive connections are gained when you actively assist a power, or otherwise try to get on their good side through influence, carousing or seduction.

All contacts have a rating of "Power" (how useful they are) and "Influence" (how helpful they are to you). In terms of "Power", 4d is roughly equal to a maxed-out player in terms of abilities, with greater dies indicating minions or other powers. For influence, 1d is good for information; 2-4d good for Influence in local society; 5-9d good for resources and 10d+ good for direct assistance.

When the connection is used the Influence is temporarily reduced by HALF the actual difficulty roll, rounded down. This loss is "healed" after a time, though some loss may be permanent (at the GM's call).

Example: A character with a 6d Favor wishes to draw upon that contact for some help with the local town council. He rolls 6d against the difficulty of the request.

Within inter-character relationships it can shade from friendship and respect on up to steadfast loyalty, depending on where the player wishes it to lead. Favor is generally hard to gain and easy to lose.

Keep in mind that Favor works both ways...you may occasionally be drawn upon by those you have contact with when they have their own needs, the likelihood greater with higher degrees of favor.

Ire

Negative connections are gained when you actively hinder a power, person or group, either by thwarting their goals or otherwise go out of your way to tweak them. Ire can rapidly range from being an irritant to actively trying to thwart the goals of the character to seeking their outright destruction. Between characters and NPCs this can range from dislike to outright hatred.

In general, once you have gained Ire it is hard to lose and easy to make it worse.

Game Session Effect

Before a session starts, roll dice for each contact, counting only **Blue** shields. If three or more show the GM should try to work the contact into the session, either as an opportunity for the characters or a request from that contact.

For enemies, roll dice for Ire. If three or more show **Red** skulls the enemy will try to do something to harm the characters, the degree of which depends on how many skulls are showing.

Magic

Magic is a powerful force in the world, but not without its limits.

Styles of Magic

While each style has its own rituals and ways of invocation, overall magical training will allow you to exceed the normal limits to magical skill learning – increase the **EL** limit on spells by **(MP/3)**, round down.

Example: *A character is MP 2 in Law Wizardry and MP 4 in Shadow Weaving. His maximum spell level for both styles is increased by 2 ABOVE the normal maximums.*

Wizardry

To be accepted as an apprentice roll your current **Mind**+2 in dice and get at least three successes. The cost to become a wizard is 25 of your skill points.

All wizardry spells are **Mind** based and limited as such.

CHAOS ORIENTATION

The cost of Chaos spells is normal. The cost of Balance and Elder spells is DOUBLED; the cost of Law spells is TRIPLED.

In any encounters, Law aligned forces are hostile.

LAW ORIENTATION

The cost of Law spells is normal. The cost of Balance and Elder spells is DOUBLED; the cost of Chaos spells is QUADRUPLED.

In an encounter with Chaos the Law wizard will attack and be attacked. He is not required to attack other alignments.

ELDER ORIENTATION

The player must decide whether he is Dark Elder or Grey Elder.

For Dark Elder the cost of Elder and Chaos spells is normal; the cost of Law and Balance spells is DOUBLED; the cost of Sidh spells is QUADRUPLED.

For Grey Elder the cost of Elder spells is normal. The cost of Law, Sidh and Balance spells is DOUBLED; the cost of Chaos spells is TRIPLED.

The Sidh view Dark Elder wizards as enemies. Attacking the Sidh earns them favor with the Kotothi gods and keeps them alive. They often work with Chaos forces and assail Law. The quest for personal power is their lives.

Grey Elder wizards tend to be selfless seekers of knowledge who champion what they treasure. They seek power, as much for the good of what they serve as for personal ends.

BALANCE ORIENTATION

The cost of Balance spells is normal. The cost of Elder spells is DOUBLE; the cost of Law and Chaos spells is TRIPLE. The balance wizard is not required to attack any alignment. Law and Chaos forces are hostile but do not attack automatically unless that is in their nature.

Shamanism

To be accepted as an apprentice roll your current **Will**+2 in dice and get at least three successes. The cost to become a shaman is 15 of your skill points.

All shamanic spells are **Will** based and limited as such.

Shamans can only cast Shamanic spells, and the cost to learn and cast is normal.
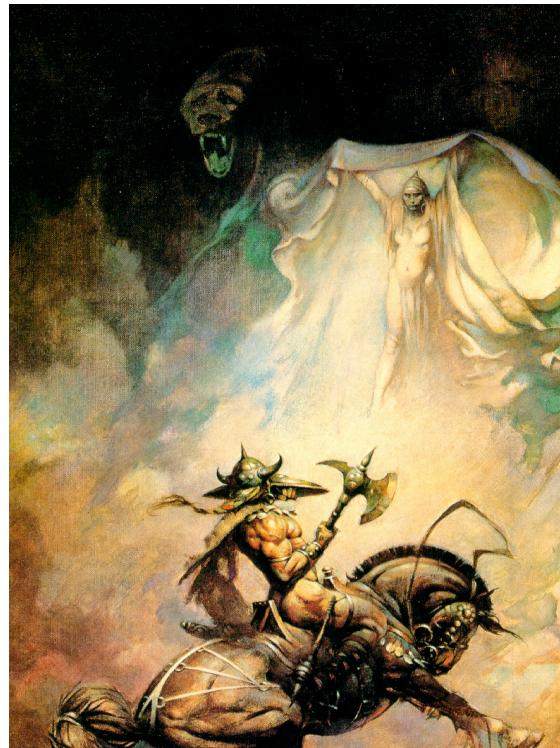
Kotothi Warlock

(NPC only, included here for completeness) To be accepted as an apprentice roll your current **Will**+2 in dice and get at least three successes. The cost to become a warlock is 25 of your skill...

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Shadow Weavers can only cast Shadow spells, and the cost to learn and cast is normal. Spells derived from Light, Darkness or elemental forces cost DOUBLE; spells that affect the mind cost HALF.

Casting Magic

The basic mana cost of a spell is equal to the difficulty of the spell times the EL cast. If there are other multipliers due to magic style, they are also applied.

Example: A x3 spell is cast at EL4. This will require 12 mana. If this were a Chaos spell cast by a Law wizard it would take 48 mana.

To succeed with a spell, the caster rolls **EL**+**MP** vs. the difficulty of the target, usually their **Aura**. If a spell can affect multiple targets, the highest **Aura** is used, plus an added difficulty penalty based on the number of potential targets (may not more than DOUBLE the **Aura**):

Number	Bonus	Number	Bonus
1	–	20-49	+4d
2-4	+1d	50-99	+5d
5-9	+2d	100-199	+6d
10-19	+3d	200-499	+7d

If there is no normal resistance (i.e. casting a spell on yourself), you only need a simple success (though added difficulty due to situation may apply).

For most spells at least one hand must be free and empty in order to trace out the sigils required to channel the spell. In addition, the caster must be able to speak the words of power needed to call forth the desired results. If either of these is denied, the spell cannot be cast. If the GM allows one to cast while either of these requirements are constrained, add at least 6d to the difficulty (if not more).

Ritual spells require that BOTH hands be free and empty.

Casting Time

The time to cast a combat spell equals the total mana involved divided by the caster's **MP**+**Casting Speed**. The end result, rounded up is the number of combat rounds required.

For ceremony spells the actual timeframe specified by the spell is used instead of combat rounds.

Example: A ceremony spell with a time scale in hours will take 15 mana. If a caster with MP 2 and a Casting Speed of 4 casts this spell it will take 3 hours to perform the rituals.

Innate powers have a casting speed equal to **Empathy**+**Will**.

While invoking combat spells the caster's active defenses are cut in HALF (passive defenses such as cover and distance still apply). When calling forth ritual spells, the caster has NO active defense.

Mana Regeneration

Each day a magic user will recover **Aura**+**Health** in mana. If the caster does not cast any spells for at least 24 hours, the regeneration rate is DOUBLED.

"Overpower"

A caster may opt to trade spell effect for improved ability to overcome target resistance. For a given spell level, 1 EL of spell effect (including duration) may be traded for an additional die in the casting roll itself. The limit to this exchange is obviously one less than the EL of the spell being cast. The number of dice transferred is added to the mana being expended when determining how long it takes to cast.

Example: A caster with MP 2 and EL 4 in a spell needs to be sure he can overcome a tough target. He trades 2 EL from effect into his power. He rolls 8 dice to overcome the target's Aura, but the spell only acts as if it were cast at EL 2. If this were a combat spell with a cost of x1, he would compare his casting time against a total of 7 (x1 spell + EL4 + 2d traded) – if it were a ceremony spell (in hours) it would take 7 hours at most (actually, 6 hours since he needs at least 1 success).

"Concentration"

Going the other way, a caster may opt to trade initial power for greater effect. However, this method is not as efficient, reducing the casting roll by 2 dice for every EL gained in effect. Obviously, the casting roll may not be reduced by more than the **EL** in the spell. The number of dice gained toward effect is added to the mana when determining casting time.

Example: The same caster above uses the same spell, but needs more effect. He reduces his normal roll of 6d against the Aura of the target by 2d, which will give him the effect of an EL5 spell if he succeeds and counts as 7 mana points in terms of casting speed. The most he could boost his spell would be by 2d, in which case he is relying entirely on his magical training (MP) to get the spell off.

Abysmal Failure

When rolled, if the number of blanks is HALF or more the number of dice rolled, and if the spell failed, it fails abysmally. Bad things can possibly happen. For every excess die, roll a d20 on the abysmal table. Each duplicate roll either DOUBLES the duration or increases the severity by one level.

Priestly Devotion

Unlike wizards, magicians and shamans, a Priest is less an independent force and more of an avatar or extension of his or her god's power into the Middle World. This makes the prayers available to priests both very impressive and very limited at the same time.

To be accepted as an apprentice roll your current **Influence**, plus 2, and get at least three successes (two successes if station 4 or better; four successes if station 1 or lower). The cost to become a priest is 20 of your skill points.

All priestly spells are **Will** based and limited as such.

Priests may cast any spells derived from the attributes of the god they are devoted to at normal cost. They can also cast and learn any Priestly Basic or Priestly Leadership spells at normal cost. Powers may be learned from other gods within the same Pantheon (if the goals do not oppose those of the main god) at TRIPLE cost.

Unlike normal magic users, Priests do not have **MP** (Magic prowess) but instead have a rating called "Devotion" which works the same way except that **Devotion** is tied to the single god and goes up or down based on how well they follow that god's ways, teachings, duties and laws. If a Priest ever switched to a different god, his Devotion would reset back to 0, no matter how high they may have been with their previous god.

Also unlike **MP**, Devotion can decrease if the character works against the wishes of his god. If **Devotion** becomes negative they are effectively excommunicated and will need to go through the process of reacceptance again.

Difficulty Modifiers

Unlike spells, which are powered by the casters themselves, Priestly prayers are subject to the whims of the god and how the Priest has acted while in that god's service. The difficulty may be increased, increasing the chance of failure (representing the fact that the god ignores the request) depending on circumstances. If a prayer fails, it may not be tried again until the next scene.

Suitability only matters if the prayer is beneficial. Unaligned targets not of the Priest's religion have a difficulty add of +2d. Targets who are tied to an allied power have a +4d added difficulty, while those tied to powers neutral to the religion have a difficulty add of +6d. Beneficial prayers can never be cast on those tied to enemy powers or who have harmed the religion itself.

Fittingness is a measure of the desires of the deity. If the prayer requested strays beyond the function, interest or power of the deity, 1d or more will be added to the difficulty. Likewise, if the god has an interest in the performance of the Priest's duties, the difficulty can be reduced by 1d or more.

Frequency is a measure of how dependent the Character is on the divine. The more a deity is asked for aid by an individual the less likely he or she will grant the request. Unusual frequency is worth +1d, unreasonable frequency worth +3d or more.

For **Environment**, the more sacred a place is to a deity the more likely the deity is to hear a request. The more it is opposed to the deity, the less likely it will respond.

> *Example: Jeina of Asidan wants a blessing before going to A'Korchu. She seeks aid from the Priestesses of Inanna in the city of Fomoria. As she states her willingness to serve, they perform a ritual of Confirmation in the Temple of Inanna and beseech the goddess' aid. Jeina is a worshipper of Inanna who frequently asks for aid and is sometimes offensive when it appears she will be refused. The factors weigh out as follows:*
>
> *FITTINGNESS - Granting aid against servants of Abaddon's court is fitting. [-1d]*
>
> *FREQUENCY - Jeina often asks for aid and can be petulant when the goddess withholds it. Her attitude and her tendency to lean on divine intervention make this factor a minus. [+4d]*
>
> *ENVIRONMENT - The ceremony is performed in Inanna's most sacred temple. She is more likely to listen. [-3d]*
>
> *To determine the added difficulty chance the request is granted, total the factors assigned. In this case the total modifiers are a wash, but with a Ceremony having a basic difficulty of 14d the request is unlikely to be granted unless the Priest that calls for it is very devoted and skilled.*

Improvement

When a priest has successfully used his or her powers in the cause of their god during a scene, afterwards they may try to improve their Devotion. To do this, roll a number of dice equal to their current Devotion, plus 1. If they get enough successes to equal or exceed their current Devotion, they increase by 1. Additional dice may be given depending on how important the task that was performed to the goals of the god in question.

If a Priest works against the goals of his god in a scene, he will suffer a LOSS of one point of devotion unless he rolls his Devotion in dice and gets at least HALF (round up) in successes.

List of Gods

The following list of gods should be used as a guideline to allowed powers and goals.

Brigit (Elder) – *The Court of Dagda*

The gentle flower, Goddess of Healing and Beauty, Patron of Fertility, Consort of Nuada, Mistress of Mathgen, Queen of the Elder Light, Mistress of the flowering fields. Contact Level 5 (*Manifests as a pretty elf in a fine dress with flowers adorning her hair, usually on a high position such as a ledge or plateu*)

Spells: Cure Disease, Cure Poison, Healing, Regeneration, Regrowth

List of Spells

The following list of spells is currently available. There are no more "Family" powers – all spells must be learned on their own. Each spell details the alignments that can cast the spell, the type, range and basic duration (if not instant or endless). In all formulas, all fractions are **rounded up** unless otherwise specified.

Spell Notation

Most spells may be cast as needed, taking a few combat rounds to complete and having their complete effect take place in the round the casting is complete. Where spells vary from this standard, the following notations are used:

- **Ritual**: Most spells can be cast in a matter of rounds, under combat conditions if need be. Ritual spells require preparation, ceremony and a relatively calm environment to perform, taking minutes, hours or even days to complete the invocation. They cannot be cast in combat conditions. The time unit to be used for the casting speed is given in parenthesis

- **Timed**: Most spells have no duration, their entire effect taking place in a single round. Spells whose effects take place over time have a basic duration listed in parenthesis that is multiplied by the spell **EL** to determine the actual duration. If a timed spell has a duration of "varies" the spell ends when a certain condition is reached, which is described in the spell description. A duration of "permanent" means the spell lasts until it is somehow dispelled.

- **Self, Touch or Ranged**: Spells marked as Self can only be invoked on or around the caster himself, unless otherwise stated. Touch spells are limited to the reach of the caster and will require a hand-to-hand roll if used in combat against a resisting target. Spells that are Ranged have a basic distance that is multiplied by the **EL** of the spell to find the maximum range to the target. This range is limited by line-of-sight unless some other means of targeting is available.

- **Area:** Most spells affect only a single target. If a spell effect is felt over an area, the basic area is described in parenthesis. Multiply the basic area by the spell EL to find the actual area.

Abandon (x2)
***Elder** – Ranged (**10'**), Timed (**1 minute**)*

The target loses all sense of purpose and wanders about randomly at HALF **Move**. If attacked they get no active defense, and if they take any damage the spell is broken.

Armor (x3)
***Law** – Self, Timed (**1 minute**)*

The caster gains a temporary armor effect against missile or melee attacks, adding **EL/2** to his **Toughness** against these attacks. Damage from magic is not hindered in any way.

OPTIONAL: If the caster wishes to affect a target other than himself, he must touch them and the mana cost is DOUBLED.

Bless (x1)
***Priestly Basic** –Ritual (**minutes**), Touch, Timed (**1 day**)*

The caster calls upon their god to grant an individual a single boon. This may be an increase to either attack OR defense worth **EL/3** dice, or the increase of a primary or derived attribute worth **EL/5** dice.

The target of the blessing must be willing and can not be aligned in opposition to the priest's religion, otherwise the spell will always fail.

Blindness (x3)
***Sidh, Kotothi** – Touch, Timed (**1 day**)*

The touch of the caster blinds the target, making it impossible to perform any detailed sight-based tasks. Other tasks that can be performed while blind (i.e. slowly by touch, or fighting by listening for the opponent's movements) may be performed with a penalty of **-6d**.

Blood Vengeance (x5)
***Elder, Kotothi** –Ritual (**hours**), Touch, Timed (**varies**)*

This spell is only used on willing recipients and dedicates that person to killing a single other target. The subject of the vengeance rite must be someone who has harmed the recipient or a member of that recipient's family. The Caster cannot cast this spell on himself, and the spell lasts until the enemy or the affected person is dead.

While affected, the recipient is under a geis to search for his enemy above all else. When the enemy is in sight the recipient will immediately attack in a raging fury, adding **EL/2** dice to his attack roll and **EL/5** dice to any damage done.

Camouflage (x2)
***Elder, Kotothi** – Touch, Timed (**1 minute**)*

This spell produces a chameleon effect similar to Elven Invisibility but is usable in any terrain. The effect lasts until the duration ends or until the target moves or is damaged. Multiple targets may be affected on a single casting simply by physical contact with the primary target, up to a limit of **EL** inclusions. Each inclusion adds 2 mana to the spell cost.

There is no casual detection chance, but if searchers are actively searching an area where the hidden targets are known to be they must make an **Empathy** roll to penetrate the spell's effects.

Chaining (x1)
***Chaos, Kotothi** – Ranged (**10'**), Timed (**1 hour**)*

This spell creates magical bonds with a **Strength** equal to the **EL** of the spell that bind the target to the ground and make it impossible for them to move. If the **Strength** of the target equals or exceeds the **Strength** of the spell they may make one escape attempt each round, breaking free if they can overcome the chains. If more than one Chaining spell is on a target they must be broken sequentially.

The caster may extend this spell simply by paying the original mana cost – no spell roll is required.

Choking Moisture (x2)
*Chaos, Kotothi – Ranged (**10'**), Timed (**1 round**)*

This spell clogs the lungs, making breathing impossible for air breathing creatures – it has no effect on water breathers or creatures that do not breathe. While choking the target may not engage in any other action and is considered to be unaware if attacked.

Each round the target rolls **EL/5** dice of choking damage. Once accumulated damage exceeds their Health they will pass out and any subsequent damage is applies to their **Life**. **Toughness** does not protect against this damage.

Code/Decode (x1)
*General – Ritual (**minutes**), Touch, Timed (**permanent**)*

This spell allows the caster to obscure or reveal the content of scrolls and books. A Detection or Knowledge spell will determine that the text is obscured but not the actual contents. This can affect any text or runes in the form of a language – it does not affect pictures if there are any. The caster must be able to read the language of the text in order to obscure it.

This spell is sufficient for any single page or tome up to 10 pages – add 1 mana to the cost for every additional 10 pages.

To reveal a scroll or book that has been obscured the **Aura** of the obscuring spell must be taken into account, otherwise only a simple success is needed. If the scroll or text is magical in nature it will resist obscuration with its **Aura**.

Command (x3)
*Priestly Leadership – Ritual (**rounds**), Ranged (**5'**)*

The Priest uses this power to force a person to perform an action. If the target makes a **Willpower** roll they may flee rather than obey. Targets who worship the God called on by the Priest give the Priest a **+2d** on his spell roll and reduce their Willpower by **-2d** if they wish to resist.

> *Example: Jonas is a Knight of Ashur with a Willpower of 4. The Sangu Mah of Ashur orders him to kill a bound prisoner. He wishes to resist. The chance the spell succeeds is increased by +2d because of Jonas' faith. If he can make a reduced Will roll vs. 6d he can disobey. If not he must do it.*

The commands possible with this spell are limited to things that can be performed within 1-2 combat rounds.

The spell can also be cast to have a greater effect. In this case it must be cast on purified ground and the target must be willing or restrained. When this is done, the casting cost is TRIPLED and no **Will** roll is allowed to resist. Success places a Geis on the victim (see Permanent Magic).   The spell in this case becomes Ritual (minutes).

Communicate (x1)
*General –Ranged (**10'**), Timed (**1 minute**)*

The spell lets the Caster speak with a creature whose language is unknown to him. If it succeeds the target hears the speech of the caster in its tongue and the caster hears the creature in his native language.

Communication ends when the Caster or the target wishes it to and makes a **Willpower** roll, otherwise it ends when the duration ends. While communicating neither entity may fight or cast other magic at the other.

> *Note: This spell has no affect if the creature in question has no meaningful language (generally a Mind of 0).*

Concealing Mist (x1)
*Sidh – Self, Timed (**1 minute**), Area (**20' diameter**)*

The spell creates a thick mist cloud that obscures vision. No one can see into or out of this mist except the caster or Sidh-oriented creatures.

This spell moves with the caster and he may position the cloud of mist such that he may be anywhere within it – he is not required to be in the center. Others within it are unable to tell the direction of movement unless the caster informs them. He may not use any other magic while the mist lasts; if he begins any the mist is negated.

Combatants within the cloud add **EL** dice to their target's defense roll, but in order to attack, opponents must somehow be in the same hex. Unless otherwise able to see in the mist, characters will only know that something is in their hex but no other information unless it is obvious.

Missile Fire into the mist provides the target a defense equal to the distance difficulty plus **ELx2** dice, assuming the shooter knows what hex to aim at. If multiple targets are in the hex the actual target is chosen at random, unless it is obvious.   The defender gets no active defenses unless he can actually see the attack coming.

Fire spells cast into the mist will consume any portion of it that the spell contacts. Persons in the sections burned away by be damaged by the fire.   If the Caster is damaged the spell is negated.

Consecrate (x2)
*Priestly Basic – Touch, Timed (**2 minutes**), Area (**5' radius**)*

Consecration on an area around the priest temporarily blesses it and grants him an additional **EL/2** dice on any divine spells cast within. It also repels supernatural forces hostile to the alignment – the rules specified for Presence apply. Forces that are too strong to be repelled are infuriated. They will go to great lengths to defile the blight and slay its creator.

Corruption (x4)
*Chaos, Kotothi – Timed (**variable**), Area (**5' cone**)*

The spell causes ANIMATE or FORMERLY ANIMATE material in front of the caster to rot. Each day (starting immediately) **ELx2** wounds are applied to the target. The victim dies when his **Life** goes below 0. The affect of the spell may be negated if they can make a **Health** roll that exceeds the number of wounds received.

For wooden objects roll **EL** dice per week, taking 1 **Structure** per **RED** result. The item crumbles when **Structure** reaches 0.

For foods and other similar items the rotting damage destroys 1# of food per **EL** each day (limited to the amount of food in direct contact with the rot).

For clothing or organic armor roll **EL** dice per week. Clothing rots away after taking 1 point of **Structure**, armor after taking **AV+1** points of **Structure**. Magical armor will get it's own resistance against the spell.

All persons and objects in the cone can be affected. The spell does not affect supernatural forces (any being with a positive CL) or those who are explicitly immune to it.

Create Warrior (x2)
*Shadow – Timed (**variable**), Area (**50' radius**)*

This spell allows the caster to draw forth minions from his own shadow to aid him. When invoked, the caster forms up to **EL** warriors around him that he may direct. While doing this he may not move more than 5' a round or perform any actions. If forced to act, his warriors are dispelled. It costs 2 mana points (or **Essence**, if innate) to maintain each warrior, drawn every minute. Warriors may not be further from the caster than the area above and may not venture where there are no shadows.

Alternately, he may cast this spell at TRIPLE cost to create a single large warrior over which he may distribute **EL** dice to increase **Attack**, **Defense**, **Damage**, **Toughness** or **Life**. With a single warrior he may act normally and cast any other shadow magics. Casting other magics will dispel the warrior.

Shadow Warrior				*Shadow*
Attack 2	Defense 5	Per 1	Move 7	Aur 3
Damage 2	Toughness 1	Hea 2	Mnd 0	Essence 20
	Life 2	Size 2	Wil 1	Mana -
EXP 3		Dex 3	Agi 3	

Note: innate shadow weavers may command any number of warriors as if they were a single large warrior. All warriors resemble, in silhouette form, the caster.

Crop Protection (x6)
*Law – Ritual (**minutes**), Timed (**1 month**), Area (**5 acres**)*

The spell protects crops in the affect area against natural threats such as diseases, hail, frost and vermin. If cast at DOUBLE the normal cost, it grants crops immunity against the spells Cold, Disease, Foyson Theft and Withering Hand. The **EL** of the immunity equals the **EL** of the Crop Protection spell. Harvested crops will not retain this immunity.

For a given **EL**, time may be exchanged for area (subtract 1 month to gain 5 acres) or vice-versa.

Example: Crop protection cast at EL5 will protect 25 acres for 5 months. The caster may alter this at cast time to be 15 acres for 7 months.

Cure Disease (x1)
*Law, Shamanic – Ritual (**minutes**), Touch*

This spell is used to cure plagues and diseases. Success will purge the disease form the target's body, though it will not cure any damage done to their body up to that point.

The difficulty of the spell is the **Severity** of the disease, with one attempt possible per day without any added complications. On success the **Severity** is reduced by the **EL** of the spell – if the reduced to 0 or less, the disease is cured. Only one attempt should be made per day, and only one success may apply each day. If additional attempts are made the caster subtracts **-2d** from their skill and any failure increases the **Severity** of the disease by 1 – if the failure is a botch, the **Severity** increases by 3 levels and the caster contracts the disease.

Darkling Light (x4)
*Chaos – Ranged (**30'**), Timed (**varies**)*
Darkness Power

The Lightning of Destructive Chaos. Any target that is affected will eventually be consumed by darkness; unless the spell is negated or dispelled, he will take **EL/2** dice in damage each round until he is killed (armor provides no protection unless spelled for such). Creatures of Light take **EL** dice each round.

If the Caster is killed before an affected target is totally consumed, the effect is negated and the person is undamaged. The only other way to counter the effect is with a Dispel/Banish spell of the same **EL** or higher.

Darkness (x1)
*Chaos – Timed (**1 minute**), Area (**10' diameter**)*
Darkness Power

Darkness can only be cast where Light exists. It is negated by, and negates, the effect of any Light spell. While it is in effect, only the Caster, persons he is in contact with and creatures that can see in magical darkness can see. Darkness is total. It allows no light whatsoever. Any non-magical light, or item that gives off non-magical light, within the affect area of the spell is extinguished. In addition, Shadow magic cannot be used within the effect area.

Creatures affected by Darkness will take **EL** dice in damage (armor does not protect) and become enraged. They will attack the caster with Uncontrollable Battle Fury until one or the other are killed. The darkness spell is consumed if causes a damage effect.

Optional: The spell may be extended an additional duration for 1 mana.

Deafness (x2)
*Sidh, Kotothi – Timed (**1 minute**), Area (**10' radius**)*

This spell causes everyone in the effect area creature to become deaf for the listed duration. The caster may exclude up to **EL** targets within the area, including himself. Deafened targets suffer an **EL/4** dice penalty to their defense rolls in addition to being unable to make any hearing Notice rolls (or being able to be lead by vocal commands)

Decay (x3)
*Chaos, Kotothi – Ranged (**10'**), Timed (**varies**)*

This spell interferes with the Healing process, preventing the target from healing back **Life** damage. A target with this spell affecting them must waste **EL** points of natural or magical healing before he can actually begin to recover any **Life** damage.

Example: A character has this spell inflicted on him at EL5. He must waste 5 points of healing before he can begin to actually recover.

NOTE: The Chaos version of this spell is drawn from the realms of decay and cannot be dispelled, only suffered through. The Kotothi version only mimics this effect and can be dispelled, although it has DOUBLE the normal Aura (i.e. as if it is a permanent magic).

Detect Evil (x2)
*Priestly Basic – Ritual (**rounds**), Timed (**1 round**), Area (**20' radius**)*

The spell operates like Mana Reading and the Priest must be actively searching for Evil. When he is, he finds what is within his range and gets an indication of how strong the evil is. He continues to get such readings until the duration ends. Impassable obstacles block detection of this type.

Example: A locked door counts as an impassable obstacle until it is unlocked. A forest does not unless there is some reason why it cannot be entered.

Note: Evil as defined by Priests is the enemy alignment. For Law it is Chaos, and vice versa. For Elder it is the Kotothi, if Sidh oriented or whichever force is the greatest danger in the area. The Referee must determine that.

Detection (x1)
*General – Ritual (**minutes**), Area (**20' radius**)*

The spell allows the Caster to detect for a specific class of thing. Success tells him something of that type is present and gives a general direction.

Detection may be used to analyze a specific object the Caster is touching. In this case, the spell informs the Caster of any magical value and the basic type of magic. The Referee may give the Caster other information from its successful use at his discretion. Whether he does or not is up to him.

Normally only a simple success is required. If an object is hidden through the use of the Null spell, its **Aura** is used to resist this spell.

Disintegration (x3)
Chaos – Touch

This spell affects animate objects. Success causes the dissolution of the entity into a pile of fuming powder. To affect a target, the Caster must touch him (if in combat, a successful hand-to-hand roll is needed vs. the target's defenses). If the target's **Aura** is greater or equal to the **EL** of the spell he cannot be affected, and at no time does armor have any affect on this power unless it grants Immunity against it.

Large targets add **+1d** to the difficulty for every point of Size over 4.

Dispel/Banish (x6)
*General, Priestly Guardian – Ranged (**10'**)*

The spell is cast to dispel the effect of magic or banish supernatural forces. It must be learned separately for each alignment.

When the spell is gained the Player selects ONE alignment. He knows how to work against them. If the spell is used to affect magic or forces of another alignment, without learning the rites that are potent against them, the caster uses HALF his dice (round down) on the attempt. If it is used against an alignment that is the diametrical opposite of the alignment known, the spell is ignored completely. The spell is always used against a specific target, be it a demon or a spell.

Example: The caster knows Dispel/Banish (Chaos) at 7+2. He rolls 9d against Chaos. Against Elder, Kotothi, Sidh, Neutral or Shadow he rolls 4d. Law forces ignore it.

Dispel – Spells are dispelled by success. The **Aura** of a spell equals the **EL+MP** of its Caster. The Caster of this spell may attempt to dispel a spell that is in the process of being cast by an enemy or one that has succeeded and is in force. If the spell he tries to dispel is permanent its **Aura** is DOUBLED.

Banish – Supernatural forces (Contact Level 1 or higher) can be banished as long as their **Aura+1** is less than or equal to the **EL** of the spell. Success causes them to vanish – they return to their world (be it upper or lower). Failure does nothing. A botch will enrage the target, giving it **+3d** on attack or magic rolls against him. If a Ward Pact binds the supernatural force, add the Aura of the Ward pact to the difficulty.

Example: A wizard encounters a Fiery Spirit bound to a ward pact. It guards a door the party must get through. The pact is 6+3. The demon's Aura is 3. His spell difficulty is 12d.

Disorder (x2)
*Chaos, Kotothi – Timed (**5 rounds**), Area (**10' radius**)*

This spell affects an area around the caster that causes everyone inside to lose control of his or her actions. They will move in a random manner at HALF speed and attack anyone within melee range (friend or foe), adding **EL/2** dice to the target's defenses due to the disorienting effects of the spell. Missile fire is not allowed by affected persons within the effect area. An affected person that wanders out of the area is stunned for a round and then returns to normal. The effect cannot be dispelled, negated or cured.

Once the spell has been cast, the caster may leave it. He is not required to stay and may cast any other magic he desires.

Dodge/Weave (x1)
*Sidh – Touch, Timed (**2 rounds**)*

The spell causes the person affected to move in an evasive manner, without altering their movement speed. If attacked with missile weapons (or spells that act like a missile weapon), add **EL/2** dice to the affected person's defense roll. They must be moving at least HALF speed to get this bonus. This spell has no effect against melee attacks.

Earth Strength (x2)
*Chaos, Elder, Kotothi – Touch, Timed (**3 minutes**)*
Earth Power

The spell adds **EL/3** to the **Strength** of the person affected while also recovering **EL** dice in flesh wounds each round. When 1 point of **Life** is healed, the target must expend 10 points of **Essence**. The target will expire if **Essence** drops below 0 (the caster can supply 10 mana to cover for the loss, keeping **Essence** at 0).

Example: A character has gained 7 wounds from an EL5 spell. In his next round the spell grants him 4 more wounds. He loses 10 Essence and Gains 1 Life, with the wounds reset to 0. The excess wounds are unused and lost.

While affected the person draws power from physical contact with the earth and will have DOUBLE his new Carry and Lifting weights. If contact with the earth is broken for more than a combat round he weakens to his normal values and passes out for **ELx3** hours.

NOTE: The Caster can negate the remaining portions of the spell at any time for a cost in Mana equal to the casting cost of the spell.

Elf Shot (x2)
*Sidh – Ritual (**minutes**), Touch, Timed (**permanent**)*

Requires a bow and one or more arrows to be dedicated to the spell (5 mana for the bow, 1 for each arrow – up to **EL** arrows may be dedicated to the bow). When used, the arrows need not be re-dedicated, though if either is dedicated to any other magic, the Elf Shot dedication is lost.

On the attack roll with an Elf Shot arrow, add **EL/2** dice to the shooter's attack roll, and add the target's **Aura** in dice to their defense roll. If the target is hit and if **EL** is DOUBLE or more the target's **Life**, the target is paralyzed for **ELx3** hours. If the target is too large to be affected, the target suffers an additional **EL/2** dice on the damage roll.

Emmersion (x3)
Elder – Ranged (20')

This spell draws water from the surroundings of the target and forces it into his body, causing pain and a literal drowning from within. The spell causes **EL**x2 dice in subdual damage (one fourth of any damage taken, round down, is actual **Life** wounds). If the target's **Life** is negative due to wounding, water is practically gushing out of every orifice. Even if not fatal, the target will be in pain for at least the next **EL** hours as they sweat, puke and pee out the water in their bodies. During this time reduce all skill attempts increase the difficulty by **EL** dice..

In arid climates (Desert), this spell has HALF effectiveness.

Enchantment (x4)
General – Ritual (hours), Touch, Timed (permanent)

The spell may only be cast on an object the Caster created with his own hands from VIRGIN material. It enhances the natural attributes of the item in its normal function, i.e. it makes a chair more comfortable, a sword sharper, etc.

When more than one function of the item can be enhanced the spell enchants the ONE specified by the Caster – the spell must be cast successfully for each function. However, as an object becomes more laden with magic it gets harder and harder to enchant further – add **EL/2** in dice to the casting difficulty for any future enchantments (cumulative with each one added). Success enchants it. Failure makes it impossible to enchant it in that way. A botched failure makes it impossible to enchant the item further. The attributes that can be modified are:

Weapons
- A. Attack Bonus: **EL/3**
- B. Limit Increase: **EL**
- C. Damage Bonus: **EL/3** *(The increase over normal, not more than TRIPLE the original value, or more than +1 if originally +0d).*
- D. Encumbrance: **EL**x5% *(A percentage the weight can be increased or decreased)*

Armor
- A. Armor Bonus: **EL/2** *(The increase over the normal Armor, not more than TRIPLE original value).*
- B. Encumbrance: **EL**x5% *(A percentage the weight can be increased or decreased)*

Shields
- A. Limit: **EL/2** *(The increase over the normal Limit).*
- B. Blocking Bonus: **EL/2** *(The increase over normal, not more than TRIPLE the original value, or more than +1 if originally 0).*
- C. Encumbrance: **EL**x5% *(A percentage the weight can be increased or decreased)*

Other Items
- A. Attribute Increase: **EL**x20% *(The percentage the normal values of the item increase without modifying the size, encumbrance or any other factor. Referee discretion is the primary modifier that applies).*

> *Sword Example — The caster makes a Magic Bastard Sword at **EL**4. He could increase the Limit from 11 to 15, increase the damage by +2d, or grant a bonus to attack skill of +2d.*
>
> *Armor Example — The EL is 8. The **Armor** can be increased by 4d. The weight of the suit or helmet can he increased or decreased by 40%, i.e. if the item weighs 60 pounds it can weigh between 36 and 84 pounds after enchantment..*
>
> *Shield Example — The **EL** is 2. The **Limit** can be increased by 1.At no time can the **Limit** be more than doubled with enchantment. The weight can be modified 10% in either direction.*
>
> *Other Example — A Wizard makes a Magic 5 quart skin. His **EL** is 12. The capacity, i.e. the normal attribute of the item, is increased 240% from 5 quarts to 17 quarts without increasing its size or the Strength required to carry it.*

Mana spent into making an enchanted object is temporarily lost and unavailable to the Caster – he is putting a piece of his soul into the crafting of these items. "Lost" mana is "healed" back at a rate of 1 point per day.

Enchanted Dedication (x6)
General – Ritual (hours), Touch, Timed (permanent)

Weapons may be DEDICATED to destroy a specific creature, combat a specific alignment or aid a creature or alignment when it is threatened in specific ways or in danger of death.

The Caster must have material derived from the thing the item will act for or against (preferably blood) to dedicate an item. The enchantment doubles the effect of the weapon against, or for, the force selected and reduces them against all others by 50% (round down). The dedication must take place AFTER all enchantments are set.

> *Example: An EL3 sword is dedicated to destroy Dragons. Its enchanted **Damage** of +1d is +2d against Dragons. It has no bonus on anything else.*

Ensorcellment (x7)
General – Ritual (hours), Touch, Timed (permanent)

This lets an item employ magical powers. The wizard must create the item from virgin material AND be able to cast the spell he places on it. The item can be created to cast the spell, defend against it, grant immunity against it or attack anyone who touches it with the power granted.

As for Enchantment, as an object becomes more laden with magic it gets harder and harder to enhance– add **EL/2** in dice (from all current enchantments or ensorcellments) to the casting difficulty. Failure makes it impossible to enhance it in that way just tried. A botched failure makes it impossible to enhance the item further. The attributes that can be modified are:

1. **Spell Casting**; The object is able to cast the ensorcelled spell at the level the Creator cast into it. The spell may be called upon **EL/3** times per day. Magic users can get additional castings if they supply the mana required from their own supply.

2. **Spell Defense**: The object provides protection against to the supplied spell by adding its **Aura** to the user. If TRIPLE the mana is expended the defense applies to all spells of the same alignment. If FIVE times the mana is expended the defense applies against all magic.

3. **Spell Immunity**: The object provides immunity to the given spell, reducing the effective **EL** by the **EL** of the spell cast. If the end result is zero or less, the incoming spell has no effect. If greater this difference is the Effective **EL** of the spell and the item also has a chance to burn out equal to the Effective **EL** vs. 6d. The cost for immunity is DOUBLE the total mana used for the ensorcellment and the spell itself.

4. **Trap**: The object is a booby trap. The power it has only operates when it is touched. The target of the spell is the person who touched it, though area effect spells will radiate outward. The Caster may exclude specific people from this trap at a cost of 1 additional Mana Point per person excluded. If he wishes, a class of people can be excluded at a cost of 5 mana per class.

5. **Mana Storage**: The item stores mana instead of a spell. A magic user can use the mana for any purpose. The points are cast into it in creating the item. The maximum number of points equals **ELx10** in ensorcellment and the item recharges **EL+1** Mana Points per day. Casting a spell through a mana storage device of this type costs the magic-user ONE mana point from his personal supply as a 'trigger'. The cost of the spell is deducted from the mana stored. Mana storage requires large, flawless gemstones with a value in gold equal the mana points stored.

6. **Intellect**: Items can be intelligent. The cost is TWICE normal for Swords and TEN times normal for other items. The total mental capacity is found by rolling **ELx2** dice (allocate successes over Perception, Mind, Empathy, Will and Creativity). Items of this kind are intelligent beings. (*Essentially, the spell traps a spirit or demon in it*). Intellect will require rare materials with a value at least equal to the mana spent in gold.

   *Example: The casting cost for **EL**2 Ensorcellment is 7. If the spell is cast to give a sword intellect the cost is 14. If it gives a staff intellect the cost is 70. The mental capacity given is 4d rolled to generate the number of points to allocate over the five attributes.*

7. **Communication**: This power may only be given to items with Intellect. It only allows the item to communicate with the user. Such items roll **EL/2** (ru) for Influence, with a minimum of 1. This Influence may be used against the user, at the GM's will.

   Note: Items with Intellect and the ability to communicate may be assigned personalities by the Referee. The actions of the "being" follow its personality. Some possible features are loyalty, independence, egoism, etc. The basic emotions assigned should fit the powers possessed by the item, i.e. a Chaos Death Sword will not be self-effacing and merciful

Fatal Spear (x3)
*Elder, Kotothi – Ritual (**minutes**), Touch, Timed (**permanent**)*

Requires a spear (or javelin) to be dedicated to the spell (add 10 mana). When used, the weapon need not be re-dedicated. If dedicated to any other magic, the Fatal Spear dedication is lost.

On the attack roll with a Fatal Spear weapon, add the **EL/2** in dice to the attack roll, also adding the target's Aura in dice to their defense roll. If the target is hit and the **EL** DOUBLES or exceeds the target's normal Life, the target is killed. Otherwise, the target suffers an additional **EL/2** dice in damage on the hit.

Fire Darts (x2)
*Law – Ranged (**10'**)*
Fire Power, Hell Power

The spell creates a tongue of intense flame that is cast at a specific target. The Range is a straight line to the target, doing **ELx2** damage.

The caster may opt to split the dart over more than one target, allocating the damage dice as desired. The highest Aura over all selected targets is used to resist the spell.

Fire Resistance (x3)
*Chaos, Kotothi – Ritual (**rounds**), Touch, Timed (**1 hour**)*
Earth Power, Hell Power

The spell gives the person affected resistance to Fire damage. The spell allows them to ignore up to **EL** points of Life damage from fire. The spell ends when the protective pool is expended or the duration ends. The Caster must have some type of fire in his hex and must touch the person to be affected to cast this spell.

Fireball (x3)
*Law – Area (**10' cone**)*
Fire Power

This spell creates an expanding wall of fire, moving out in a 60º angle in front of the Caster. If successfully invoked, all targets in the effect area take **ELx2** dice in damage.

Firestorm (x3)
*Law – Area (**5' radius**)*
Fire Power

Similar to Fireball, this spell creates a shockwave of fire, moving out around in a circle around the caster up to the indicated range in one combat round. If successfully invoked, all targets in the blast radius take **ELx2** dice in damage.

Flaming Death (x4)
*Elder, Kotothi – Ranged (**10'**), Timed (**1 round**)*

The target bursts into flame. The spell is cast at a specific, animate target. If it succeeds he suffers an immediate **EL+3** dice in damage, followed by **EL/2** dice for each subsequent round for the duration. The flame cannot be doused in any other way, i.e. if you throw him in a lake he continues to burn. Armor does not protect against this damage, and Toughness counts at HALF value.

Flight (x1)
*Chaos, Elder, Law –Self, Timed (**5 minutes**)*
Storm Power

The spell causes air currents to lift and propel the Caster. He and any person in physical contact with him can fly. The minimum Move is **EL/2** (round down); less than this and the spell will end. Maximum Move is **8+ELx2**. Those flying in this manner have a limited ability to defend themselves due to their need to maintain contact (cut all active defenses in HALF, rounded down).

This spell may be extended without recasting simply by paying the mana cost again at the end of the duration.

Forgetfulness (x2)
*Elder – Ranged (**10'**), Timed (**3 days**)*

The spell buries a person's memories for the Duration indicated. Anything learned during this period, except physical skills, is forgotten. The period of time affected moves back from the moment the spell takes effect. It remains blank. The victim knows his knowledge of that time is gone. It will take **EL** weeks to recover the buried memories.

This spell may be cast at triple its normal cost. When it is the Caster can implant memories of his choosing at a rate of ONE day's worth of memories per round spent implanting. Once the Caster starts this he must finish or his mind is blanked for the period he does not finish implanting.

EXAMPLE – A wizard erases 12 days of memory with an EL4 spell. He decides to implant his own memories so the victim is not aware of the loss. Twenty turns into doing so he is attacked and his concentration is broken. He placed memory for day 1 to 20. He loses his own memory of day 21 – 25 and cannot implant memories for those days in his victim.

If memories are successfully implanted, the recovery time for the original memories is QUADRUPLED. In any case, a Willpower roll may be made by the victim once per week. If successful, he has flashes of memory of that period and may regain 3d days of memory.

Foyson Theft (x1)
*Sidh – Ritual (**minutes**), Ranged (**5'**)*

The spell lets the Caster extract the nutritional value from any food in his Range. The food affected appears wholesome but is bland dross. Anyone who eats it gains nothing. The caster can extract the nutrition from up to **ELx5** pounds of food per casting.

The foyson extracted materializes in the hands of the Caster as a flour like substance. It contains ALL the nutritional value and some of the flavor of the food affected. This powder is effectively 1/100ᵗʰ the weight of the original food. The spell only affects raw or prepared foods. It has no effect on animate creatures.

> **Note**: *Sidh travel rations are often made with foyson. They take the form of wafers suitable for one day's food for an elf (HALF human rations). As there are minor additions for increased flavor and stability for travel, 1 pound of wafers is the equivalent of 2 months of rations, costing 25CC in a Sidh community and 250CC elsewhere.*

God's Eyes (x3)
*Law – Self, Ranged (**20' cone**), Timed (**5 rounds**)*

This spell lets the caster see through inanimate and animate objects within his range. He states which object to see-through and then selects the next as needed while the duration lasts. The effect is normal vision of the area beyond the obstructions ignored.

The spell only affects the caster. Magical obstructions use their **Aura** to resist. There is no depth limits to this spell. Range is the only limiting factor. The view that is seen outside the cone range is normal. The caster can switch from normal view to x-ray view during the spell. Failure does nothing. Abysmal Failure causes blindness for **EL** strategic turns.

> **Note**: *When the spell is cast note how much it succeeded by. An* **Aura** *less than or equal to that amount is seen through. A higher one is not.*

OPTIONAL – The Referee may allow this spell to be used as an aid to an effort to heal someone. Successful use of the spell increases adds EL/2 to any Healer or Chiurgeon skills rolls.

Hawk's Eyes (x3)
*Sidh – Self, Timed (**1 minute**)*

This spell increases either sight perception or visual range, the effect chosen when the spell is cast.

When cast for increased detail any notice rolls on objects within **ELx10** feet get an additional **EL/2** dice.

When cast for telescopic vision the character is effectively blind at close range (and if attacked is counted as an unaware target), but the caster can see normally at any distance up to ELx2 miles. Intervening objects and terrain will block this form of vision.

Healing (x1)
Law, Priestly Basic, Shamanic, Sidh – Touch

This spell will immediately heal the target by 1 **Life** point and DOUBLE the injured person's healing rate. Magical healing can only be used once per day – subsequent castings have no effect.

When used to stabilize a dying patient, add the amount of "negative" **Life** in dice to the difficulty. Patients can be stabilized multiple times per day, but only get the actual healing ONCE.

Healing Light (x4)
*Law – Ritual (**rounds**), Range (**5' diameter**)*

The Caster calls down a beam of healing light onto everyone within a circle in front of him. All targets within the circle roll **2d** and heal one point of **Life** if either die is a **RED** success. The caster himself cannot benefit from this spell.

Healing Light takes 4 rounds to perform the healing and it will heal any creature. While it does, the Caster is unable to cast other magic. He and the entities being healed are unable to move in any way.

If dying creatures are within the circle, they are automatically stabilized, even if they are not healed.

The spell must work for everyone in the area affected. If it fails for any, it fails for all. Roll against the highest resisting **Aura** to determine if it succeeds.

Hidden Truth (x2)
*Priestly Leadership – Ritual (**minutes**), Ranged (**10'**), Timed (**5 minutes**)*

A Priest who casts this can't be lied to easily. His chance to learn the unstated truth behind a statement equals **Empathy+EL** vs. the **Influence**-based skill being used if the speaker tries to speak other than the pure truth. This spell does not place the Priest in any kind of trance – he is fully aware for the entire duration.

Insight (x2)
*Priestly Basic – Ranged (**5'**)*

To a limited extent the spell combines Shamanic Soul Sight with an Elf's ability to perceive the intent of others. Successful use gives the following information:

1. The basic attitude of the person.
2. The person's orientation, i.e. Law, Chaos, etc.
3. Whether the person has supernatural powers and, if so, the orientation of those powers.

A Priest who uses this power successfully gets the information above. In addition, he may add **EL/2** in dice to any influence rolls when talking to this person if the person is not hostile.

Insubstantiability (x2)
*Balance, Chaos, Elder, Law – Ritual (**rounds**), Timed (**5 minutes**)*
Travel Power

The spell allows the Caster to WALK through material objects. While the Duration lasts he cannot suffer physical damage and may not cast other magic except for Levitation. If a creature that drains **Essence**, or a spell that attacks the spirit, attacks him the affect of the attack is DOUBLED.

The Movement Rate while affected is **Move**, limited by **EL/2** and there are no special movement abilities. Unless the caster also casts the Levitate spell, he may not move in any way he could not if he was solid (except that he may pass through physical obstructions such as walls, doors, etc.).

Unless the Caster is in the air, i.e. not surrounded by solid or liquid material, when the duration ends, he may die. He will take a number of shock dice to his **Life** equal to the material involved: Liquid (2d), Wood (5d), Stone (8d), Metal (10d). In the case of solids the caster will be stuck in the material until he can cast the spell again, assuming he survives. Casters who are bound and unable to move are doomed unless another Caster can rescue them.

This spell may be extended another duration simply by paying the Mana Cost – no spell roll is required.

The Caster may include others with this spell, if his skill is high enough. Contact with the Caster makes the person touched insubstantial for as long as the contact is maintained. The number of inclusions is limited to **EL**, including the Caster. He must add 2 mana for each inclusion.

Invisibility (x2)
Law, Shamanic, Sidh – Self, Timed (**1 minute**)

This affects the caster and any person or thing in contact with any portion of his body (up to **EL** inclusions). It has no effect on the surface the Caster walks on or inanimate objects (like walls) he touches. Persons made invisible by contact with the Caster become visible when contact, or the duration, ends.

All persons that contact the Caster, or an item held by him, during the Duration see him whether contact is maintained or not.

Any form of attack or spell directed against someone outside of the invisibility field will "pop" the bubble, dispelling it. This spell has no effect on other senses, only vision.

Each inclusion requires 2 additional mana.

Judgment (x3)
Priestly Leadership – Ritual (**minutes**), Touch

This spell is used in church trials. If it succeeds, the caster becomes aware of EVERY crime the person affected has committed against the God the Priest calls on. Cast at DOUBLE cost it grants awareness for the God's entire court. Cast at TRIPLE cost the knowledge is gained for the entire alignment.

For this spell to operate, the victim must be willing OR unable to resist. The rites demand that he be relatively motionless while his Judgment is read. In most societies where this spell is commonly used, refusal to undergo it is an admission of guilt.

Jump (x2)
Elder – Self

The spell lets the caster and anyone he hold onto (1 on each hand) jump across something or upwards. The effect increases jumping power and there must be a normal method for jumping. Length jumps add **6+(ELx3)** feet in distance, while vertical jumps add **3+(ELx2)** feet.

Failure in this produces a normal jump while a botched roll creates a failure in the magical jump. He may sail eleven feet then drop like a rock.

> *Example: A wizard has a princess in his arms and must jump across two buildings to escape. The Princess holds on to him and they back up. The space is 10 feet. He casts an EL2 Jump spell. It increases his jump distance by 12 feet. He makes it easily.*

Killing Light (x4)
Law – Range (**20'**)
Light Power

This spell forms a knife of lawful fury in the caster's hands, dedicated to killing a single target within his range. If he can strike that target, it will likely die.

If the spell is successfully invoked on the target, on the next attack against that target the Caster must make a combat roll using his **EL+CP** vs. the Defense of the target. Any successful hit will inflict **ELx2** dice in damage directly against the **Life** of the target. Creatures afflicted by light take **ELx3** dice in damage. Armor does not protect against this spell unless warded against light or law, in which case the Armor may be rolled as a resistance to the damage.

Knot Untie (x2)
Law – Touch

This spell works on rope, cord or any form of leather or cloth restraints, magically untying knots and loosening the restraint. It does not work against metal or restraints that use a lock mechanism. If the caster himself is bound he will be able to cast the spell but will face a difficulty of 6d. If both of his hands are bound he will not be able to cast this spell.

Success makes the restraints fall off after **10-EL** rounds. Failure does nothing. A botch tightens the restraint. If the restraint is enhanced magically it resists with its **Aura**. The spell only unties one restraint at a time and must be cast for each restraint you must untie.

If cast at TRIPLE cost the spell can be used to untie knots at a range of **ELx20'**. It unties any knot the caster can see when used in this manner and the knot in question does not have to be part of a restraint.

Knowledge (x3)
General – Ritual (hours)

The spell is used to gain information about a specific thing from supernatural forces. It may be used to acquire Expertise in any spell, educational skill or other area. It may not be used to gain skills that require extensive physical activity, i.e. Combat Skills, Swimming, etc.

The spell has the orientation of its Caster. When it is cast to gain magic of that alignment, or a skill, the cost is normal. When cast to gain magic from another alignment the cost is modified as specified for his Orientations. Sidh Magicians may only use Knowledge to gain Sidh or Elder Magics. This spell allows for an instant roll of **EL/5** dice vs. the difficulty rating of the skill or spell. If successful, the spell or skill increases by one level. Alternately, these ticks may be saved up and used at a later point.

If used to gain knowledge of a specific site a general roll for information quality should be made, at **EL** dice vs. a difficulty of 6d. For persons and objects use 5d+**Aura** as the difficulty. If successful, the ratio of "**Red**" dice to "**Blue**" dice will provide the style of information.

Red/Blue Ratio	Effect
Blue 5x or worse	False and Dangerous Information/Information leading to a trap
Blue 3x	Completely False Information
Blue 2x	Misleading Clue
Blue Advantage	Partial (potentially misleading) Fact
Even	Veiled Clue
Red Advantage	Obvious Clue
Red 2x	Minor Fact/Background Information
Red 3x	Major Fact/Helpful data
Red 5x or better	Important Fact/Location data

This spell should not be used more frequently than every **16-EL** days. If it is cast more frequently any failure is a botch and it cannot be cast again for a number of weeks equal to the time you were "hasty" by.

> **Note:** The spell should only be cast in an area purified for the Caster's orientation. In any other case failure is abysmal.

Kotothi Command (x3)
Kotothi – Ritual (**hours**), Ranged (**10' Radius**)

The spell allows the caster to command Kotothi creatures. It must be cast in a purified area on a monthly basis for the caster to retain his ability to do so. Those it is able to affect will not attack the caster. They will obey any request/order that does not oppose their basic nature and desires.

Both an **Aura** Limit (**EL**) and a **Life** limit (**ELx2**) are specified for this spell. Both limits must be made for a caster to command a creature. If it only exceeds one of them the orders of the caster are only viewed as requests.

Levitate (x2)
*Balance, Chaos, Elder, Law –Self, Timed (**1 minute**), Area (**5 radius'**) Travel Power*

The spell warps gravitic mana to alter the spatial position of the Caster. He may move up, down, parallel to the ground or he may hold his position in relation to the ground. After his first move into the air, the spell ends when the Caster comes into contact with solid ground OR any object that is on or attached to solid ground. If he is still in the air at the time, he falls. Maximum **Move** while traveling is **ELx2**.

The caster may include up to **EL** people in this spell, at a cost of 2 mana each. They are carried along with him as long as they stay within the effect area at all times. For "cargo", every 250# counts as an inclusion. If a person or cargo moves out of the effect radius they fall immediately.

Liberate Shadow (x3)
*Shadow – Ritual (**minutes**), Ranged (**250'**), Timed (**variable**)*

As for Liberate Spirit except the caster sends his shadow on a specific mission. It returns when the mission is complete or it is recalled. While the shadow is gone, the caster is unaware of his surroundings and of what the shadow is doing. If he is attacked he is helpless. The only action he can take is to recall his Shadow, which requires a **Will+EL** roll vs. 6d.

Once the shadow returns, the caster will know what it saw and did while it was gone. Per round that it is gone the caster loses 1 essence point. The shadow returns 1 round after a successful recall. If the shadow exceeds the recall range in performing its mission, it must be summoned (**CL**1). The **Move** of the liberated shadow is equal THREE times the **Aura** of the caster. If the caster runs out of **Essence**, he perishes.

This spell can be cast at TRIPLE cost on a willing person other than the caster. When this is done, that person suffers the disadvantages above. The caster is able to monitor the activities of that person's shadow and direct its performance of the mission in an intelligent manner.

The person whose shadow is sent must still recall it. He is allowed to add HALF the caster's **Will** to his own in doing so. If he fails the caster must summon the shadow and force it back into the person's body before he dies.

Liberate Spirit (x3)
*Law – Ritual (**rounds**), Timed (**1 minute**)*

The spell releases the spirit of the Caster. While liberated it travels, unhindered by physical reality, through Middle World areas. The spirit is only affected by attacks that can affect ghosts or insubstantial beings. It is immune to normal damage.

The duration is how long the spirit can remain outside its body. While it is gone, the body is defenseless. If it does not return before the duration ends the body dies. If he returns in time he enters the body and ends the spell.

The **Move** while disembodied is (**EL+Aura)x2** per round.

Lichcraft (x11)
*Chaos – Ritual (**days**)*

The Caster must be trained in Necromantic Powers to perform this spell. Success makes the Caster a Lich. Failure of any kind is fatal. As a Lich, the Caster becomes the ultimate in evil. He uses all Necromantic Powers at two levels higher than his Current **EL**. In addition:

A. **Invulnerability** — The spell requires the Caster to disembowel himself. He is sustained by magic and immune to physical damage from any weapon not especially dedicated to combating Liches or the Dead.

   IMPORTANT — The Viscera of the Mage are kept in a specially constructed apparatus. The destruction of the apparatus, and its contents, is the only way a Lich can be killed. In general, it is hidden and warded with potent magics.

B. **Immortality** — The Lich is immune to death. If the result of any magic results in his destruction, and his viscera are unharmed, he reforms in **10-EL** days. If the result is zero, he reforms within a strategic turn.

C. **Self Sustaining** — The Lich casts 2 Mana Points per day to sustain himself. (*Success is automatic*). He does not require, and cannot consume, other sustenance, i.e. food, water, etc.

D. **Power over the Dead –** In addition to his advantage with Necromantic Powers a Lich is a master of the dead. When he animates any, or makes a zombie, he is NOT required to cast Control the Dead. Animated dead automatically heed his will unless someone else controls them.

E. To destroy a Lich, other than through destruction of the apparatus supporting him, 100% of his **Life** must be inflicted in ONE round by a power that can affect him. If not, the damage has no effect. His **Toughness** is increased by his Lichcraft **EL**. This increased toughness should be considered "hardened".

This spell is only cast once. It fails automatically if the Caster does not have a Chaos orientation. Once it succeeds, the Caster may only use Chaos spells and General Skills.

The power of the Lich is derived from the apparatus that supports him. He may go no farther than **ELx10** miles from it and survive. In all cases, at all times, he knows the precise location and condition of his apparatus. He is aware of any person or thing that touches it as soon as contact is made. The Lich is not locked into the **EL** at which the spell is initially cast. He may improve the apparatus without Mana Cost as his **EL** increases. The research required to do so, once he learns a higher **EL**, is one day per **EL,** i.e. to increase from EL8 to EL9 takes nine days.

Light (x1)
*Law – Touch, Timed (**5 rounds**), Area (**10' radius**)*
Light Power

The spell creates magical light in an otherwise dark area. It can only be created in darkness. The effect area is a radius of daylight around the caster, and he may move on after casting. Creatures that are afflicted by Light suffer **ELx2** dice in Flesh Wounds. No damage is scored against other creatures. Shadow powers will not work in the lighted area. If any damage is scored the spell is consumed.

The caster may extend this spell simply by paying the mana cost.

Lightning (x4)
*Chaos, Elder, Law – Ranged (**30'**)*
Storm Power

This spell fires a bolt of energy from the caster's hands that can strike a single target. On success, the target takes **ELx2** dice in damage. Only magical armor may add its protection.

Lightning Swarm (x3)
*Chaos, Elder, Law – Timed (**1 round**), Area (**5' radius**)*
Storm Power

The spell unleashes a swarm of charged particles from the location of the Caster and any creature in the area can be hit for **EL/2** damage. The effectiveness of armor is reduced as specified for Lightning. Hostile Magic cast into the swarm adds **EL/2** of this spell to the difficulty, i.e. it has some defense powers.

No Missile Fire is allowed into a spell of this type. If the Referee chooses to allow it add **ELx2** to the target difficulty.

> **NOTE** — *The Caster is always the center of this effect. He is not affected by it in any way. If he casts any other magic or moves the spell ends.*

Luck (x2)
*Sidh – Ranged (**10'**), Timed (**5 rounds**)*

This spell tags the target with a hint of luck that may be drawn upon for any skill roll. While under the influence of this spell the target gains a pool of **EL** dice that may be applied as needed. No more than ONE-THIRD of the pool (round up) may be used on any one roll, nor may the number of dice be more than doubled.

Masquerade (x1)
*Elder, Kotothi – Ritual (**rounds**), Touch, Timed (**4 minutes**)*

The spell makes the actual features of the Caster indistinguishable. On success, each person that sees him sees a valued friend or relative. The effect lasts until the Duration ends OR until the Caster attacks a person who is fooled by the spell. In either case, he assumes his true appearance.

The Caster must pay DOUBLE cost to cast the spell on a person other than himself. The intended target must be willing. The spell only affects the sight of intelligent creatures. Other senses and beings are unaffected.

> **Note:** *People who are not affected by the spell see the caster as who he is. In order to convince those the spell "owns" they must succeed in Acting rolls.*

Misleading Shadows (x3)
*Shadow – Timed (**5 rounds**), Area (**10' radius**)*

This spell weaves misleading shadows that delude the mind and make it impossible to judge direction or enemies. It does not affect the caster. Affected targets move in a random manner at HALF speed and attack anyone within melee range (friend or foe), adding **EL/2** dice to the target's defenses due to the disorienting effects of the spell. Missile fire is not allowed by affected persons within the effect area, and missile fire into the area adds **ELx2** to the difficulty. While this spell is in affect, the caster may not cast any other magic, including shadow magic.

Negate Poison (x3)
*Law, Shamanic, Priestly Basic – Ritual (**rounds**), Touch*

This spell is used to purge poisons and toxins from a target's body. The **Potency** of the poison is the difficulty against which this spell is cast, though magically based poisons may have additional resistance. If successful the poison is purged from the target's body. However, no damage suffered before the spell takes affect is recovered. Unsuccessful attempts may be repeated, subtracting **-2d** from the caster's roll each time.

Null (x1)
*General – Ritual (**minutes**), Touch, Timed (**permanent**)*

The spell allows the Caster to hide a specific object from magical detection. The **EL+MP** of this spell is used as the difficulty for any Detection spell targeting the item being protected. If cast at TRIPLE cost any item so protected will not be seen as magical by Mana Sensing or Mana Reading unless those skills can penetrate the **Aura** of this spell.

Pain (x5)
*Chaos, Kotothi – Ranged (**10'**), Timed (**5 rounds**)*
Hell Power

The spell afflicts the victim with wrenching spasms of pain. It reduces his **Move** by **EL/2** and adds **ELx2** dice to any task difficulties (including the defense of the target in combat). For magic users, the **ELx2** is added to the difficulty when casting a spell.

The range is the distance to the target. If THREE times the normal mana is paid, the range is a diameter of an area containing the caster that can affect EVERY animate being in the area except the Caster.

Presence (x2)
*Priestly Basic – Timed (**1 minute**), Area (**10' radius**),*

Presence has two effects. First, it grants the Priest an increased chance to influence others, adding **EL/3** to any influence skills and a slightly increased Defense in physical combat, adding **EL/5** in dice to any defense roll.

Second, successful use of presence can repel enemy aligned forces. The maximum **Aura** that can be affected equals **EL**. Those who cannot be affected ignore the spell. Others use their **Aura** to resist vs. **EL+MP**. Failure means the target affected cannot approach within the indicated range. If he is already within that range he must flee out of the radius. While doing so, he can do NOTHING else. He must move directly away as fast as possible.

> **Example:** *A 7+2 user of this spell affects a Demon. The Demon must stay at least 70' away from the Priest for the duration of this effect. If he was within 20' when the spell succeeded, he must retreat.*

Purification (x2)

*General, Priestly Basic – Ritual (**hours**), Timed (**permanent**), Area (**10' diameter**)*

The spell prepares an area for casting a specific spell. Cast at FIVE times the Mana Cost it benefits a specific alignment's spells. Any magic that is affected may add **EL** in dice to the Caster's roll. The area specified is the maximum size – the area covered by the purification may be smaller, at the Caster's preference.

> **IMPORTANT** – Alignment level purifications have expanded affects. If an area is purified to aid Law magic it will act against Chaos magic by adding to the difficulty at full strength and all other magics at half strength.

> Example: An altar room has EL5 purification for Law magic. 5d is added to the success chance when a Law spell is cast. It is added to the difficulty if a Chaos spell is cast and 3d is added to the difficulty for Sidh, Elder, Shadow, Balance and Neutral magic.

This spell is cast to create altars and other magically significant casting areas. Purification requires at least 5SC/mana point in materials and at least two weeks of preparation.

Quarrels (x1)

*Chaos, Elder, Kotothi – Timed (**2 rounds**), Area (**10' radius**)*

The spell makes people within its affect area fight their allies for the indicated number of rounds. The Caster may exclude up to **EL** people, and the Caster must be one of those specifically excluded if he does not wish to be affected. Those affected will attack the closest allied target if they are not otherwise engaged in combat.

Targets whose **Aura** is greater that the **EL** of the spell are never affected.

Radiant Light (x3)

*Law – Area (**5' radius**)*
Light Power

The spell creates a blinding flash of light that stuns any affected creature for **EL** rounds. Creatures afflicted by light also suffer **EL** dice of damage (no armor applies) and are stunned for TWICE the stated duration.

The effect of being stunned by this spell cuts **Attack** and **Defense** values in HALF.

> **Note**: Radiant Light does not affect blind targets unless they are a supernatural being that is afflicted by Light.

Regeneration (x4)

*Law – Touch, Timed (**1 minute**)*

The spell accelerates the healing ability at the expense of their soul. Each round, if they have any damage, they recover **ELx2** dice in flesh wounds. When 1 point of **Life** is healed, the target must expend 10 points of **Essence**. The target will expire if **Essence** drops below 0 (the caster can supply 10 mana to cover for the loss, keeping **Essence** at 0).

> Example: A character has gained 7 wounds from an EL5 spell. In his next round the spell grants him 6 more wounds. He loses 10 Essence and Gains 1 Life, with the wounds reset to 0. The excess wounds are unused and lost.

> **Note**: The Caster can negate the spell at any time during its Duration. The cost equals the spell's **EL**.

Regrowth (x4)

*Law, Shamanic, Priestly Basic – Ritual (**macros**), Touch, Timed (**varies**)*

This spell is used to cure permanent physical damage. It may only be cast in a purified area. The basic cost is used when the spell is used to heal permanent losses to a Character's primary attributes. Per success, **ELx2** dice in regrowth are rolled. For every 10 regrowth points that are accumulated, regain 1 point of lost attribute.

In campaigns where the Referee allows permanent, debilitating Injuries, i.e. lost arms, eyes, etc, this power can heal the damage. The Casting Cost is tripled and the body part is recovered after getting 10 regrowth points. A regrowth roll is made after a time interval in days equal to the casting time in macros.

If the person to be affected is tainted with evil, as viewed by the Priest's alignment, the spell always fails.

> EXAMPLE - An EL3 spell is cast to regrow an arm. The Casting Cost is 36 (12 x 3). Since the the Priest has a Casting Speed of 4, the time interval is 9 days. Every interval 6d are rolled and the arm is restores once 10 or more regrowth points are obtained.

Resurrection (x6)

*Law, Shamanic – Ritual (**hours**), Touch*

The spell returns the dead to life. If it is attempted, and fails, the person is dead beyond recall. If it succeeds the target is brought to life and he is alive. Current attributes are returned up to the **EL** of the spell...if below their previous values they will need to be retrained. The difficulty of the resurrection is based on the time dead:

Days	Diff	Days	Diff	Days	Diff	Days	Diff
1	–	8	4d	55	8d	377	12d
2	1d	13	5d	89	9d	610	13d
3	2d	21	6d	144	10d	987	14d
5	3d	34	7d	233	11d	1597	15d

Since the act of resurrection is effectively a grab of the soul from the lands of the dead, combined with a massive healing power, the difficulty is considered to be HARDENED. Thus when dealing with an 89 day old corpse, the minimum roll will be 3 on the difficulty, so only experienced casters should attempt it. This spell requires at least 1GC per point of mana expended in materials, generally only available in cities.

Body components are restored if the majority of the bones are present (at least half). For example, if half the arm bones or more are missing, the arm will be restored as much as possible, but not fully. If over half, the entire arm will be restored. Needless to say, if the head is missing, the target cannot be resurrected. Also, if the body has been subjected to any Necromantic powers or if the soul has been destroyed through loss of **Essence**, there is nothing that can be done.

If the target has only been dead for 5 days or less, the body is restored to at least 0 Life. Beyond this the starting life is -1 per difficulty step, down to a lower limit of -5.

Sending (x2)

*Chaos, Elder – Ranged (**10'**), Timed (**4 minutes**)*
Telepathic Power

The parameters are as for Communicate except there must be a common tongue for meaningful communication to take place. If not, the Caster only picks up surface emotions. Once the Caster has contacted a mind in this way he adds **+3d** to his roll to do so again and **+1d** to his roll to use any other Telepathic Power on it.

Range above is for the initial contact. Once a mind has been touched the range is in miles – for QUADRUPLE the mana cost the post-contact range is **in** strategic hexes.

Shadow Fade (x1)
Shadow – Timed (**1 minute**)

This spell allows the Caster to merge invisibly into the shadows and travel without being seen. The caster must be in shadow to cast the spell and can only travel invisibly as long as he can move from shadow to shadow. If the caster uses any other magic besides shadow magic, or attacks a target, his invisibility is lost and he fades into view.

The spell may be extended by expending the Mana cost again without needing to reroll.

Example: A Shadow Thief could vanish in the shadows of a tree in an open plain, normally unable to move, but could "hitch a ride" on a passing person's shadow to another area. He need not worry about contact with this person.

Shadow Interrogation (x1)
Shadow – Touch

This spell allows the caster to merge his shadow with that of another, and using that merger to learn things about the target. Targets may only use ONE-THIRD their **Aura** in defense of this spell, unless trained in Shadow Weaving. On success the caster learns orientation, intent and general personality. It takes **12-EL** rounds to gain this information.

The range of "Touch" is based on the shadows touching. Obviously the range can be much greater than the caster's reach near sundown, but a range of 5-20' is fair.

During the interrogation time the caster may not engage in combat or cast other magic. To cancel the spell before the interrogation ends requires a successful **Will** roll. If he does he will not receive all of the information.

Unless the target makes a successful **Empathy** roll he is unaware of the interrogation.

Shape Changing (x2)
Chaos, Elder, Shamanic – Ritual (**minutes**), Timed (**4 minutes**)

The spell allows the caster to change in a SPECIFIC form different from his natural form. The knowledge for each form is distinct.

When changed, the caster's attributes become the same as the altered animal, increased by one if his natural attribute is greater, decreased by one if it is less. All skills will be limited by the form's attributes, including mental ones (though actual intelligence is unaffected). Obviously, communication will be limited if the form cannot talk. Once invoked, the caster remains in the form until the duration ends – he cannot cancel it.

The caster must have a talisman formed of a purified portion of the creature he wishes to take the shape of (based on the defining nature of the creature). The spell is powerful enough to handle light clothing, jewelry and limited personal gear, but all else must be shed. The spell may be extended an additional duration by simply supplying the Mana – no spell roll is required. The maximum number of extensions equals his **EL**.

*Note: Close examination of a shape changed human reveals his nature. The eyes of the Caster do not change when his shape does. They remain as normal for his race. Any Character may roll **Perception** to detect this.*

The change does not grant the Caster magical powers possessed by the form he takes unless he knows a spell to replicate them. In example, someone who changes into a Dragon cannot breathe fire unless he knows the Fireball spell. Innate shape changers do NOT require a token to change shape. The animal form is as much their form as any other is.

Silence (x4)
Chaos, Kotothi – Timed (**5 rounds**), Area (**10' radius**)

The spell creates a sphere of total, terrifying Silence. Sound is impossible within this area. Any target in the area that is affected, and fails a **Will** roll, suffers irreversible Catatonia

*Optional: Revivification can end the Catatonia. If so, the **EL** must be greater than the **EL** of the Silence spell. A botched Failure is automatic otherwise.*

*Note: The spell has no effect on supernatural forces of Chaos. Beasts inside it add the **EL** to their attack skill in combat. It is home to them.*

Sleep Mist (x2)
Sidh – Area (**10' radius**)

This spell covers the area around the caster with a settling cloud of mist. It can potentially affect any living creature that normally has to sleep. Any affected targets sleep for **EL** minutes.

Targets whose **Aura** is greater than the **EL** in the spell are only groggy for **EL** minutes (-1d on all tasks) if the spell is successfully cast.

Sustenance (x1)
Law – Ritual (**minutes**), Timed (**5 hours**), Area (**5' radius**)

The spell creates edible food from inedible matter. If the matter is Poisonous, the food retains the Poison. (Turkey formed from Arsenic has food value and is poisonous). The spell will create **ELx5** food points (the average human requires about a pound of food each day).

The Duration of the spell is the number of hours the change lasts. If the food is eaten before this time expires it is fully nutritious. If the Duration expires first, it returns to its former state.

The spell requires that the caster have a weight of matter equivalent to the weight of the food he wishes to create. The matter must be within his range to be affected.

Sweeten Water (x2)
Elder – Ritual (**minutes**), Touch, Timed (**5 hours**)

The spell turns seawater, in a closed container, into drinkable water. The Caster must be in contact with the container and have the **EL** required to affect all of the fluid within it. If he does not the spell fails. He can convert up to **EL** cups of liquid per casting.

The Duration of the spell is the number of hours the change lasts. If the water is not consumed before this time expires it returns to its former state.

NOTE — At the Referee's discretion, the Caster may use this spell at DOUBLE cost to change any fluid into drinkable water.

Teleport (x4)
Balance, Chaos, Elder, Law – Ritual (**minutes**), Ranged (**1 mile**)
Travel Power

The spell allows the Caster to alter his spatial position in physical reality from one point to another. All factors of inclusions and range for those inclusions are as for Levitate but no duration applies. The spell may never be used to travel from one world to another. (It alters space. It does not affect dimensional reality).

If FIVE times the mana cost is paid, the range is in strategic hexes instead of miles.

Due to the motions of the worlds and the universe, there is always a difficulty based on the desired range – take the **EL** required to reach the desired range and HALVE it (round down). This is the base difficulty for the distance attempted.

The user of this spell needs to have a mental image of where he is going – he cannot teleport blind. This image may be obtained by physically visiting the location and spending several minutes to memorize it or by getting an image via telepathic powers. If he attempts to teleport to a location he has visited but not memorized the difficulty is increased by 4d.

If the Caster spends TEN times the mana required he may dedicate a permanent "Beacon" point that he will always have access to. This beacon allows for any teleport attempts within **ELx100** miles to be performed to that point with no difficulty (only a simple success is needed). No more than **EL** beacons can be maintained.

Any failure with this spell can result in a miss-port. Roll 10d against the **EL+MP** of the caster – if the error overcomes the caster's skill, compare the levels on the following table:

Levels	Error Effect
0 or less	No teleport
1	Error of x0.001 distance traveled (5' minimum)
2	Error of x0.002 distance traveled (10' minimum)
3	Error of x0.005 distance traveled (25' minimum)
4	Error of x0.01 distance traveled (50' minimum)
5	Error of x0.02 distance traveled (100' minimum)
6	Error of x0.05 distance traveled (200' minimum)
7	Error of x0.1 distance traveled (500' minimum)
8	Error of x0.2 distance traveled (1,000' minimum)
9	Error of x0.5 distance traveled (2,000' minimum)
10	Error of x1 distance traveled (5,000' minimum)

In all cases the caster is stunned for **EL** rounds. Roll a single die for failure direction – "Red" is lateral movement around the target; "Blue" is vertical up, "Blank" is vertical down. While up has it's own problems (flight spell, anyone?), teleporting down can often be fatal. Simulate this by inflicting **ELx2** dice in damage against the caster's **Life**. If not instantly killed, the caster will be in a small bubble carved out by the spell. If he cannot get himself out of it before his air runs out, it will become his tomb.

Thunderhead (x5)
*Chaos, Elder, Law – Timed (**1 minute**), Area (**20' radius**)*
Storm Power

The spell creates a localized Thunderstorm centered on the caster's location. It may only be cast in open air. Regardless of the casting cost the time to marshal the forces of the air, after the spell succeeds, equals 1-5 minutes (roll 5d, counting skulls for minutes – a value of 0 indicates the storm forms in 30 seconds).

When the Thunderhead arrives it strikes the entire area with Wind for the duration, at a strength of HALF of the Caster's **EL** in this spell. The Caster may cast Lightning Bolts from the clouds (2 per minute). To hit make a roll of **EL+MP** in dice against the target's **Aura+CP** in dice – a successful hit inflicts **ELx2** dice of damage (applied directly to **Life**) UNLESS the target is immune to Storm Powers.

> *Example: An **EL**5 spell forms 3 minutes after it is cast. The effect area has a diameter of 200' and the storm duration is 5 minutes (50 combat rounds). The Caster may call one Lightning Bolt every 5 rounds. He also controls **EL**3 winds to use against anyone in the area.*

> *Note: The spell requires that the Caster have open access to the sky. It may not be used otherwise. The winds may enter enclosed areas. The Lightning may not be used against persons that are not exposed to the sky.*

This spell may be cast at TRIPLE cost for an extended range of **ELx100'**. This does not affect the number of lightning strikes but adds +3d to the gathering time.

Tongues (x3)
*Elder – Ritual (**rounds**), Touch, Timed (**2 rounds**)*

The spell allows the Caster to communicate with ANY animate or inanimate object he touches. The quality of the conversation, and the knowledge available, varies with the awareness of the item.

> *Example: If seeking information about a person that passed by, it is better to ask a bird than a rock. The bird may have noticed something. The rock could care less.*

If the spell is cast at DOUBLE cost the Caster can serve as a conduit to allow a person that is in contact with him to question the subject.

If he casts the spell at FIVE times cost, and rolls **Will** + **Empathy**, he gains the Language the spell is cast for at **EL1**. From that point on he is not required to cast magic to understand it.

> *IMPORTANT - When the spell is cast with extra Mana neither the Range nor the Duration are affected.*

Tracking (x1)
*Law, Sidh – Ritual (**minutes**), Ranged (**50' radius**)*

This spell allows the caster to unerringly track any intelligent creature. When the creature's path is within the Caster's range it glows a faint green in the caster's vision. The caster must possess an item that was in contact with the target for at least a day and parted from them by no more than **EL** days. If the caster has an actual portion of the target's anatomy (hair, blood, skin) he may add **+2d** to his casting roll for success.

Each day on the trail the caster must cast this spell again in order to maintain the track. If he fails to do so, the trail is broken (in magical terms) and can no longer be picked up.

If the spell is cast at TRIPLE cost it reveals the present location of the target (direction and distance). In this case range is unlimited and the caster is compelled to pursue the target.

Truth (x4)
*Law – Touch, Timed (**1 minute**)*

The spell creates a tie between the Caster and the person touched. While the Duration lasts neither may lie. Both are compelled to answer any question the other asks. The answer must be the exact truth as known to the person answering. The spell allows for **ELx2** questions to be asked by the caster (2 per minute). Complex answers, as determined by the GM, may take up 2 or more "questions".

While the spell is in effect, the Caster is conscious. The person affected by his touch is in a trance. He must roll **Will** to ask a question while entranced. Neither may move nor engage in any other action while the Duration lasts. If the target can successively resist the spell (**Will** roll) the number of questions that can be asked is cut in HALF.

Ward Pacts (x8)
*General – Ritual (**hours**), Touch, Timed (**permanent**)*

A Ward Pact allows the Caster to place permanent enchantments on places and things. Any person entering the area or touching the thing protected activates the spell. The exact parameters that cause the effect are at the discretion of the Player.

If the Ward created is a spell with a Range, or a Being, the Ward has a Range. When the spell is activated it strikes in the direction of the person that activated it. For Range, the focal point of the spell, the thing touched or the symbol of the ward, is the Caster.

Ward Pacts can be created to cast spells, warn the violator, warn the creator, summon supernatural forces to attack the violator, curse the violator, etc. Once formed, a Ward Pact is eternal. It remains in effect regardless of the fate of its creator. It can only be affected by a Dispel/Banish spell with an **EL** higher than the **EL** of the Ward, and even then the pact has DOUBLE the **Aura** to resist dispersal.

These Pacts can be given immunities. The immunities affect any personified guardian that is summoned through the pact. The Guardian will be immune to the power specified. They may not be made immune to a Dispel/Banish spell.

The Method of forming a Ward Pact is:

1. Cast the Pact.
2. Cast the Spell (for personified Guardians Summoning is cast).
3. Pay **ELx2** Mana Points to place the Ward.

*Example: A Wind Ward is created at **EL**2. 38 points are cast for [1], an **EL**2 Wind spell is cast for [2], costing 3 points, and 2x2, 4 points, are cast for [3]. The total cost to create a Ward Pact that casts an **EL**2 Wind spell is 45 mana points.*

IMPORTANT — *The EL of a spell castable by a Ward may not exceed the EL of the Permanent Magic cast.*

Like Enchantment, mana spent into making the ward is temporarily lost and unavailable to the Caster – he is putting a piece of his soul into the crafting the ward. "Lost" mana is "healed" at a rate of 1 point per week.

Weaken (x3)
Chaos, Kotothi – Ranged (**20'**), Timed (**5 rounds**)

This spell weakens a single target, affecting his **Strength** and any Armor granted **Toughness** on a temporary basis. Natural armor is not affected.

Success reduces the target's **Strength** by **EL/2** and any **Toughness** granted by Armor **EL/3**. Failure does nothing. A botched failure backfires, causing the caster's own Armor and **Strength** to lessen by HALF the attempted losses (round down). If **Strength** is reduced to 0 or less the target passes out for an hour for every point below 1.

Example: A wizard casts an EL4 Weaken spell on a strong fighter. It lasts 4 minutes and weakens the fighter by 2 points of Strength and reduces the Toughness granted by any Armor by up to 2d.

Web (x2)
Elder – Touch, Timed (**2 rounds**)

This spell covers a target with a sticky web that can immobilize it for the duration listed if it cannot overpower the strands. The web has a **Strength** of **EL** – any target this strength or less is caught until the duration ends. He cannot move and his actions will be limited.

This spell may also be cast at DOUBLE cost beforehand as a trap, forming a trap area **ELx2** feet in diameter that remains for up to **EL** hours. In the case of set traps, the web can be avoided if the target succeeds in a Notice roll vs. a difficulty of 6d. Even the caster can be snared in his own set traps. Those ensnared by a trap use the listed duration.

Whirlwind (x4)
Elder – Timed (**2 minutes**), Area (**5' radius**)
Desert Power

This spell creates a twisting current of air and sand. It can be used to move rapidly and inflict damage. The Whirlwind rises around the Caster and anyone he is in physical contact with. Any other person in the effect area, or that enters it, suffers (**EL/2)+2** dice in damage and is thrown out.

If the spell does not succeed in doing Life damage to the person, he may enter the eye of the funnel, where the Caster is located. To do so, he must make an **Agility** roll vs. **5+EL** in dice.

The Caster may move the effect each round, at a speed of **ELx4+8**. He remains at the center when he does. Any person in physical contact with him moves with it. Any who release their hold, or that succeeds in throwing out, are subject to the effects of the whirlwind.

*Example : With the EL4 spell, **3d** are scored against toughness. The funnel can move up to 240' per round (2,400' per minute) for up to 8 minutes.*

Wildness (x3)
Elder – Ranged (**10'**), Timed (**5 rounds**)

The spell affects a specified domestic creature within its Range. It causes the creature to revert to its wild state and forget any training it ever received. The creature reacts as a wild animal from the moment it is affected.

The animal will make every attempt, beginning immediately, to escape captivity. If it does the effect is permanent. If it doesn't it ends when the spell expires. The only way to cure this effect is with a Sanity spell. When it is cured, or the duration ends, the animal remembers its skills and training.

While affected by this spell the creature will never attack the magic-user that cast it. If he can speak its tongue, and helps it escape, the caster can consider it to be a Personal Contact, i.e. friend, forever.

NOTE – This spell can be used on any domesticated creature that does NOT have a CL of 1 or more.

Wind (x2)
Chaos, Elder, Law – Range (**20'**), Timed (**5 rounds**), Area (**20' line**)
Storm Power

The spell forms a maelstrom of winds that can slow or knock over the caster's opponents. The Range is the maximum distance at which the wind storm can be formed, though the actual effect area is a contiguous frontal line.

The effect of the winds is to reduce the target's **Move** by **ELx2**. If the result is 0 the target may not move. If it is negative he is blown over. Per point of **Strength** over 1 the victim may negate 2 points reduction. All persons in the frontal area are subject to its affect.

Example: EL8 winds blow against Vlad Stonehand and Jaxom of Gom. Vlad has a Move of 4 and Strength of 9d. Jaxom has a Move of 6 and Strength of 4d. The spell has no effect on Vlad. His Strength negates it. Jaxom is bowled over. He can neither move nor stand.

Once the spell is set in motion the Caster may leave it. If he casts other magic the spell is negated. He is never affected by his own winds.

Optional: If the Referee determines that the area the winds blow over has a lot of loose matter, he can state that physical damage is may be inflicted. The Attack skill equals the EL vs Block or Dodge skill. If the victim is immobilized or bowled over, use HALF their defense. The Damage done equals EL/3 in dice, applied to toughness and armor.

Wood Strength (x3)

Neutral – *Touch, Timed (**5 rounds**)*
Forest Power

The caster gains strength from the forest – the larger and more ancient the forest the greater the affect. The spell only works with trees. It does not work with small plants, bushes or grass. The table below applies:

Forest Type	Bonus	Forest Type	Bonus
Scattered Trees	-4	Elder or Wild	+1
Sparse Forest	-2	Ancient Elder	+2
Orchard	-1	True Wood	+4
Common Forest	0	Ancient True Wood	+6

The gain in **Strength** is **(EL+Bonus)/3**. If zero or negative the spell cannot be used.

The caster can only end the spell before the duration with a **Will** roll. In tapping the forest strength the caster loses **ELx2 Essence** points per minute as a symbiotic payment to the forest.

> *Example: A druid is fighting a Chaotic Wizard and 3 bandits. He casts EL5 Wood Strength. The forest he is in counts as Orchard. He gains [5+[-1]]/3, or 2 points of Strength. The orchard gains 10 Essence each minute from the druid.*

> *Note: True Wood was restricted to the Lower World after Armageddon due to the fall of Cernunnos. Since his return, it is returning to the Middle World and has awakened. The only place where Ancient True Wood can be found is the Lower World and, rarely, other planes of existence.*

Wounds (x1)

Chaos – *Timed (**5 rounds**)*

The spell creates a lance of dark power radiating from the fingers of the Caster's left hand. He can inflict damage in Combat with the lance. The maximim length of the weapon is as listed in the table below (the caster is free to select a smaller size, with the same effects):

EL	Length
1-3	Fighting Dagger
4-6	Sword
7-9	Heavy Sword
10 and up	Polearm

The caster will have skill with the weapon equal to **EL/2**, to which they add and **CP**. The weapon **EL/4** to the character's strength for any damage. All other factors are as for the combat values of the Character using the spell.

> *NOTE — The Success roll is taken to get the spell to work. It is not taken for each individual hit. Once the Caster has cast this spell it remains in effect until the Duration ends regardless of any damage he may suffer.*

> *OPTIONAL — Under certain circumstances the spell has a Leeching effect. If the target rolls a botch on their Toughness roll, ONE-THIRD of the damage done, round to the nearest, may go into healing the caster's own Life damage. If the caster is undamaged, he may recover TEN times any Life he would have gained in mana.*

> *EXAMPLE – Two hits are scored on a victim's botch. The victim takes the hits and the caster can heal back one Life (if he is damaged) or recover 10 mana.*

Combat

While groups are traveling, eventually they will come upon an encounter. Many of those encounters will end up in conflict, especially if those on the opposing side are monsters or enemies of your culture.

Encounter Distance

Roll the indicated number of dice for initial distance. It is possible to "take the average" if you want to vary terrain somewhat.

Example: The terrain is an orchard in normally Plains territory, so the GM splits the difference and rolls 5d.

Situation	Dice	Situation	Dice
Badlands	5d	Plains	6d
Desert	7d	Roadway	6d
Forest	4d	Ruins	2d
Hills	5d	Swamp	2d
Jungle	3d	Underground	2d
Mountains	6d	Urban	3d
Ocean	8d	Waterway	4d

The number of "**Red**" successes indicate the range band. If the visibility is poor due to night or bad weather, count "**Blue**" successes; if both count the "Blanks".

Roll	Range Band	Distance
0	Close	0-10'
1	Very Short	20-40'
2	Short	50-90'
3	Medium	100-160'
4	Long	170-250'
5	Very Long	260-360'
6	Distant	370-490'
7	Very Distant	500-640'
8	Far	650-810'

The GM will pick a contact distance within the range of numbers.

Advantage

To determine advantage, each side's vanguard rolls a number of dice equal to the greatest Survival skill in the current terrain. To this, each side adds additional dice based on the number of units on the OTHER side:

Number	Bonus	Number	Bonus
1-5	None	51-100	+8d
6-10	+2d	101-250	+10d
11-25	+4d	251-500	+12d
26-50	+6d	501-1000	+14d

Each side compares **RED** counts. The winner of this contest is determined to have advantage and may alter the initial contact range by one distance band closer or farther.

Example: A group of 3 characters are traveling in the Forest (Forest Survival 4) when they come upon a group of 20 trolls (Forest Survival 3). The players roll 4 dice, plus 4 more dice due to the opposite number. The trolls roll 3 dice. Each side counts RED attack values to determine their effect.

In the case of a tie, the range is unaffected and neither side has advantage. A side with advantage may attempt to ambush. Find average Stealth skill for the advantaged group and compare that to the average Notice skill of the other side. To the notice roll add HALF the number of dice for possible observers.

Example: The party above gets advantage and wishes to avoid the encounter. They compare their average Stealth skill as a roll against the Notice of the trolls. The 20 trolls get an additional +2d on their Notice roll due to numbers.
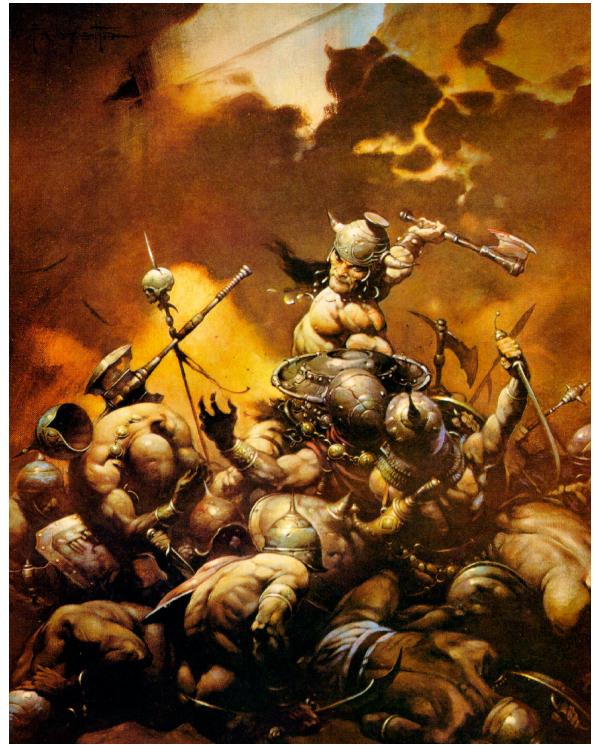
Actions Definition

A character may perform one action (e.g. shoot a bow, swing a sword, jump over a chair, etc.) at no penalty. If a character chooses to perform multiple actions, all actions are penalized, reducing skill by -2d per extra action. Skills that would be reduced below 0 cannot be performed.

Example: A Warrior will attempt to leap over a table and strike a target. He will have a -2d penalty for both his Athletics roll and his attack roll. Obviously, the Athletics roll comes first. If his Athletics skill was only EL1, he would be unable to perform this complex move.

An action is defined as anything initiated by the Player that normally requires the character's full attention.

Initiative

Each round, combatants roll their **CP**+1 in dice to determine order of action, counting down from the highest number of successes to lowest. Tie rolls can be considered to be acting simultaneously.

Consideration should be given to longer weapons over shorter ones when resolving ties.

Initiative should only be rolled at the start of combat, and then again only if the situation changes, but players may opt to roll initiative every few rounds to keep things more fluid.

Encumbrance

If a character has enough armor, weapons and gear on his body such that its ENC total is HALF **Strength** or better he will be encumbered. The actual modifier equals total ENC divided by **Strength** (round nearest). Subtract this modifier from both any initiative rolls AND **Move**.

*Example: A character with **Strength** 2 is carrying 5.4 ENC of gear into combat. This is a load of 2.7, so he will subtract 3 from any initiative rolls and reduce his **Move** by 3.*

Movement

In general, players that move more than HALF speed must take a -2d penalty on any close combat attack. Ranged combat users take a -2d penalty if they move more than 5' and may not attack at all if moving at HALF speed or greater.

Distraction

Certain skills can be used to control the targeting of combatants, otherwise decided by the GM or at random. For all of these skills the player must state what he is doing and the desired effect – it is not enough to simply state you are using the skill and make a roll.

If you are attempting to use the same distraction within the same combat, subtract -2d from your attempt.

Trick

The Trick skill is used to distract an opponent such that he will not complete his next action. Examples of this includes throwing sand in his face or making him look elsewhere (preventing an attack), making a loud noise to startle him, etc. This skill is resisted by **Creativity** (use **Mind** for creatures), and only can be used on creatures with at least a **Mind** of 1.

Taunt

The Taunt skill is used to encourage a hostile target to attack, or to direct an uncommitted target to attack you. It is used to draw enemies away from weaker allies by insulting them or otherwise pissing them off. This skill is resisted by **Will**, and only can be used on creatures with at least a **Will** of 1.

Intimidate

The Intimidate skill is the opposite of Taunt in that you use it to dissuade an attack by hostiles, or used prevent an uncommitted enemy from attacking you, switching to another ally instead. This skill is resisted by either **Will**, or **Build** (use Size for creatures). However, it will have less effect if numbers are on their side.

Melee Combat

The attacker rolls a number of attack dice equal to his skill level plus his **CP** and compares his success rate to that of the defender rolling his defense skill plus his **CP** (if any). Creatures use their unified "Attack" rating for attack and "Defense" rating for defense.

Example: A warrior with CP 2 and Sword 4 rolls 6 attack dice.

Every target, unless taken unaware, gets one free defense roll. They may parry with their weapon skill, block with their shield skill (plus any modifier for shield size) or dodge using their dodge skill. Subsequent defense rolls may only use the Dodge skill with a cumulative -2d to the skill. Once your defense is reduced to 0d you are a simple target and no longer make defense rolls.

Example: A warrior with CP 2, Sword 4, Shield 3 and Dodge 3 is forced to defend against three attacks. He uses his weapon to parry a first attack with 6d (sword plus CP). His second defense uses Dodge at 3d (reduced by 2d for the second defense roll). His third also uses Dodge and his defense roll is 1d.

Two weapon styles break the above rule; the user of a quarterstaff gets **two** free parry defense rolls. Also, a person using the Fencing skill with fencing weapons and against fencing weapons also gets two free parry defense rolls.

Example: A Warrior with CP3, Staff 5 and Dodge 5 is attacked by three bandits. For both his first and second defenses he may use his Parry skill with no modifiers (i.e. 8d). For the third attack he must dodge with a -2d penalty (i.e. 6d).

If the attacker botches his roll, he should, at a minimum, miss his next attack (the weapon turned, he slipped and must get back up, he dropped his weapon and must pick it back up, etc).

Likewise, a botch on defense should automatically impose an automatic HALF defense next round. In addition, a botch on parry may result in possible weapon damage, while botch on block may result in shield damage.

"Strike Hard"

By sacrificing 2 dice of skill from their attack roll, the attacker may concentrate on damage at the expense of accuracy. If he successfully hits he may add +1d to his damage roll. This option may be taken multiple times, but never more than he has enough skill for.

Example: A Warrior with Sword 5 could take this option two times at most, attacking with 1d plus any CP modifiers. If he hits, he would add +2d to his damage roll.

"Strike Fast"

Alternately, an attacker may sacrifice 2 dice from his eventual damage (if he hits) in order to gain 1 die to his attack roll. This option can be taken one or more times, if the attacker has both the **Strength** to draw down and the skill in the attack form.

*Example: A Warrior with a **Strength** of 5 could take this option two times at most. He would add 2d to his attack roll, but if he hits would only do 1d in damage, plus any dice for the weapon.*

"Strike Many"

An attacker facing multiple opponents in their front combat arc may try to hit two targets in the same round by sacrificing 2 dice of attack and 1 die of damage. in order to hit both targets in the same round. However, this maneuver will open you up defensively, adding a -2d penalty to any defense rolls.

Example: A fighter facing two bandits has CP2, a Sword skill of 5 and a Dodge of 4. If he takes this option he will be able to attack both in this same round, but he will only roll 5d on his attack, for each bandit (each attack is rolled separately) and if he hits his damage is reduced by 1d. In addition, his parry defense against the first bandit will be only 5d, and his dodge against the second only 2d (dropped by 2d for second defense as well as 2d for the penalty). This tactic favors the very strong, but if you don't finish your opponents it can open you up to a lot of damage.

"Strike Cautious"

A combatant may opt to lower his attack skill by 2 dice in order to gain 1 die on any defense rolls. This implies that he is expending effort to keep his opponents at some sort of distance.

"Pulled Strike"

A combatant may opt to do stunning damage instead of lethal damage with their weapons (if possible), in effect going for a glancing blow rather than a crushing or cutting one. This maneuver will lower the attack skill by 2 dice AND the damage done by 1 die.

"All-Out Defense"

A combatant who performs "All Out Defense" gains 2 dice to any defense roll but cannot attack. His first two defensive rolls are free and subsequent dodge rolls only reduce the skill by 1d cumulatively.

"Cover Ally"

A combatant may also to forgo his attack in order to provide 2 dice to any defense rolls of an ally within melee range. His defensive rolls are unaffected and have normal penalties.

Attacker Penalties

The following is a short list of dice penalties the attacker may suffer in combat. All penalties are subtracted from the number of dice the attacker will roll. If the end result is 0 or less, no attack may be made *(optionally, they may roll 2d and only count it as a single success if BOTH succeed)*.

Bad Light	-1d to -5d
Total Darkness	-6d
Crawling	-2d
Crouching or Sitting	-1d
Bad Footing	-1d to -4d
Swimming	-4d

Ranged Combat

Ranged combat is rolled similar to melee combat except the defense is assisted by range and cover and that the target cannot usually strike back unless also using ranged weapons.

A target that is "sniped" only gets cover and distance protection. If they are aware of the attack and can see the shot fired they may Dodge or Block, adding their active defense to the cover and distance modifiers.

Ranges

All direct-fire range combat weapons have a maximum distance at which they can be fired effectively, which is denoted as Long range. "Medium" range is HALF long range, while "Short" range is ONE-QUARTER long range. "Close" range is 10% of long range, rounded down. Not every weapon can fire at extreme range, but for those that can, extreme range is up to DOUBLE long range.

Targets get additional defense dice based on range, though at point blank they actually lose defensive dice:

Close Range	-2d
Short Range	–
Medium Range	+2d
Long Range	+4d
Extreme Range	+8d

Cover

Differing degrees of cover will also add defensive dice:

Behind light cover
Crouching or Kneeling, no cover
Body half exposed
Head and Shoulders exposed
Head only exposed
Behind somebody else
Lying prone without cover
Lying prone with minimal cover, head up
Lying prone with minimal cover, head down

Insufficient light will each have the effect of DOUBLING the effective range to the target. Firing at overhead targets is limited to Long Range.

"Aiming"

An attacker with ranged weapons may spend an extra round aiming in order to reduce the range or cover penalties by 2d. If he is forced to defend himself or performs some other action in this aiming round, he loses the aiming bonus. Multiple rounds of aiming may be performed, but the decrease in penalty may never be greater than their skill in the weapon.

"Pinpoint"

By sacrificing 2 dice of skill from their roll, the attacker may concentrate on a more vital spot on the target. If he successfully hits he may add 1 die to his damage roll. This option may be taken multiple times, but never more than he has skill for.

"Wild Shot"

An Archer may gain a single die to their attack skill by sacrificing 2 dice of eventual damage if they succeed in hitting. This option may be taken multiple times, but never more times then HALF his Strength. Obviously, enough strength must be left to do something when the missile hits.

Mounted Combat

Combat from horse (or camel) back provides certain advantages, primarily when used against infantry. Only warhorses may be used for melee combat, though both riding and warhorses may be used for skirmishing.

In general, any physical skill use while mounted is limited by the skill in Riding, be it Sword, Bow or Dancing. This only applies if the mount is moving. Stationary mounts use DOUBLE the skill to determine limitations.

> *Example: A character with Sword 6 and Riding 4 is limited to an effective skill of 4 when fighting on moving horse. If the horse is stationary (i.e. moves 5' or less in a round) the Riding limit is DOUBLED to 8, which would allow for his full skill of 6.*

Melee

When a mounted attacker fights an un-mounted target whose size is LESS THAN the total size of the attacker and his mount (normally 5, for a Size 2 human and Size 3 horse), they may add 50% (ru) to the dice that they roll on their attack.

If the rider is attacked and missed, it is possible the attack hit the mount. Subtract 1 from the count of attack successes and roll the defense of the mount to determine if it was hit instead. A rider's use of the "Strike Cautious" maneuver will apply to both rider and mount.

A rider that attacks on a charge (over HALF speed) adds the Warhorse rating in dice to any damage he does, if he hits. Remember that he reduces his skill by 2d for moving over HALF speed.

> *Example: A character on a Warhorse III charges a giant, which is too large to get the hit bonus. However, if he were able to hit even with the 2d off his skill, he would add +3d to his damage.*

A warhorse may make its own attacks (and is likely to do so, unless reigned in) but doing so will impose a 2d penalty to any attacks made by the rider (he needs to divert attention to staying on as the horse bites, kicks and tramples).

Ranged

Ranged fire from horseback does not get as much gain as melee combat, other than mobility since the half-speed rate of most riding horses is still quite high.

Injuries

If an attacker manages to hit his opponent he rolls a number of dice for his damage equal to his Strength plus any bonuses for the weapon used. The defender rolls a number of dice equal to his Toughness, plus any adds for his armor (keep in mind that actual Armor is the average of Armor protection and Helmet protection, rounded toward the Armor).

If the attacker's total exceeds that of the defender, the defender takes the difference in damage to their Life as wounds. Most characters will go unconscious when their Life total reaches 0 and are considered to be dying when it goes negative.

Flesh Wounds

Hits that do not penetrate the target's **Toughness** are not ignored, however. Subtract HALF the number of dice (round up) in natural or added armor (known as the "Absorption Value") from the attacker's damage roll count. If the remainder is greater than 0, those points are added to a "Flesh Wound" total. If this total ever reaches 10 or more, it is reset to 0 and the target receives a single real wound. Thus, even tough targets can eventually be worn down, if their armor can be defeated. For targets with an actual size over 10, use their size as the wound threshold.

Example: A Size 13 giant takes a wound after finally getting to 15 flesh wounds on the last hit on him, and the excess 2 Flesh wounds are lost.

Stunning Attacks

Hits taken from non-lethal attacks (brawling) inflict Stun damage, not Killing damage. A character brought negative though stun is knocked out for a number of hours equal to his negative value. ONE-QUARTER of any stun wounds (round down) is converted to a lethal wounds due to blunt trauma when the stun damage is cleared.

Ethereal Creatures

While most creatures are mortal, some are pure essence with no vital spots (such as ghosts and elementals). When damaging creatures of this type (assuming you are able – many can only be hit by magical weapons), any damage done after toughness is HALVED, round down. In addition, any "Flesh Wounds" done are also HALVED (round down).

Untreated Injuries

A character that is not tended by a Healer or tended with healing magic is subject to the possibility of infection. Roll the amount of damage received in dice vs. the **Health** of the character. If damage roll is successful, the character's wounds are infected and his healing rate is cut in HALF. The infection will often have added dice if the environment is dirty or polluted.

The infection is cured if any healing magic is used or if a Healer with a healing kit makes a task roll vs. a number of dice equal to the infection success.

Death

Characters whose **Life** has been reduced to 0 or less are usually knocked out, and those who are negative are considered to be dying. Player characters (and character-class NPCs) may make a **Will** roll, adding 1d for every point they are negative, to stay awake. If successful they remain on their feet, but suffer a penalty in dice to all of their skill rolls equal to the amount they are negative. Any subsequent wounding damage will require another **Will** roll to stay awake.

Example: A character is wounded in a single strike to -2 Life. If he can make a Will roll vs. 8d he can stay on his feet and fight on, even as he slowly expires. All attack and defense rolls will be made with 2 less dice.

If the **Life** score goes beyond -5 per **Heath**/**5** (ru) the trauma is too severe and the character dies immediately.

Example: A character with Health 7 is only dying down to -10 Life; If he were wounded to -11 Life by the last hit that struck him he would be dead immediately.

Trauma and Stabilization

Characters begin to die of trauma as soon as their total lethal injuries bring them to negative **Life**. They can be saved if a Healer treats them or healing magic is used before their time is up, a number of minutes equal to **Health**.

A Healer attempting to stabilize a dying patient requires a healer's kit. They must pit their skill against a difficulty equal to 2d for every point the patient is negative. If successful the Healer binds the wounds and prevents death. If they fail, the patient will die after the indicated time. Multiple attempts may be made, at one-minute intervals, but have a cumulative +2d difficulty.

Healing magic may also be used to stabilize a patient. Only a simple success is needed as long as the **EL** in the spell is greater than the amount negative. For every point beyond the spell's capacity add +2d to the spell resistance. As for the healing skill, multiple attempts may be made, again at one-minute intervals and with a cumulative +2d difficulty. Stabilization by magic counts toward your limit of one magical healing per day.

Example: A priest with Healing 5 only needs to make a simple success for any patient down to -5 Life. For one that is at -6 his difficulty starts at 2d.

Recovery From Injuries

The rate of healing depends upon the degree of care and rest as well as the overall health of the character.

Any current flesh wounds are erased after healing at least one point of damage, or after 1 day's rest (whichever comes first).

Without the care of a Healer

Without the care of a Healer the healing process can be quite long. **Life** will heal at a rate of 1 point every **40**/**Health** days, rounded to the nearest[4]. Those stabilized from death will perish within hours without the constant care of a Healer.

Tended by a Healer

Under the ministrations of a Healer (to change bandages and apply the proper medicines), **Life** will heal at a rate of 1 point every **20**/**Health** days, rounded to the nearest. If the character himself is a Healer he may tend himself if he is awake but the healing rate will be 1 point every **30**/**Health** days, rounded to the nearest. This rate assumes normal character activities – if they restrict themselves to bed rest and minimal effort the time between healings is HALVED. Those stabilized from death must spend 1 WEEK recovering before their injuries begin to heal.

A character is only considered to be healer tended if the healer's **EL** is at least FIVE TIMES the total amount of damage taken.[5] NPC Healers tend to cost 40CC per month of hire (which assumes they are busy tending others).

Magical Healing

Magic may be used once per day to augment the natural healing process.

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[4] *A character with Health 0 is truly sickly. Assume Health has a value of ½ in all wound healing rates. If rate rounds to 0, assume a healing every 12 hours.*

[5] *Healers make about 60CC per month, but can usually tend more than one patient at a time. For simplicity, assume 5CC per week of Healer care, per character.*

Combat Equipment Tables

The tables in this section detail the combat effects and limitations of all weapons and armor used in the game.

Nomenclature

Several terms and abbreviations are used in these tables.

- AV, or Armor Value. The number of dice added to Toughness. For simplicity, all AV values are considered "hardened". AV should be noted as a "+#" after the user's Toughness.

- ENC, or Encumbrance. A simple rating of both weight and bulk, as compared to a Strength 1 character's carrying capacity. A total ENC equal to Strength indicates that the character is encumbered. For Armor, listed ENC assumes it is being worn – DOUBLE ENC when carried.[8] But just because something is ENC 0 does not mean you can carry an endless number of them. Realistically, armor for larger characters should be increased by 5% for every point of Build over 1.

- Limit. Weapons and shields have a basic limit after which they risk breakage

- Damage, or Damage Bonus. This number of dice is added to the Strength when rolling for damage to a target.

Armor

The effectiveness of armor is only as good as your overall coverage. A character's combat armor value is equal to the average of the Armor AV and Helmet AV, rounded towards the armor.

> *Example: A player in plate (AV5) and no helmet is effectively at AV3 (2.5 rounds up to the armor). If he were wearing a Full Helm (AV3) and clothing, he is effectively at AV1 (1.5 rounds down to the armor).*

Armor	AV	ENC	Cost
Quilted Cloth	1d	0.2	8CC
Leather	1d	0.1	10CC
Bezainted Leather	2d	0.4	135CC
Brigandine	3d	0.7	280CC
Chainmail	4d	1.3	1,500CC
Plate Mail	5d	1.8	2,800CC
Plate Armor	6d	2.3	5,400CC
Elven Lamellar	3d	0.6	*150CC
Elven Mesh	4d	1.0	*2,400CC
Dwarven Chainmail	5d	1.3	*3,500CC
Dwarven Plate	6d	1.8	*5,000CC
Dwarven Plate Armor	7d	2.3	*13,000CC

Native price – DOUBLE price or more for outside purchase, if available.

Helmets

Helmet	AV	ENC	Cost
Cloth Helm	1d	0.0	1CC
Leather Helm	2d	0.0	4CC
Metal Helm	3d	0.1	30CC
Full Helm	4d	0.2	105CC
Elven Battlehelm	3d	0.0	*15CC
Dwarven Battlehelm	5d	0.3	*160CC

Native price – DOUBLE price or more for outside purchase, if available.

Shields

The Defense of a shield indicates the bonus to any Block skill roll made with the shield. The Limit of the shield is the largest Strength that can be blocked before there is a risk of shield destruction (not including arrow or crossbow strikes). A blocked strike that exceeds this limit will break the shield if the excess (in dice) rolls any successes.

Shield	Defense	Limit	ENC	Cost
Buckler	—	5	0.2	6CC
Small Shield	—	6	0.3	10CC
Banded Shield	+1d	8	0.4	40CC
Metal Shield	+2d	13	0.6	130CC
Zenda Riding Shield	+1d	4	0.1	*20CC
*Dwarven Tower Shield	+2d	15	0.8	*205CC

Native price – DOUBLE price or more for outside purchase, if available.

> *Example: A warrior using a Banded Shield is fighting a giant with a Strength of 10. If he successfully blocks an attack, he rolls 2d (Giant's strength over shield limit). If either shows a RED (skull), the shield is broken.*

Melee Weapons

Melee weapons are designed for close up combat. In terms of initiative, shorter weapons strike after longer ones if combat is simultaneous.

As for shields, the Limit of a weapon indicates the maximum Strength that can be parried before you risk damage to the weapon. This limit also applies to the user of the weapon, who cannot use more Strength than the limit or also risk breaking the weapon. The limit of a weapon may be increased by 50% for DOUBLE cost, and the weapon ENC is increased by 0.1

Daggers

Dagger	Dam	Limit	ENC	Cost
Stone Knife	—	4	0.0	3CC
Throwing Dagger (8)	—	5	0.1	50CC
Fighting Dagger	—	6	0.1	20CC
Rogizini Throwing Blade (10)	+1d	3	0.1	100CC
Rogizini Kris	+1d	4	0.1	30CC
Elven Throwing Dart (10)	+1d	7	0.1	*120CC
Elven Estoc	+1d	8	0.1	*35CC

Native price – DOUBLE price or more for outside purchase, if available.

Swords

Sword	Dam	Limit	ENC	Cost	Notes
Short Sword	+1d	7	0.1	39CC	
Sword or Scimitar	+1d	9	0.1	48CC	
Broadsword	+2d	10	0.2	110CC	
Bastard Sword	+2d	12	0.3	165CC	•d
Great Sword	+3d	13	0.4	320CC	2H, •b
Dueling Foil	—	6	0.1	24CC	•a
Sword Cane	—	7	0.1	45CC	•c
Rogizini Cutlass	+3d	7	0.1	150CC	
Kameran Broadsword	+2d	12	0.2	220CC	
Kameran Longsword	+3d	14	0.3	300CC	2H
Kameran Claymore	+3d	15	0.4	630CC	2H, •b
Elven Rapier	+3d	12	0.2	*420CC	

Native price – DOUBLE price or more for outside purchase, if available.

•a Never damages when parried, allowed two parries against other dueling foils

•b Not usable while mounted.

•c Notice vs. 4d to detect as weapon

•d +3d when used two handed

Axes

Axe	Damage	Limit	ENC	Cost
Stone Axe	+1d	7	0.2	10CC
Throwing Axe	—	7	0.1	22CC
Hand Axe	+1d	8	0.1	25CC
Axe	+2d	9	0.2	55CC
Battle Axe	+3d	11	0.3	100CC
Dwarven Axe	+2d	13	0.3	*75CC
Dwarven Battle Axe	+3d	16	0.4	*135CC

Native price – DOUBLE price or more for outside purchase, if available.

Polearms

All polearms are two-handed weapons and very cumbersome, primarily designed for use against cavalry. If used to parry with, reduce the next attack by -2d. When fixed against charging mounts, add +2d to the damage.

Polearms cannot be used while mounted.

Polearm	Damage	Limit	ENC	Cost
Glaive	+1d	11	0.5	40CC
Halberd	+2d	14	0.6	80CC
Pike	+2d	12	0.5	45CC

Spears

Spears are two-handed weapons common in nearly every culture. Lances are common in civilized cultures that rely on cavalry and are effectively long spears with increased hand protection.

Damage with lances is based on mount **Strength** plus rating, not the user's **Strength**.

Spear	Damage	Limit	ENC	Cost	Notes
Spear	+1d	9	0.2	20CC	
Javelin	—	6	0.1	8CC	•b
Lance	+2d	7	0.1	7CC	•a
Heavy Lance	+3d	10	0.3	40CC	•a
Elven Spear	+2d	10	0.2	*30CC	

*Native price – DOUBLE price or more for outside purchase, if available.

•a Add +1d when used against a charging mount while charging.

•b 2 per ENC 0.1

Clubs, Flails & Staves

Clubs are the simplest and cheapest weapons and are found everywhere. Due to the way they are used, Staves grant two free parries instead of only one. Staffs can only be used on foot.

Saps only do stunning damage and cannot be used to parry with.

Flails are difficult to parry (-2d) or block (-1d). They cannot be used to parry with.

Weapon	Damage	Limit	ENC	Cost	Notes
Quarterstaff	+1d	6	0.3	9CC	
Warstaff	+2d	8	0.4	20CC	
Sap	—	-	0.1	2CC	
Club	+1d	10	0.2	6CC	
Mace	+2d	11	0.3	45CC	
Great Hammer	+3d	10	0.4	80CC	2H, •a
Maul	+4d	12	0.6	120CC	2H, •a
Flail	+1d	-	0.3	40CC	
Ball & Chain	+2d	-	0.4	70CC	

•a May not be used while mounted.

Ranged Weapons

All weapons have a maximum Long range – Medium range is HALF this, and Short range is ONE-QUARTER. Extreme range is DOUBLE Long range, if the weapon is capable of it.

Ranged weapons are not normally used to parry with…doing so will work once, but the weapon will be unusable thereafter.

Bows and Slings

Bows rely on the ability to store energy in the bent wood of the bow. Due to material constraints, bows are limited in damage to 5d, plus their damage bonus (i.e. a Longbow is limited to 7d). Elven Heartbows, being of specially treated wood and partially alive, are limited to 7d plus the damage bonus (i.e. 10d). These damage limits do not include any bonuses for arrows. All bows can be used at extreme range.

Slings and Handle Slings have a basic range that is extended by 10 feet for every point of strength. Damage is limited to 4d, plus the damage bonus of the weapon. In addition, slings cannot be effectively used at extreme range.

Handle slings can be parried with and have a limit of 3.

Weapon	Damage	Range	Extreme?	ENC	Cost
Bow	+1d	200	yes		
Composite Bow	+1d	250	yes		
Elven Heartbow	+3d	250	yes		
Handle Sling	+2d	*180			
Longbow	+2d	300	yes		
Shortbow	—	150	yes		
Sling	+1d	*120			

*Add Strength x10 to the range.

Thrown Weapons

Thrown weapons rely more on mass and the strength of the thrower for their damage, so their damage limits are much higher (10d plus any damage bonus).

Targets that are entangled with bolas are trapped with Difficulty dice equal to 3, plus the degree of success on the hit. The entangle may be broken with either a **Strength** roll (overpower) or **Dexterity** roll (cut) if they have a knife or dagger. If entangled with a net, the difficulty is 5 plus the degree of success, and the net has 2 hits to clear.

Weapon	Damage	Range	ENC	Cost
Bolas	Entangle	*40		
Javelin	—	*80		
Net	Entangle	**20		
Other Dagger	+1d	*40		
Other Thrown Weapons	+1d	*40		
Spear	+1d	*60		
Throwing Axe	—	*50		
Throwing Dagger	—	*50		

*Add Strength x10 to the range.   **Add Strength x5 to the range.

Crossbows

Crossbows use a curved metal band and thicker string, which provides a greater material strength than a bow. In addition, the energy of the metal is stored on the stock with a latch, so that once it is cocked and loaded nearly anyone can fire it. However, the less strength you have the longer it takes to crank back – increase the reload time by 1 round for every point of **Strength** less than the maximum damage of the weapon. For repeating crossbows the reload time is 6 rounds, no matter the strength.

The second damage in parenthesis applies when firing at targets at Extreme range.

Weapon	Dam	Range	Reload	Ext?	ENC	Cost
Arbalest	10d (8d)	240	2 rounds	yes		
Heavy Crossbow	7d (6d)	200	1 round	yes		
Light Crossbow	3d	120	1 round	Yes		
Medium Crossbow	5d (4d)	180	1 round	yes		
Repeating Crossbow	2d (1d)	160	6 rounds	yes		

Macro Combat

Once players start to involve themselves with armies instead of individual opponents, the GM should use the following rules to resolve situations. These rules are worded in terms of human armies, but can be used for non-human forces as well.

Macro combat rounds represent a 10-20 minute timeframe, which limits a day's battles to about 50 rounds before both sides need to retire for the night (though nocturnal or monstrous forces may fight longer). For simplicity each side may be handled as a single large army, though players desiring greater control may wish to distribute forces over several armies (this will take longer to resolve, but eliminates the "all eggs in one basket" problem).

Unit Definition

Prior to combat the players or GM need to determine the key elements of each army formation, based on their equipment, training and experience. Most units will be multiples of companies (100 men) or battalions (1000 men).

Attack: Equal to average Weapon Skill (in the primary weapon) plus any **CP**.

Strike: Equal to average **Strength** plus the damage bonus of the primary weapon.

Power: equal to the number of men

Wounds: equal to one-tenth the men (ru)

Defense: Equal to the average best Defense skill plus any **CP**. If best defense is Shield skill, add the Shield size bonus.

Resistance: Equal to average **Toughness** plus the protective value of their equipment (average of Helmet and Armor, rounded toward Armor)

Cohesion: Equal to DOUBLE the average **Life** (TRIPLE if mounted), times the number of men.

Absorb: (Helmet AV + Armor AV)/4, round up.

Magic: Equal to the average **Aura** (for spell resistance).

Quickness: Equal to the LOWEST **Move**.

Example: A 100-man army of Regular Warriors, wearing Brigandine, Leather Helms and using Broadswords would be written as:
Regular Warrior: A4, S3(x100/x10), D4, R5, C200(2), M1, Q5

Specialty Units

The above ratings will be common to all military units. In addition to the above elements, other specialty units may be noted about each unit:

- **Archers**: Archery units must be classified as Short (sling, spear), Medium (bow, crossbow) or Long (longbow, heartbow). Indicate the number present in the unit (usually the entire unit, but sometimes HALF)
- **Cavalry**: Cavalry units must be classified as War (Warhorse) or Skirmish (Riding Horse). If a unit is mounted, ALL members of the unit require mounts.
- **Magic**: If a unit has magic users in their ranks, determine average EL for any key spells and determine average MP. Also determine the mana available as the number of casters times **Aura+MP*2**.

Unit Leaders

The maximum army size that a character can effectively lead depends on their Leadership skill. If they must command a larger force, they will begin to suffer tactical penalties.

Leader	Size	Leader	Size	Leader	Size
1	10	4	100	7	1000
2	20	5	200	8	2000
3	50	6	500	9	5000

The leader of a unit may be an NPC or a player character, but requires at least 1 level of Leadership skill.

Example: The leader of a 200-man unit needs to have at least Leadership 5 or it will be deficient.

The Tactical Pool

Leaders of a unit have a pool of dice equal to their Tactics skill. This pool is reduced by 1 die for every point of Leadership the unit leader is deficient. These dice may be allocated each macro turn over the primary numeric parameters, depending on the needs of the unit. A pool that is negative has penalty dice that MUST be applied, at the GM's whim:

- Boosting **Attack** (limited by attack **EL**) represents taking advantage of poor enemy formations and any bad luck on their side.

- Boosting **Strike** (limited by **Strength**) represents leading the troops in more aggressive attack patterns.

- Boosting **Defense** (limited by defense **EL**) represents improved formations and positioning, to better blunt enemy attacks.

- Boosting **Resistance** (limited by **Toughness**) represents a tightening up of the unit formation, allowing them to cover each other better and reduce possible damage.

- Boosting **Cohesion** (called "Cover") represents improved protection of the wounded in order to prevent unit loss. No more than 2 points of Cover may be allocated per round, and if any cover points are used the Tactical pool will be reduced.

- Boosting **Quickness** represents an improved tactical movement. Each point provides 20% improvement (round up) and is limited to 5 points maximum.

Non-player leaders will usually have a Tactics skill of 3 if Captains and 6 if Majors.

Player Characters

These rules have been primarily designed to allow for "background" battles to be handled quickly so that player time is not heavily impacted, yet allows for them to involve themselves in something larger than just one-on-one fights. As such, the system allows for characters to wade into the thick of combat alongside their troops. Characters have the effect of a small army unit, using their own stats for Attack and Strike (damage to characters is handled differently). Magic using characters may cast personal spells or group spells at the indicated costs (detailed later).

Basic Combat Sequence

Each tactical round of combat is broken into several phases.

ALLOCATION

Army Leaders allocate dice from their Tactical Pool (if any) toward their army's stats.

DESIGNATION

If there is more than one army per side, each army unit announces it's designated target in reverse **Move** order. If a unit is under attack by multiple armies, no more than TWO of the same scale may attack it, or equal to its scale in lesser units. Armies with negative tactical pools always choose LAST.

Example: An army of 100 men cannot be attacked by more than two separate 100-man armies – any others will have to wait until a spot opens up. It may still be attacked by any size single army (which engulfs it, if DOUBLE size or larger). However, up to 5 20-man armies can attack it.

CHARACTER EFFECT

Player characters that are a part of an army may attempt to make their mark on the battle. However, the phrase "no guts, no glory" applies here. Given the length of time for a macro round, a player can only have just so much effect on large numbers of combatants. Prior to his or her attack, each player must choose a level of **Glory** (which cannot exceed the size of the enemy unit):

Glory	Fatigue	Pain	Glory	Fatigue	Pain
None	–	-2d	x10	–	+4d
x1	–	–	x20	+2d	+5d
x2	–	+1d	x50	+5d	+7d
x5	–	+3d	x100	+7d	+8d

For their turn they use their Weapon skill plus **CP** against the army unit's **Defense**. If they successfully hit, they roll their damage and compare it to the **Resistance** of the enemy (adding Fatigue dice for the level of **Glory**). If any damage penetrates, multiply it by the **Glory** rating and inflict that damage against the **Cohesion** (reduced by any **Cover**, if invoked). If their damage does not penetrate, take any damage above the **Absorb** value and multiply by ONE-TENTH the **Glory**, round down.

Example: A player character goes for x20 Glory against a 100-man militia unit (400 Cohesion, Absorb 1) with a base Resistance of 4d. If he hits, his Damage total is compared to an actual Resistance of 4d+2d. If he manages to do 3 points of damage, his actual effect on the militia unit would be 3x20, or 60 Hits against the total Cohesion. If instead his total damage roll was 3, but did not penetrate the army's Resistance roll, he would inflict 2 (3, minus the Absorb) x2, or 4 hits.

Only a limited set of tactical maneuvers may be used.

- They may sacrifice 2d from their attack roll (limited by skill) to gain +1d on their damage roll ("Strike Hard")

- They may sacrifice 2d from their damage roll (limited by **Strength**) to gain +1d on their attack roll ("Strike Fast")

- They may sacrifice 2d from their attack roll (limited by skill) to gain +1d against **Pain** (see below). ("Fight Cautious")

- They may sacrifice 2d from their attack roll (limited by skill) to add +1d against **Pain** for an ally. ("Protect Ally")

After finish their effect (if any), the character must take their "Pain" for the round. This represents the overall beating they took for their actions. Pain is a pool of dice equal to the **Strike** rating of the army they are facing, plus any bonus for the amount of **Glory** chosen. If the **Attack** of the army they are facing is greater than their defense, add HALF of the difference, rounded down, as more dice to the "Pain" pool.

Pain is resisted by the character's Toughness and Armor, plus any modifiers for any personal tactics. In addition, If the Character's defense (best defensive skill + **CP**, or Block + Shield size Bonus + **CP**) is greater than the **Attack** of the army they are facing they may add HALF the difference, rounded down, as extra dice to their overall resistance roll. Any Pain that penetrates is applied to the character's **Life** – if reduced to -1 or worse they are considered dying and will need to be saved by a healer character. If the Pain does not penetrate it may still inflict Flesh Wounds on any damage over HALF armor, rounded up.

> *Example: The player character above now takes his Pain. The base number of dice, before altering for attack and defense differences, is the Strike of the militia unit plus the 5d for the glory.*

NOTE: These rules assume the character is attacking in concert with an existing army. If the player is acting as a solo agent, add 50% to the total number of pain dice rolled (round up).

CONFLICT

All conflicts between armies are handled simultaneously, including damage.

A round of army combat works the same as for personal combat except that special maneuvers are not used. Each side makes an **Attack** roll vs. the other side's **Defense**; if the attack hits, the **Strike** is rolled against **Resistance** and checked for penetration. If any damage penetrates, multiply it by the **Power** of the attacking unit and inflict the total against the target's **Cohesion** as **Hits**. Non-penetrating damage over the target's **Absorb** value is multiplied by the **Wounds** of the attacking unit, and applied to **Cohesion** as **Hits**.

> *Example: Two 300-man armies, each with a Cohesion of 1200 attack each other. If an army hits and manages to do 2 damage after Resistance, it actually inflicts 600 damage to the target's Cohesion.*

If a unit has tactical adds to **Cover**, it may opt to reduce the incoming damage by one or more points, up to the actual **Cover**. Points used in this way reduce the available tactical pool for subsequent rounds.

When a larger army attacks a smaller one the process is similar, but limited in effect since the larger can only get a limited amount of men "on the line" against the smaller. In this case, the larger army adds +1d to both **Attack** and **Strike** when it attacks if it is 50% to 150% larger in size, and adds +2d if it is greater than 150%. Any damage done is multiplied by the size of the SMALLER army's **Power**.

> *Example: A 700 man army takes on a 300 man army. If the larger does any damage the points are multiplied by 300, not 700.*

RESOLUTION

After a round of combat is complete, any armies whose total **Hits** equals or exceeds their **Cohesion** are eliminated from the battle.

Normal armies that survive after taking HALF their **Cohesion** or more in a single round must make a Morale roll to avoid breaking. Use the Leadership skill plus the unit's **CP** in dice vs. 6d to not break. A partial success allows for an orderly retreat from the field of battle, with HALF of it's **Attack** added to its **Defense** while a unit that fails morale breaks and is lost until rallied after the battle (or at the end of the day).

CONTINUANCE

If armies remain on the field of battle and the there is still time left in the day, proceed with the next macro round; otherwise battle ends for the day.

Retreat

If an army wishes to retreat from the field of battle, it may do so freely if allowed by the opposing forces. An army whose **Quickness** is greater than any pursuers may always retreat without any problems, but those who cannot outrun their enemies may be forced to surrender or fight to destruction.

Optionally, army units may trade two dice of **Defense** for each additional +20% of **Quickness** (maximum of +100%), if that will allow them to outrun their enemies.

Retreating armies may be attacked one last time by the armies they were engaged with if those armies have archery. Units with magic may make a last strike of **EL** against the retreating army's **Resistance**.

Combat Modifiers

The above rules work fine for infantry on infantry. The following rules detail specialty units and different combat situations.

Archer Advantage

If an army is an Archery unit, it has a range advantage over other units not so equipped. If the unit has a greater archery range it may get a one free strike before the units close. Obviously, the closing unit may shift their tactics to defense for that first round until they can get there.

An archery unit may also fire upon fleeing armies, getting a free strike in addition to any "last licks" attack on a retreating unit. Archery cannot be used by moving units – they must be stationary.

Cavalry Advantage

An army equipped War Cavalry may increase any two of **Attack**, **Defense** or **Strike** by 25% (ru) when facing a non-cavalry army. An army equipped with Skirmish Cavalry may only add 50% to their **Defense**. These advantages are in addition to the advantage of a higher **Quickness**.

Magical Advantage

An army with magic-using members may use its spells in combat as if they were an additional army unit. All mana costs are per target to be affected. Those marked *[player]* only have use for Player magic users involved in a battle.

- Armor (varies) *[player]*: Benefit and cost for 1 round depends on EL:

EL 1 [75]	+1d	EL 3 [42]	+2d	EL 5 [35]	+3d	EL 7 [33]	+4d
EL 2 [50]	+1d	EL 4 [38]	+2d	EL 6 [34]	+3d	EL 8 [32]	+4d

- Bless (50): +1d Attack/Defense OR +1d Damage OR +1d Toughness or +2 Capacity for 1 day; at EL4 [125] for +2d Attack/Defense over 4 days; at EL6 [175] for +2d Attack/Defense OR +2d Damage OR +2d Toughness OR +4 Capacity over 6 days.

- Concealing Mist (8) *[player]*: reduce Pain by 1d for 1 round; +1d resist for each additional 8 mana.

- Corruption (20): 1d damage to Capacity, plus 1d damage per day until Healed; at EL6 (45) for 2d damage, plus 2d per day until healed with a 2 point Healing.

- Disintegration (100): Destroy unit of Aura 1 (EL2); add 25 mana for each additional EL for +1 Aura. Increase pain for the round by 4d.

- Earth Strength (100): +1d Damage and +2 Capacity for 1 round. 1 Damage erased at a cost of 1 Capacity or 12 mana. At EL4, (125) for +2d Damage and +4 Capacity for 2 rounds.

- Fireball (0.5): Inflict 1d damage (Armor has HALF value) per EL.

- Flaming Death (100): Unit takes 2d damage vs. HALF Toughness (no armor), then a second 1d damage. At EL3 (150) to inflict 3d initially, followed by 3 rolls of 1d. At EL6 (225) to inflict 4d initially, followed by 3 rolls at 4d.
- Flight (varies) *[player]*: Speed range and cost for 1 round depends on EL:

EL1 (50)	1-8	EL3 (25)	3-12	EL5 (10)	5-16	EL7 (4)	7-20
EL2 (38)	2-10	EL4 (16)	4-14	EL6 (6)	6-18	EL8 (2)	8-22

- Healing (50): Eliminate 1 Damage; may not use magical healing after battle. At EL4 (125), heal 2 Damage.
- Healing Light (34): Eliminate 1 Damage; may not use magical healing after battle
- Invisibility (10) *[player]*: No Pain as long as no attack is made (stays out of battle)
- Luck (40) *[player]*: +1d to Attack and +2d against Pain. At EL4 (25) for +2d to Attack and +4d against Pain. At EL7 (23) for +3d to Attack and +6d against Pain.
- Presence (17) *[player]*: +2d against Pain, +1d to Unit Morale if Leader.
- Quarrels (varies) *[player]*: Unit takes one strike against itself if Aura not greater than EL, player has +2d additional pain. Aura limit and cost for 1 round depends on EL:

EL1 (100)	1	EL3 (67)	3	EL5 (60)	5	EL7 (58)	7
EL2 (75)	2	EL4 (63)	4	EL6 (59)	6	EL8 (57)	8

- Regeneration (80) *[player]*: Any damage repaired using 10 Essence, 1 Health or 10 Mana for one round.
- Shadow Fade (10) *[player]*: No Pain as long as no attack is made (stays out of battle)
- Sleep Mist (20): Allows free strike on unit if EL greater or equal to Aura, Add 10 mana per EL for +1 Aura.
- Weaken (75): Unit Damage reduced -1d and Toughness reduced -1d for one round.
- Whirlwind (10) *[player]*: Inflicts 3d damage and takes HALF Pain. At EL4 (5) to inflict 4d damage.
- <END>

Situation

Besides the tactical ability of an army leader, the situation an army finds itself will affect the abilities of that unit. When situational dice are allocated, they remain fixed until the battlefield situation changes (retreat of one side or another to a different position, addition of new armies, etc).

When negative modifiers apply, the minimum value is 0d (i.e. roll 2d and both must succeed to get a single point)

Position

The following dice bonuses are given if there is a clear defensive position:

- **High Ground**: The side having high ground advantage (if there is any) has +1d they may apply to either **Attack** or **Defense**.
- **Limited Access**: Attackers are limited in their attack routes, adding +2d to the Defender's **Defense**. This limitation may be due to palisades, trenches or due to the landscape.
- **Walled Fortification**: The defenders are protected by a wall that surrounds their position, such as a fort or walled city. Only ranged attacks may be used by either side unless the defenders sally forth. If they remain protected, and defenders have +4d they can allocate over **Defense** and **Resistance**. The bonus is reduced to +2d if the attackers have siege engines.
- **Heavy Fortification**: The defenders are within a castle or other primary military fortification. As for walled fortification except the bonus is +8d over **Defense** and **Resistance**, reduced to +4d if the attackers have siege engines.

Defensive factors can be combined. A castle on top of a steep hill is worth +9d. For any fixed positions, if the attacker has archery and the defender does not (or if the attacker has a greater archery range) he may pull back and attack without fear of damage…the defenders can either just take it or be forced to sally forth.

Special Circumstances

The following bonuses and penalties may apply to either side:

- **Force-marched into battle**: -3d total spread over **Attack**, **Defense** or **Strike**.
- **Supplied by Forage**: Unit is at full rations but must suppliment with foraging; -1d from either **Attack**, **Defense** or **Strike**.
- **Low Supplies**: Usually means the unit is at half rations; -2d total spread over **Attack**, **Defense** or **Strike**.
- **No Supplies**: Usually indicates the unit is going hungry; -3d total spread over **Attack**, **Defense** or **Strike**.
- **Homeland Defense**: +2d total spread over **Attack**, **Defense** or **Strike** (not cumulative with any defensive bonus for fortification)

Example: An army unit running low on supplies takes their 2d penalty as -1d from Attack and -1d from Strike. They could have just as well taken -2d from Strike (indicating a very weakened army).

Recovery

An army that has been broken may be rallied with a Leadership roll vs. 6d, if their leadership is sufficient for the size of the unit. If insufficient, increase the difficulty by 1d for every point of deficiency.

Example: A Captain with Leadership 3 attempts to rally a 100-man army. Being deficient for the task, his difficulty will be 7d.

Multiple attempts may be made the same day, but at +2d difficulty for each attempt. Armies that are not rallied in the first day will require a full day by the leader (who cannot be involved in battle that day) for each subsequent attempt.

Unit Loss

The impact of a battle on an army (or "**Impact**") can be figured as: 1-(**Hits***0.75/**Cohesion**)

*Example: A milita unit of 150 men (Cohesion 300, Power 150) has taken 200 hits of damage over the battle. The impact is therefore 1-(200*0.75/300), or 0.5.*

In all cases multiply the **Cohesion**, **Power** and **Wounds** by the Impact – this is the remaining strength of the army, the remainder being casualties. If the army's side held the field of battle then HALF of the casualties are simply wounded that are unable to fight for now and must be removed from the battlefront to recover; all others are dead. If the army's side was forced from the field of battle all casualties are dead (in most cases).

Wounded Recovery

Wounded units may be returned to battle after a month, two weeks if magical healing is available.

Magic pools are replenished at 1 per Aura per day, DOUBLED if no magic is used.

Improvement and Rebuilding

An army that has survived a number of battles may increase its **CP**. In general, it takes 10 battles to reach CP1; 40 battles to reach CP2 and 150 battles to reach CP3. This assumes man-on-man combat – when dealing with more dangerous armies the number of battles required will be cut in HALF or more.

When merging two armies (or recruiting up to replenish them), the final statistics equals the qualified average of each statistic. This can be figured as (Stat A*Power A + Stat B*Power B)/(Power A + Power B). In all cases, round to the nearest whole number. The new Power is obviously the total of the two armies.

Character Skill

A player that has been involved in a battle will gain both combat prowess and skill experience.

Sample Military Units

All military units given below are defined as companies (100 men), which provides for a Power of 100 and a Wounding of 10. If different army sizes are used, divide Cohesion, Power and Wounding by 100 and multiply by actual army size.

Caldan Military

x42 companies of the Dagger Legion (Elite)

| Att | 4+2 | Def | 4+2 | Coh | 400 |
| Dam | 2+3 | Tou | 2+4 | Mov | 5 |

Heavy Axe, Chainmail, Full Helm

x8 companies of the Dagger Heavy Legion (Elite)

| Att | 4+2 | Def | 4+2 | Coh | 400 |
| Dam | 2+3 | Tou | 2+5 | Mov | 5 |

Heavy Axe, Platemail, Full Helm

x2 companies of the Dagger Heavy Legion (Talented Elite) – "The King's Own"

| Att | 6+2 | Def | 6+2 | Coh | 400 |
| Dam | 3+3 | Tou | 3+5 | Mov | 5 |

Heavy Axe, Platemail, Full Helm

x4 companies of the Dagger Legion Peltasts (Elite, Short Archer)

| Att | 3+2 | Def | 3+2 | Coh | 200 |
| Dam | 2+1 | Tou | 2+4 | Mov | 5 |

Spear, Javalin, Chainmail, Full Helm

x2 companies of the Dagger Legion Cavalry (Elite War Cavalry)

| Att | 4+2 | Def | 4+4 | Coh | 600 |
| Dam | 2+2 | Tou | 2+4 | Mov | 13 |

Axe, Metal Shield, Chainmail, Full Helm

x2 companies of the Dagger Legion Heavy Cavalry (Elite War Cavalry)

| Att | 4+2 | Def | 4+4 | Coh | 600 |
| Dam | 2+2 | Tou | 2+5 | Mov | 13 |

Axe, Metal Shield, Platemail, Full Helm

x2 companies of the Jewel Guard Heavy Cavalry (Talented Elite War Cavalry) – "The Queen's Own"

| Att | 6+2 | Def | 6+4 | Coh | 600 |
| Dam | 3+2 | Tou | 3+6 | Mov | 14 |

Axe, Metal Shield, Plate Armor, Full Helm

x12 companies of Kazi Mercenaries

Kazi Mercenaries	Att	4+2	Def	4+3*	Coh	400	Notes
Kazi Warrior	Str	3+1	Res	3+3	Mov	6	Broadsword, Brigandine, Banded Shield, Metal Helm

*includes shield

x160 companies of Caldan Militia

Caldan Militia	Att	1+1	Def	1+2*	Coh	400	Notes
Militia	Str	3+1	Res	3+2	Mov	5	Axe, Bezainted, Banded Shield, Metal Helm

*includes shield

Monster Companies

Troll Company	Att	3	Def	2	Coh	800	Notes
Troll	Str	4+1	Res	4+2	Mov	6	Heavy Spear

Elite Troll Led (Tactics 2, Leadership 5)

Hazards

Combat is far from the only threat that characters face.

Drugs and Poisons

Drugs and poisons are rated with three attributes: their **Potency**, their Effect and the Onset Time. The Potency of a poison is the number of dice rolled against the character's **Health** to resist the toxin's effects entirely. The effects are the symptoms that a character will exhibit if they fail their resistance roll. The Onset Time is the longest period the toxin will require to take effect. The actual time until the effect of the toxin occurs is equal to the Onset time divided by the amount of success the poison has over the target.

> **Example**: *A character is bitten by a snake that injects a* **Potency** *6 fatal toxin with an onset time of 15 minutes. The poison roll results in 4 active successes, but the character's* **Health** *roll only manages 1 reactive success. The poison will kill him in 5 minutes (15 divided by the three success levels).*

If a character takes multiple doses of the same toxin, each subsequent roll adds 1d to the toxin's Potency roll.

Immediate Death

These poisons have an onset time of 60 seconds. The victim will lose 1 point of **Life** every interval until dead. Keep in mind that a round is 6 seconds, so time to act may be limited.

Death

These poisons take a little longer to affect the victim, with an onset time of 10 minutes (100 rounds), but otherwise act like Immediate death poison. In most cases the effect is also debilitating due to pain or other effects, imposing a penalty of **Potency**/**2** dice (round down) on any task rolls by the victim.

Slow Death

As for Death Poison, but with an onset time of 120 minutes. Any debilitating effects are limited to **Potency**/**5** (round down).

Sleeping Toxins

Most sleeping poisons are fairly fast acting, with an onset time of 3 minutes. When the onset hits the victim falls into a deep sleep and cannot be woken for at least 2 hours per **Potency**, plus 1 hour for every point the poison overcomes the victim's **Health**.

> **Example**: *A victim fails his Health roll by 2 against a Potency 5 poison. He will sleep for 12 hours.*

Paralytic Toxins

Paralytic poisons are also fast acting, having an onset time of 1 minute. When the poison takes effect the victim is unable to move for 2 hours per **Potency**, plus 1 hour for every point the poison overcomes the victim's **Health**. Victims are fully aware while paralyzed.

Debilitating Toxins

Poisons of this type interfere with the nervous system, making all physical tasks more difficult. They usually have an onset time of 10 minutes, after which the various shakes and twitches add DOUBLE the amount the victim failed his Health roll by in dice to all physical tasks. This effect will last for 2 hours per point of Potency, followed by HALF effects (round down) for another number of ours equal to potency.

> **Example**: *A victim suffers from the effects of a Potency 6 debilitating poison, and he failed his roll by 3. He adds 6d to the difficulty of all physical tasks for the next 12 hours, followed by 6 more hours where he adds 3d to the difficulty.*
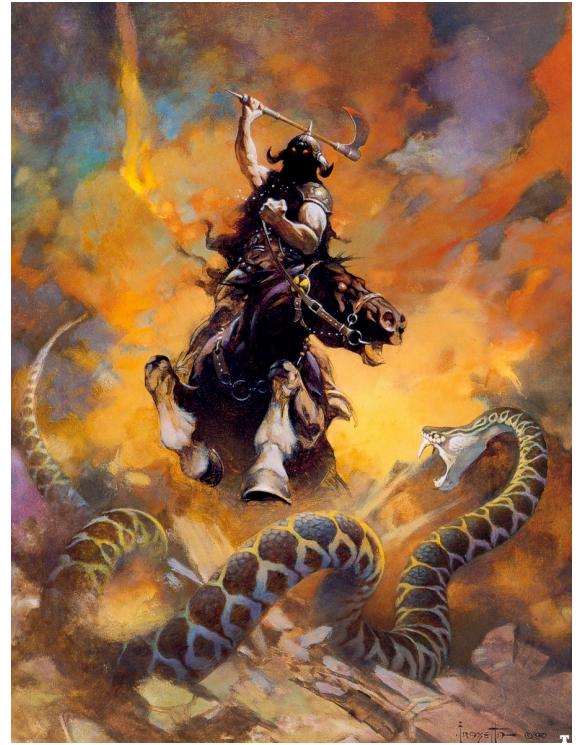
Disease

Diseases and illnesses are rated by Contagiousness, Onset Time, Virulence and Effect. The Contagiousness of an illness is rolled against the **Health** of the character that is exposed to it. The character may gain dice to his roll depending on how hygienic the conditions are. If the disease affects the character, the number of successes is added to the illness's Virulence.

The Onset Time of the illness is similar to that of a toxin, representing the longest incubation period for the illness. the actual time until the disease takes effect is equal to the Onset Time divided by the level of success the disease had over the victim's **Health** roll.

Once a character contracts an illness and the Onset Time has expired, the Virulence is rolled vs. his **Health**. If the disease beats the character's roll there may be complications, the degree of which depend on how much the Health roll was exceeded.

Sample Diseases

<TBD>.

Falls

When a character falls (or is thrown by a large creature) they will take damage proportional to the speed of impact. This is detailed on the following table:

Falling Damage Table

Distance	Speed	Damage	Distance	Speed	Damage	Distance	Speed	Damage
15'	19	1d	180'	64	12d	345'	89	23d
30'	26	2d	195'	67	13d	360'	91	24d
45'	32	3d	210'	70	14d	375'	93	25d
60'	37	4d	225'	72	15d	390'	95	26d
75'	42	5d	240'	74	16d	405'	97	27d
90'	46	6d	255'	77	17d	420'	98	28d
105'	49	7d	270'	79	18d	435'	100	29d
120'	53	8d	285'	81	19d	450'	102	30d
135'	56	9d	300'	83	20d	465'	104	31d
150'	59	10d	315'	85	21d	480'	105	32d
165'	62	11d	330'	87	22d	495'	107	33d

"Speed" is the movement rate required to get the same effect. If a giant picked you up and lobbed you 260' away in a round you would take 2d in speed damage plus the probable 2d in height damage (assuming he was 15' tall and threw you in an arc).

The damage dice are rolled and compared to toughness dice (not including armor) to determine the number of wounds. Any falls over 500' reach terminal velocity, so the maximum damage roll for height is 33d.

If a character jumps instead of merely slipping or falling, the first point of damage is considered stunning damage. In addition, an Acrobatics roll may be made against a difficulty of 3d – if successful, the first point of damage is negated and the second point becomes stun damage.

Falling onto yielding surfaces (soft ground, mud) will reduce the number of damage dice by 1d, while falling onto a cushioning surface (hay, pillows) will reduce it by 2d. Landing on hard rock as opposed to earth will add 1d. If the landing spot is jagged or otherwise has objects that can impale the character, add an additional 1d or more.

The damage above is scaled toward human-sized subjects – creatures of other sizes multiply the damage rolled by Size/2 (round up). Creatures of Size 0 use ONE-QUARTER the rolled damage.

Fire

<TBD>

Breaking Things

Sometimes the characters need to break through things. Since these objects are not living, the amount of damage they can take is "Structure", not "Life". In general, whatever is used to break an object must be at least as hard as the object being broken in order to do any damage. Wood is harder then flesh, stone harder than wood, metal harder than stone.

All solid objects are considered to be hardened – they have a minimum toughness roll of ONE-THIRD toughness, round down.

Doors

The damage to break a door is enough to make it passable by breaking the hinges or locks, not to completely shatter it. Most doors are at least 1" thick wood, though can be made heavier. The structure assumes normal hinges and locks – if the door is made resistant to breaking in, DOUBLE the structure points.

> **Wooden Door**: a normal door suitable for the main entry door of a building. Toughness 5d, Structure 1 (structure 2 for double thickness)

> **Strong Wooden Door**: as above, but reinforced with metal bands. Toughness 5d, Structure 2 (structure 4 for double thickness)

> **Bronze Door**: A very heavy door of bronze, 2" thick, used for vaults or other secure areas. Toughness 10d, Structure 6 (structure 12 for double thickness)

> **Iron Door**: Similar to a bronze door, but more expensive since it is proof against Sidh magics.

> **Stone Door**: Dwarven structures often used hewn stone doors 4" thick that move on strong pivots. Toughness 8d, Structure 6.

Barriers

Similar to doors except that the object must be broken, bent or otherwise breached like a wall. Listed structure is enough to make a Size 1 hole (enough to wiggle through. DOUBLE the structure done to make a man-sized hole.

> **Wooden Portcullis**: A 3" thick wooden gate that can be lowered to bar entry to a castle. Toughness 5d, Structure 4.

> **Bronze Portcullis**: A 2" thick bronze gate that can be lowered to bar entry. Toughness 10d, Structure 8.

> **Wooden Strnghold Door**: A 3" thick wooden door, barred with a heavy timber. Toughness 5d, Structure 6.

> **Wooden Castle Door**: A 6" thick wooden door, usually barred with a heavy timber. Toughness 5d, Structure 12.

> **Bronze-clad Castle Door**: As above, but faced and reinforced with bronze. Toughness 8d, Structure 24.

Walls

For walls the structure points indicated are enough to punch a hole in the wall large enough for a person to barely fit through. If DOUBLE the structure damage is done the wall is considered "breached" and the hole is large enough for a man to walk through it (size 2). At TRIPLE structure damage the hole is large enough for a size 3 creature (horse), and so on.

For each wall, multiply the base structure by the multiples of thickness to find actual structure.

> **Wooden Wall**: A 2" thick wooden wall that may be between rooms in a structure, or the hull of a ship. Toughness 5d, Structure 4.

Wooden Palisade: A 6" thick wall made of tree timbers and reinforced, often seen as the main wall of new towns on the fringes of wilder lands. Toughness 5d, Structure 12.

Masonry Wall: A brick wall 1' thick, usually the outer walls of a brick building. Toughness 8d, Structure 18 (Structure 9 for brick inner walls)

Hewn Stone Wall: A wall made of cut stone blocks cemented together, 1' thick. Toughness 8d, Structure 36.

Rope

When things are tied up with rope it's generally easier to cut the strands then to actually exceed the tension. Rope has a general structure of 1 per ½" of thickness (round up). Tension strength, however, is 4d Toughness to break a ¼" thick rope, increased to 16d for a ½" thick rope. In general, every DOUBLING of thickness will QUADRUPLE the tensional strength.

Siege Weapons

Where there are military structures, there are also weapons to attack them with. While some siege weapons can be direct fired, others can only be fired indirectly.

For all damage to targets, the dice rolled are compared to the toughness of the structure, with any penetrating damage multiplied by the power of the weapon. This applies to any poor soul tagged by a stray round, though even non-penetrating glancing hits will be massive amounts of flesh wounds.

Example: A shot direct fired from a large catapult hits a Size 8 giant. The 8d Toughness is compared to the giant's own toughness, and any wounds that get through are multiplied by 8. Even if the shot did not penetrate toughness and armor, the giant would still take EIGHT TIMES the rolled damage (minus any armor absorption) in flesh wounds, which would instantly convert to the equivalent in actual wounds.

Direct Fire

The direct fire difficulties for siege weapons are:
- Close (20'):   no add
- Short (50'):   +2d
- Medium (100'):   +4d
- Long (200'):   +6d
- Extreme (400'):   +8d
- Distant (800'):   +10d
- Very Distant (1,600'):   +12d

Indirect Fire

Indirect fire is handled slightly differently from normal direct fire (like bows) since it has the ability to avoid intervening obstructions such as wall by going OVER them. Every shot is always considered to be beyond Very Distant range (+14d) since a shorter range implies a higher arc. Missed shots will scatter by 5% of the distance per point missed.

Non-Structure Targets

Normal rules assume attacks on a large, stationary structure, such as a building, wall or another emplaced siege weapon. When used against moving targets such as ships, there is a +4d penalty. Likewise, smaller siege weapons used by moving ships against land structures also get a +4d penalty (there is no penalty if anchored, but penalties may be assessed if the seas are rough). If both targets are moving (i.e. ship to ship), each has a +8d penalty.

When targeting aware creatures, in addition to the +4d for mobile targets, add +4d more if smaller than Size 10. Further add any dice for Dodge (usually **Agility**).

Construction and Destruction

Most siege weapons larger than a ton are constructed on the field of battle and either left or destroyed. Optionally, they may be broken down for 10% of their value for use in construction of other siege weapons. A siege weapons takes ONE-THIRD its cost in man-days to construct, assuming materials are available.

The Toughness rating is the resistance top damage and the number of hits required to render the siege weapon unusable. This damage may be done via siege weapon strikes or soldiers sent out to disable them.

Catapults

Catapults use a large wooden frame with leather or rope bindings at the bottom of the throwing arm. The tension created when the arm is pulled back is used to launch the rock payload directly at the target. Targets closer then the minimum range cannot be directly fired upon. Catapults used to target living targets (i.e. not buildings or ships) add +5d to the targeting difficulty if the target is aware of the danger.

Weapon	Damage	Min Range	Max Range	Reload	Crew	Toughness	Weight	Cost
Small Catapult	8d (x2)	65	650	5 rounds	2	5d (3 hits)	0.2 tons	300CC
Medium Catapult	8d (x4)	75	750	7 rounds	3	5d (8 hits)	1.0 tons	450CC
Large Catapult	8d (x8)	90	900	10 rounds	5	5d (20 hits)	3.6 tons	1,100CC
Huge Catapult	8d (x16)	120	1,200	15 rounds	10	5d (50 hits)	14.5 tons	3,500CC

Trebuchets

Counterweight-Powered siege engines do their hurling from the energy stored in a see-saw arrangement, with a huge heavy weighted box at one end, close to the fulcrum, and the long hurling arm at the other end, far from the fulcrum. They're big, they're heavy, and they have large crews. Since they can only fire indirectly they have a minimum ranges under which they cannot strike targets.

Weapon	Damage	Min Range	Max Range	Reload	Crew	Toughness	Weight	Cost
Small Trebuchet	8d (x20)	400	1,600	35 rounds	25	5d (50 hits)	14 tons	3,400CC
Medium Trebuchet	8d (x30)	500	2,000	45 rounds	35	5d (80 hits)	28 tons	6,400CC
Large Trebuchet	8d (x40)	650	2,600	55 rounds	50	5d (120 hits)	56 tons	12,700CC

Ballista

Ballistae are large torsion-wound catapults that fire a large wooden bolt instead of a solid shot toward the target. Ballistae are often mounted on castle walls for use against crowds of men or large targets. They may not be used to damage stone walls.

Weapon	Damage	Range	Reload	Crew	Toughness	Weight	Cost
Small Ballista	5d (x3)	1,200	5 rounds	2	5d (2 hits)	200#	260CC
Medium Ballista	5d (x6)	1,400	7 rounds	2	5d (4 hits)	800#	365CC
Large Ballista	5d (x9)	1,600	9 rounds	2	5d (7 hits)	1,800#	420CC

Character Improvement

As a character adventures they will be able to improve their skills and attributes, if they have not hit their maximums.

Combat and Magical Experience

When a creature is defeated in combat by a group they gain experience that goes toward Combat Prowess. To find the value of a creature, take the sum of **Attack**, **Damage**, **Defense** and **Toughness** (including armor), divide by 40 and add 1. Multiply this by the **Life** of the creature (or ½, if Life is 0), rounding the final total up. If any Magic or Poison is used in combat, increase the value by 50%, rounding up.

When a creature is defeated, the group involved divides the value as they deem fit. Consideration should be given toward those who spent the most time engaging it, but if possible at least 1 point should be handed out to all those involved. Even if a character never damaged the creature, if they were still involved in trying to fight it they should get something.

When spells are successfully cast against a resisting target, the magic user gets **Aura x EL** points of magical experience. If the spell otherwise has no resistance, he gets **Spell Difficulty x EL** in points.

Attribute Improvement

Every 100 combat experience points gained allows you to increase any attribute by one die. No attribute may be increased beyond its maximum potential or beyond the racial limits.

In addition, for every 100 magical experience points gained you may increase any attribute except for **Build**.

Maximum potentials MAY be improved by adventuring outside of the Middle World, deep in the realms where mortals never go. The danger in these lands is extreme, however! In the lands of the outer-most fringes of the upper world, all difficulties are automatically increased by 2d (rivers are swifter, monsters are tougher, storms are nastier), and it only gets worse the deeper in you go…

CP and MP Improvement

As characters survive though combat, their accumulated combat experience results in improved Combat Prowess. Likewise, as characters gain experience in casting spells, their Magical Prowess will improve:

Point Total	CP or MP
0	0
50	1
200	2
750	3
1,650	4
4,500	5
9,000	6
18,000	7
+12,000	+1

NOTE: To convert old CEP to new combat experience, divide by 5. For MEP, divide by 4.

Skill and Spell Improvement

NOTE: The following skill improvement system is tuned to your current playing time of 1 game per month…a more suitable system for more frequent playtimes my be needed.

If a skill is successfully used in a scene, jot down a "tick" for that skill. Ticks are only awarded if the skill is "challenged" – that is, the situation in which it is used must be somewhat difficult for the skill or spell, or nothing new can really be learned.

A skill is considered "challenged" if the opposing difficulty is no less than 3d below the skill being used. For combat skills **CP** is
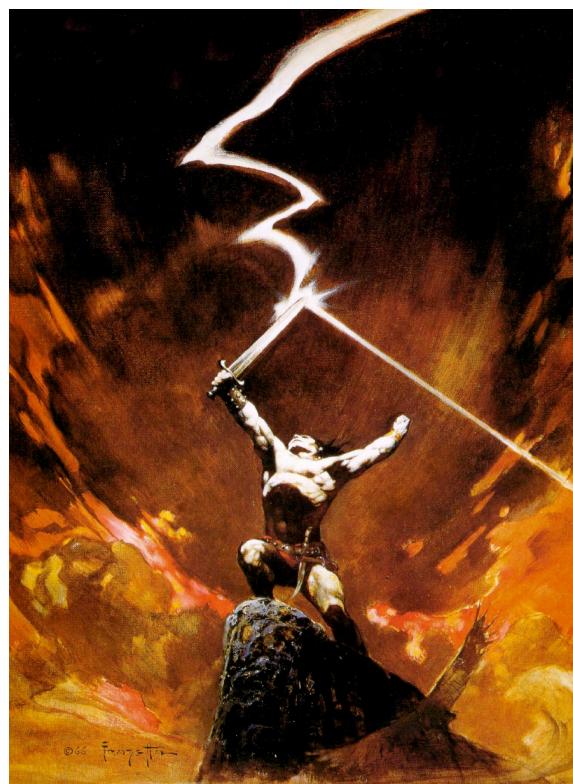
included in this equation.

A Spell is considered "challenged" if any opposing Aura is not more than 3d below the combined **MP** and **EL**. For spells that do not have a resistance roll (i.e. Healing) the spell must be successfully cast at maximum EL and get at least HALF the total dice in successes (round up).

Spending Ticks

At any quiet point in the game, characters may expend all accumulated skill ticks for a skill improvement roll. The difficulty of the roll equals the skill (or spell) difficulty multiplier. The player rolls a number of dice equal to the ticks – if he succeeds, the skill is improved by ONE level, up to the maximum allowed.

Example: A spell marked as (x4) will roll 4d for the difficulty.

Study and Training

For many high level skills the best you can do is study and training. It takes EL/3 (ru) weeks of training or study to gain ONE tick in a skill or spell (1 week when studying a new skill or spell). Obviously, one cannot train seamanship while up in the mountains.

When attempting to learn a new skill, it is assumed a trainer is involved. If attempting to learn on your own, add 2d to the learning difficulty. This self-learning penalty applies until you reach EL3.

Example: A character wishes to learn the Quarterstaff skill (x2) on his own. If he studies for a week by observing people and experimenting on his own he may get a roll of 1d, vs. a difficulty of 4d.

Living Experience

Characters involved in constant "immersion" activities get a free training tick each week for certain skills.

- Survival skill for the appropriate terrain, if traveling cross-country and not staying at inns

- Riding, if using mounted travel and not simply carried in a wagon

- Seamanship, if traveling by ship

- Language, if the entire time is spent in a town or city

-

Creature Conversion

The process of creature conversion (from old P&P) is tricky, and these rules should be considered a set of guidelines to start with. If the results don't make sense, feel free to tweak the resulting numbers.

At the simplest level, only direct combat attributes are required. If other attack capabilities are present, detail them as needed.

For some cases an attribute will resolve to 0:

- For **Attack**, **Defense**, **Damage** or **Toughness** of 0, roll 2d and only count a single success if BOTH dice succeed.
- For **Life**, the creature is considered to be dying after a single hit of damage.
- For **Health**, roll dice as for **Attack** when resisting disease or poison.

Combat Rating

Find the "pure" **OCV** and **DCV** ratings by subtracting out any attribute bonuses.

Attack rating equals **OCV/3**, subtracting **NWI/2** (since NWI is negative for better skill) and adding either **Agility/10** or **Dexterity/10** (whichever is greater). Round the total up.

The **Damage** rating equals **Strength/10**, round up. If the creature uses natural weapons, add **WSB+1** to the total. If Strength is 0, the creature rolls 2d and only scores damage if BOTH succeed.

Defense rating equals **DCV/3** plus **Agility/10**, rounded up.

The **Toughness** rating equals **(AHP*4 - Strength + EnL/2)/30**, round up. If the creature has natural armor, add **NAV** to the toughness as a second modifier. (i.e. 3+2). If it also wears armor, add the **AV** to the second modifier.

Life rating equals **AHP/7.5**, round nearest. If the creature has a **Size** over 2, add (**Size**-2); if less than 2, subtract 1 (minimum **Life** of 0)

Perception (for initiative) can be assumed to be **Energy Level/20**, round nearest.

Health (for poison resistance) can be considered to be **(AHP*4 – Strength)/20**, round nearest.

Magic

Aura equals **MDV/3**, round to the nearest.

The **MP** of any magical powers or spells equals **MEL/3**, round down.

The skill in any spell equals **EL+1**. For simplicity, write all spells as "Name" **EL**+**MP** (i.e. "Lightning 3+2"). The total is used for spell success, the first number used to determine actual effect.

For innate powers, **Essence** is (**Life**+**Health**)***10** (if 0, Essence is 5).

For magic users, mana is (**Aura**+**MP**)***20.**
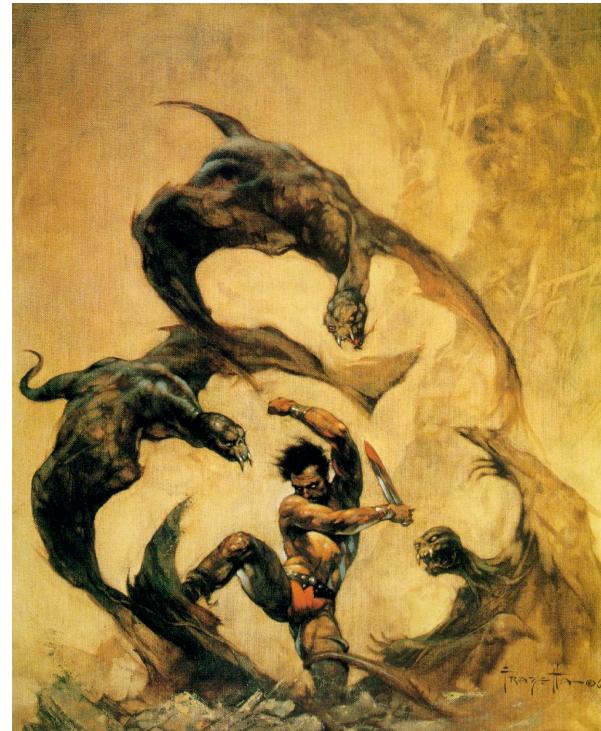
Poison

The potency of any poison is **(BL/2)**, round nearest. Paralytic poisons and immediate death poisons have an onset time 1 minute (10 rounds); death and sleep poisons have an onset time of 1 macro (10 minutes); slow death poisons have an onset time of 2 hours.

Other

In most cases we don't care about other attributes, but the following guidelines may be used when needed.

Base **Mind** on the **INT** of creature.

- If INT 4 or less, use 0.
- For INT 5, use 1.

- For INT 6 or greater the minimum should be (INT-5)*2, though it could range to at least DOUBLE that.

Creativity (for resistance to Trick) can be though of as the same for **Mind**. It should be higher if the creature is a crafter of some kind, but may be lower than **Mind** if they are more intelligent than tricky. Creatures with a **Mind** of 0 are too stupid to be tricked. **Influence** is similar, but should be adjusted down if the creature is a loner and up if it travels in groups.

Will can be considered to be the same as **Perception**, though DTV* creatures should get a +1.

Find **Dexterity** as **Dexterity/10**, round nearest

Find **Move** as **MR/2**, round up.

Note **CL** if the creature is supernatural.

name				*align*
Att -	Def -	Per -	Move -	Aur -
Dam -	Tou -	Hea -	Mnd -	Ess -
	Life -	Size -	Wil -	Mana -
EXP -		Dex -	Agi -	CL -

Converted Creatures

Aatxe

This evil spirit appears in the form of a black bull with red horns. Occasionally (situation 5+) it is in the form of a black man in leather garments.

Aatxe				Chaos
Att 6	Def 4	Per 3	Move 10	Aur 2
Dam 4	Tou 3+1	Hea 3	Mnd 2	Ess 70
	Life 4	Size 3	Wil 3	
EXP 9		Dex 1	Agi 2	CL 1

In human form, Attack is only 3.

Aatxe exist to kill. Any living creature they encounter is attacked. If they are "killed" they return to their home in spirit form. The only way to truly kill one is to slay it in its lair and dispell the spirit as it reforms.

Aatxe are tied to the storm. They rarely leave their cave when it is not a stormy night. None leave the cave during the day. The light of the sun disintegrates them (the sun only). All are totally immune to Storm Powers. They suffer double damage from Light powers that are intended to score physical damage on a target.

Ahuras, Ahura

Ahuras are radiant, handsome figures 6–7 feet tall. They are winged, robed in white and bathed in radiant light. When encountered they are armed with a +2 Sword or +2 Spear (Enchanted for hit chance and damage, included in stats).

Ahura				Law
Att 6+2	Def 7	Per 3	Move 20	Aur 5
Dam 3+2	Tou 3+2	Hea 3	Mnd 2	Ess 60
	Life 3	Size 2	Wil 4	Mana 140
EXP 11		Dex 4	Agi 4	CL 1

When dealing with chaos, Attack is 8+2.

All Ahuras are winged flyers. They can use Light Powers at 7+2. They are intelligent and understand all human tongues. They are always hostile to forces aligned with Chaos.

Ahuras, Labura

As for the Ahura except Labura are not armed. These huge beings stand nearly 10' tall and there is rarely a time when they do not smile or laugh when encountered or summoned. When dealing with Kotothi, add +2 to attack and defense.

Ahura				Law
Att 7	Def 7	Per 4	Move 20	Aur 6
Dam 3	Tou 4+3	Hea 4	Mnd 4	Ess 150
	Life 11	Size 10	Wil 6	Mana 160
EXP 42		Dex 5	Agi 4	CL 1

These Ahuras serve Labbiel. They are dedicated to opposing the forces of Kototh wherever they find them. All use Law magic at 5+2 to achieve this end. Their fighting style allows for killing damage with their fists and they have EL5 Immunity to Kotothi magic.

Animal, Anaconda

Anaconda				
Att 1	Def 4	Per 1	Move 4	Aur 1
Dam 4	Tou 2	Hea 2	Mnd 0	Ess 80
	Life 6	Size 5	Wil 0	
EXP 10		Dex 0	Agi 1	

This serpent is 20 to 30 feet long. It lives by pulping and swallowing animals up to the size of a donkey (Size 2) in one gulp. The phase after scoring a hit the snake can attempt to coil around the target. If another hit is scored, he does. An enemy wrapped in its coils will take 3d hits each phase automatically (armor does not apply, and only HALF Toughness may be used) until it is dead. To escape you must kill the serpent or be pulled free somehow. To escape the coils requires a **Strength** roll vs. 12d.

Animal, Asp

One of several types of small (2-3 feet) poisonous snakes not aligned with Kototh.

Asp				
Att 2	Def 4	Per 0	Move 4	Aur 0
Dam 0	Tou 1	Hea 1	Mnd 0	Ess 10
	Life 0	Size 0	Wil 0	
EXP 1		Dex 0	Agi 1	

Asps rely on their poison for damage. Common asps have Potency 3 Death poison, while Greater asps have Potency 6 Death poison. On any successful attacks, roll only armor – any results of 0 indicate the poison was injected.

If one falls into a pit of asps, use the swarming rules as stated for Piranha.

Animal, Auroch

The Auroch is an immense beast. Males average seven feet at the shoulder. Females are five to six feet at the shoulder. The spread of a male's horns is at least two yards. Females do not have such horns. Their horns are pointed and sharp, not immense.

Auroch (bull)				
Att 3	Def 3	Per 1	Move 8	Aur 2
Dam 6	Tou 3+3	Hea 4	Mnd 0	Ess 100
	Life 6	Size 4	Wil 1	
EXP 13		Dex 1	Agi 1	

On charge or trample attacks, the Attack is 6.

Auroch (cow)				
Att 3	Def 3	Per 1	Move 8	Aur 2
Dam 5	Tou 3+1	Hea 3	Mnd 0	Ess 80
	Life 5	Size 3	Wil 1	
EXP 10		Dex 1	Agi 1	

On charge or trample attacks, the Attack is 5.

The Auroch is an immense form of cattle that averages five to six feet at the shoulder. They are exceptionally wild. Auroch bulls aggressively defend their terrain. If you trespass on the range they consider being theirs they attack until you are dead or you leave. Few cultures have domesticated them.

Animal, Bear

Bear				
Att 5	Def 3	Per 2	Move 8	Aur 1
Dam 3	Tou 3+1	Hea 4	Mnd 0	Ess 80
	Life 4	Size 3	Wil 1	
EXP 8		Dex 1	Agi 1	

Animal, Boar

Boar				
Att 2	Def 4	Per 1	Move 9	Aur 1
Dam 1	Tou 2	Hea 2	Mnd 0	Ess 10
	Life 0	Size 1	Wil 0	
EXP 1		Dex 1	Agi 2	

Animal, Camels

Draft Camel				
Att 3	Def 3	Per 1	Move 10	Aur 1
Dam 4	Tou 4	Hea 4	Mnd 0	Ess 90
	Life 5	Size 3	Wil 1	
EXP 10		Dex 1	Agi 1	

Riding Camel				
Att 3	Def 4	Per 1	Move 14	Aur 1
Dam 2	Tou 2	Hea 2	Mnd 0	Ess 50
	Life 3	Size 3	Wil 1	
EXP 5		Dex 1	Agi 1	

War Camel				
Att 4	Def 3	Per 2	Move 12	Aur 2
Dam 4	Tou 3+1	Hea 4	Mnd 0	Ess 90
	Life 5	Size 3	Wil 2	
EXP 10		Dex 1	Agi 1	

Wild Camel				
Att 1	Def 4	Per 2	Move 12	Aur 1
Dam 3	Tou 4	Hea 4	Mnd 0	Ess 90
	Life 5	Size 3	Wil 1	
EXP 9		Dex 1	Agi 1	

NOTE – Camels can have one or two humps. In general, most domestic camels have one. The two-humped form is mostly wild and only found east of Marentia.

Animal, Cattle

Common domestic cattle used by most cultures.

Bull				
Att 3	Def 3	Per 1	Move 9	Aur 2
Dam 3	Tou 3	Hea 3	Mnd 0	Ess 70
	Life 4	Size 3	Wil 0	
EXP 7		Dex 1	Agi 1	

On charge or trample attacks, the Attack is 4.

Cow				
Att 3	Def 3	Per 2	Move 9	Aur 2
Dam 2	Tou 2	Hea 2	Mnd 0	Ess 50
	Life 3	Size 3	Wil 0	
EXP 5		Dex 1	Agi 1	

On charge or trample attacks, the Attack is 4.

Animal, Cliff Bear

Cliff Bear				
Att 7	Def 3	Per 4	Move 7	Aur 2
Dam 4	Tou 4+2	Hea 4	Mnd 0	Ess 80
	Life 10	Size 8	Wil 3	
EXP 23		Dex 1	Agi 1	

Animal, Crocodile

Crocodile				
Att 5	Def 2	Per 2	Move 3	Aur 1
Dam 3	Tou 3+2	Hea 3	Mnd 0	Ess 60
	Life 3	Size 2	Wil 1	
EXP 6		Dex 1	Agi 1	

In water, Crocodiles have a Move of 13 and a Defense of 3.

NOTE – The reptile's full strength only applies when snapping its jaws shut. The strength for opening them is 1d, not 3d. Crocodiles like to drag prey into the water, when possible, and drown it.

Animal, Deer

Deer				
Att 3	Def 5	Per 1	Move 13	Aur 0
Dam 1	Tou 2	Hea 1	Mnd 0	Ess 10
	Life 0	Size 1	Wil 1	
EXP 1		Dex 1	Agi 2	

Animal, Dogs

Dog I (street dog)				
Att 2	Def 3	Per 1	Move 9	Aur 1
Dam 1	Tou 2	Hea 1	Mnd 0	Ess 10
	Life 0	Size 0	Wil 1	
EXP 1		Dex 1	Agi 1	

These represent the type of animal usually encountered on city streets. They are generally mutts less than one foot at the shoulder.

Dog II (hunting dog)				
Att 3	Def 5	Per 1	Move 10	Aur 1
Dam 1	Tou 2	Hea 1	Mnd 0	Ess 10
	Life 0	Size 1	Wil 1	
EXP 1		Dex 2	Agi 2	

The class of dog used for hunting, guarding herds and dwellings, etc. These are bred work dogs. The various shepherd breeds are good examples. They run between one and one and a half feet at the shoulder.

Dog III (guard dog)				
Att 3	Def 5	Per 2	Move 9	Aur 2
Dam 2	Tou 2	Hea 2	Mnd 0	Ess 40
	Life 2	Size 2	Wil 2	
EXP 4		Dex 1	Agi 2	

Used to guard wealthy residents and military establishments. Dogs of this class are highly trained war dogs. These dogs are bred and trained as guardians and for combat. They can obey various commands. Good examples are wolfhounds, mastiffs and great danes.

Animal, Desert Lion

The desert lion is a tawny, black manned lion. It is the most intelligent of the lion forms. Females are lightly maned. Males have darker, heavier manes.

Desert Lion (male)				*Chaos*
Att 6	Def 4	Per 3	Move 4	Aur 2
Dam 3	Tou 3+1	Hea 3	Mnd 1	Ess 70
	Life 4	Size 3	Wil 4	
EXP 9		Dex 2	Agi 2	

Male Desert Lions can sprint with a Move of 11 for up to six rounds, once per combat.

Desert Lion (female)				*Chaos*
Att 6	Def 4	Per 3	Move 4	Aur 2
Dam 3	Tou 4+1	Hea 3	Mnd 1	Ess 70
	Life 4	Size 3	Wil 3	
EXP 9		Dex 2	Agi 2	

Female Desert Lions can sprint with a Move of 12 for up to six rounds, once per combat.

Desert Lions are the servants of Seth and, metaphysically, have a place as his children and guardians. Seth is depicted as either a snake headed god or a lion headed one, depending on his manifestation at the time. When he is the dark lion of despair, i.e. lion headed, his children stand with him. He is a god of Chaos.

Animal, Draft Horse

Draft Horse				
Att 2	Def 5	Per 2	Move 10	Aur 1
Dam 3	Tou 3	Hea 3	Mnd 0	Ess 70
	Life 4	Size 3	Wil 0	
EXP 8		Dex 1	Agi 2	

Animal, Eagle

Eagle				
Att 3	Def 3	Per 1	Move 15	Aur 1
Dam 2	Tou 2	Hea 1	Mnd 0	Ess 30
	Life 2	Size 2	Wil 1	
EXP 4		Dex 1	Agi 1	

A diving attack their target gives them an Attack of 7. If a hit is scored on a diving attack, add +2d to damage.

Animal, Falcon

Falcon				
Att 4	Def 6	Per 1	Move 18	Aur 0
Dam 1	Tou 1	Hea 1	Mnd 0	Ess 10
	Life 0	Size 0	Wil 1	
EXP 1		Dex 1	Agi 3	

A diving attack their target gives them an Attack of 7. If a hit is scored on a diving attack, add +1d to damage.

Animal, Goat

Goat				
Att 3	Def 3	Per 1	Move 10	Aur 0
Dam 1	Tou 1	Hea 1	Mnd 0	Ess 10
	Life 0	Size 1	Wil 0	
EXP 1		Dex 1	Agi 2	

When male goats make a charge, use Attack 4.

Animal, Hawk

Hawk				
Att 3	Def 4	Per 1	Move 16	Aur 1
Dam 2	Tou 2	Hea 0	Mnd 0	Ess 10
	Life 0	Size 1	Wil 1	
EXP 1		Dex 1	Agi 2	

A diving attack their target gives them an Attack of 5. If a hit is scored on a diving attack, add +2d to damage.

Animal, Hippopotamus

Hippopotamus				
Att 3	Def 2	Per 2	Move 3	Aur 1
Dam 4	Tou 3	Hea 3	Mnd 0	Ess 80
	Life 5	Size 4	Wil 0	
EXP 9		Dex 1	Agi 1	

In water they have Attack 5, Defense 3 and Move 9

Animal, Hyena

Hyena				
Att 2	Def 3	Per 1	Move 8	Aur 1
Dam 1	Tou 2	Hea 2	Mnd 0	Ess 20
	Life 1	Size 1	Wil 1	
EXP 2			Agi 2	

Animal, Leopard

Leopard				
Att 5	Def 4	Per 2	Move 4	Aur 2
Dam 3	Tou 3	Hea 2	Mnd 0	Ess 40
	Life 2	Size 2	Wil 1	
EXP 4		Dex 2	Agi 2	

Leopards can sprint with a Move of 14 for up to six rounds, once per combat.

Animal, Lion

Lion				
Att 4	Def 4	Per 3	Move 4	Aur 1
Dam 2	Tou 3+1	Hea 3	Mnd 0	Ess 70
	Life 4	Size 3	Wil 1	
EXP 8		Dex 1	Agi 2	

Lions can sprint with a Move of 11 for up to four rounds, once per combat.

Animal, Mule

Mule				
Att 2	Def 3	Per 2	Move 8	Aur 1
Dam 2	Tou 3+1	Hea 2	Mnd 0	Ess 40
	Life 2	Size 2	Wil 2	
EXP 4		Dex 1	Agi 1	

Animal, Orca

These animals are larger than dolphins on average but are tiny whales. They have razor like teeth. They tend to be black in color with splotches of blue or white in color. They can average 5-6 feet in length and weigh at least 400 pounds.

Orca				
Att 9	Def 4	Per 6	Move 10	Aur 2
Dam 4	Tou 7	Hea 7	Mnd 0	Ess 140
	Life 7	Size 3	Wil 2	
EXP 18		Dex 2	Agi 3	

Orca are small version of whales. They tend to eat only small fish. But once in awhile a orca can mistake a human for food and nip them. but they will not attack outright like sharks unless confused or threatened. Some are termed "killer orca" but most are docile and tend to stick to deep sea areas.

Animal, Ox

Ox				
Att 3	Def 2	Per 3	Move 8	Aur 1
Dam 4	Tou 4+1	Hea 4	Mnd 0	Ess 90
	Life 5	Size 3	Wil 1	
EXP 10		Dex 1	Agi 1	

On charge or trample attacks, the Attack is 5.

Animal, Pig

Pig				
Att 2	Def 3	Per 1	Move 8	Aur 0
Dam 1	Tou 1	Hea 1	Mnd 0	Ess 10
	Life 0	Size 1	Wil 0	
EXP 1		Dex 1	Agi 1	

Animal, Piranha

These fist-sized fish are found in tropical rivers. They tend to be brownish tan to mix in with plant growth. They are small but their mouth is abnormally large with razor like teeth that can shred flesh

Piranha				
Att 11	Def 4	Per 0	Move 6	Aur 1
Dam 5	Tou 5	Hea 1	Mnd 0	Ess 50
	Life 4	Size 0	Wil 0	
EXP 1			Agi 3	

A single Piranha will be too scared to attack large prey. But once they get into schools the mob mindset takes over and they will attack with fierce and vicious speed. A group has been known to shred a cow that wades into the water within 3 minutes nothing but bones are left. A person unlucky to be surrounded by a school of these fish is certainly doomed.

The stats above represent a swarming school of at least 25 fish; the "Life" is the number of times the swarm must be hit in order to drive it off (no more then one point of Life can be scored on any one hit). For every doubling of school size, add +1d to **Life**, **Damage** and **Toughness** and add +2d to **Attack**. On any successful attack by the swarm the maximum damage that can be done after the victim's **Toughness** is 1.

Example: Some poor bastard has fallen into a river and is attacked by a school of 100 Piranhas. The school has an Attack of 12, Damage of 7, Toughness of 7 and Life of 6. The most he takes on any round is 1 point of damage.

Animal, Riding Horses

Riding Horse I (steppe pony)				
Att 3	Def 3	Per 2	Move 13	Aur 1
Dam 2	Tou 2	Hea 2	Mnd 0	Ess 40
	Life 2	Size 2	Wil 0	
EXP 4		Dex 1	Agi 1	

Riding Horse II (mustang)				
Att 3	Def 4	Per 2	Move 14	Aur 1
Dam 2	Tou 2	Hea 2	Mnd 0	Ess 40
	Life 2	Size 2	Wil 0	
EXP 4		Dex 1	Agi 2	

Riding Horse III				
Att 4	Def 4	Per 2	Move 15	Aur 1
Dam 2	Tou 3	Hea 3	Mnd 0	Ess 60
	Life 3	Size 3	Wil 0	
EXP 6		Dex 1	Agi 2	

Riding Horse IV				
Att 4	Def 5	Per 3	Move 16	Aur 2
Dam 2	Tou 3	Hea 3	Mnd 0	Ess 70
	Life 4	Size 3	Wil 1	
EXP 8		Dex 2	Agi 2	

Animal, Shark

These sleek animals are as large as 7 feet in length and can be as big as 800 pounds. Most tend to be 4-5 feet in length and about 200 pounds. They are gray in color and have rows of razor sharp teeth that can slice through bone easily.

Shark				
Att 4	Def 3	Per 4	Move 8	Aur 2
Dam 2	Tou 5	Hea 5	Mnd 0	Ess 90
	Life 4	Size 2	Wil 0	
EXP 8		Dex 2	Agi 2	

These animals are the kings of the oceans in the normal animal world (aside from the big monsters). They are fierce and deadly. Some are not man eaters but sharks do get the taste of human flesh and stay with it.

They tend to live deep in the ocean but can visit coastal areas. Their body has a nervous system which can detect the slightest bit of movement in the water from some distance away, which is why splashing humans (or seals their favorite food) gets their attention. They can also smell blood (even the slightest amounts) in water up to 3 miles away. Blood also attracts sharks to prey. The above stats are for the average adult (4-5 feet, 200 pounds).

Great Shark				
Att 4	Def 3	Per 8	Move 9	Aur 3
Dam 4	Tou 10	Hea 11	Mnd 0	Ess 220
	Life 11	Size 4	Wil 0	
EXP 26		Dex 1	Agi 1	

Once attracted they will tend to investigate its prey by swimming around it or bumping up against it. It may then attack it to kill and devour it. While sharks have no natural magical item value some have been known to grind up shark bone to create a natural healing powder used in some areas. Those in Katai are known to do this. There is debate by scholars and healers if this has any true healing ability.

Animal, Swamp Buffalo

Swamp Buffalo				
Att 3	Def 3	Per 2	Move 9	Aur 1
Dam 3	Tou 3+2	Hea 3	Mnd 0	Ess 70
	Life 4	Size 3	Wil 0	
EXP 8		Dex 1	Agi 1	

On charge or trample attacks, the Attack is 5.

Animal, Tiger

Tiger				
Att 6	Def 4	Per 4	Move 4	Aur 2
Dam 3	Tou 4+1	Hea 4	Mnd 0	Ess 80
	Life 4	Size 3	Wil 2	
EXP 9		Dex 1	Agi 2	

Tigers can sprint with a Move of 13 for up to eight rounds, once per combat.

Tigers are efficient hunters expending as little energy as possible. When older they have a marked tendency to be man-eaters.

Animal, War Horses

Warhorse I				
Att 3	Def 3	Per 2	Move 11	Aur 1
Dam 2	Tou 2	Hea 2	Mnd 0	Ess 40
	Life 2	Size 2	Wil 0	
EXP 4		Dex 1	Agi 1	

On charge or trample attempts, Attack is 4.

Warhorse II (steppe horse)				
Att 3	Def 3	Per 2	Move 12	Aur 1
Dam 2	Tou 3+1	Hea 2	Mnd 0	Ess 40
	Life 2	Size 2	Wil 1	
EXP 4		Dex 1	Agi 1	

On charge or trample attempts, Attack is 5.

Warhorse III				
Att 3	Def 4	Per 2	Move 13	Aur 2
Dam 2	Tou 3	Hea 3	Mnd 0	Ess 70
	Life 4	Size 3	Wil 1	
EXP 7		Dex 1	Agi 2	

On charge or trample attempts, Attack is 5.

Warhorse IV				
Att 4	Def 5	Per 3	Move 14	Aur 2
Dam 3	Tou 4+1	Hea 3	Mnd 0	Ess 70
	Life 4	Size 3	Wil 2	
EXP 9		Dex 2	Agi 2	

On charge or trample attempts, Attack is 7.

Animal, Waste Lion

Waste Lion (male)				Kotothi
Att 5	Def 4	Per 3	Move 3	Aur 3
Dam 4	Tou 3+4	Hea 3	Mnd 0	Ess 70
	Life 4	Size 3	Wil 2	
EXP 9		Dex 1	Agi 1	

Male Waste Lions can sprint with a Move of 9 for up to six rounds, once per combat.

Waste Lion (female)				Kotothi
Att 6	Def 4	Per 3	Move 3	Aur 3
Dam 4	Tou 4+5	Hea 3	Mnd 0	Ess 80
	Life 5	Size 3	Wil 3	
EXP 12		Dex 1	Agi 2	

Female Waste Lions can sprint with a Move of 10 for up to six rounds, once per combat.

Waste Lions are ravenous destroyers in service to the god Shurikal. They only associate with other life forms, without eating them, because their master wishes it. Even with this, they will turn on their "friend" if they are not used to slay, destroy and/or humiliate often.

Shamans who take Waste Lions as their Tonah are automatically aligned with the Kotothi. This "Tonah" is a servant of Kototh. The Shaman must be hostile to all Elder and Law creatures. The hide of an adult can be sold for Armor*4 GC.

NOTE: *In those Kotothi nations where they exist they are considered to be sacred. This is especially true in the nation of Shurikal. Where such is the case, killing one is heresy. The penalty is too hideous to describe.*

Animal, Wild Dog

Wild Dog				
Att 3	Def 3	Per 1	Move 9	Aur 1
Dam 1	Tou 2	Hea 1	Mnd 0	Ess 10
	Life 0	Size 1	Wil 1	
EXP 1		Dex 1	Agi 1	

Animal, Wolf

Wolf				
Att 4	Def 4	Per 1	Move 9	Aur 2
Dam 2	Tou 2	Hea 2	Mnd 0	Ess 30
	Life 1	Size 1	Wil 2	
EXP 2		Dex 1	Agi 2	

Animal, Vampire Bat

A large brown or black bat with pronounced fangs. A Vampire bat has an average wingspan of 30 inches and an average body length of 9 inches. Moderately dangerous, the greater harm is when they come in swarms.

Vampire Bat				
Att 3	Def 4	Per 0	Move 11	Aur 0
Dam 0	Tou 1	Hea 0	Mnd 0	Ess 5
	Life 0	Size 0	Wil 0	
EXP 1		Dex 1	Agi 1	

On charge or trample attacks, the Attack is 5.

On any attack that hits, roll only armor. If there are no successes, that bat latches on and drains 1 Essence. Thereafter it will automatically drain 1 Essence per round for the next 5 rounds, whereupon it detaches and flies off. To remove a bat that is drinking blood it must be torn off. Doing this will do 1d damage the bat and the victim (armor may not apply).

Vampire bats are not affected by obscured vision or darkness in seeking targets. As a rule, Vampire Bats prefer the blood of horses and large animals. Unless they are exceptionally hungry or angry they will not attack human form creatures. Use swarming rules as stated for Piranhas only for attack and defense, not damage.

Athach

The Athach is a humanoid creature with an average height of 30 feet. He is heavily muscled and covered in light fur over the majority of his upper body. His eyes are small and dark. His teeth are long, pointed daggers in a pronounced jaw. The most pronounced feature of its face is its long, pendulous nose.

Athach				Kotothi
Att 5	Def 2	Per 6	Move 6	Aur 3
Dam 13	Tou 7+1	Hea 8	Mnd 0	Ess 250
	Life 17	Size 10	Wil 3	
EXP 47		Dex 0	Agi 1	

Athach have extremely poor eyesight. The listed Attack above reflects this. He is not affected by Night or Obscured vision because his vision is always obscured. The Athach's primary sense is its sense of smell. It is extremely acute. They also have very good hearing; they have been known to hear a footstep in soft grass at a range of sixty feet.

Giants of this kind throw large stones in attacking their prey. They prefer to pepper the area extensively before closing (especially when the force attacked outnumbers them).

Barguest

Barguests are darkly furred hounds with eyes that burn with fiery intensity and power. They average 2–3 feet at the shoulder. All have powerful jaws and cruelly clawed paws.

Barguest				Elder
Att 6	Def 4	Per 3	Move 8	Aur 4
Dam 3	Tou 3+2	Hea 2	Mnd 2	Ess 40
	Life 2	Size 2	Wil 4	
EXP 8		Dex 1	Agi 2	

They are totally immune to all Kotothi poisons. Barguests are the ultimate in unsociability. They never aid any creature. Anyone touching them is subject to immediate attack by a blast of power. The blast is an 4+2 Lightning Bolt (**EL** = **Life***2).

If a situation arises where the referee allows it to be touched the blast does not occur. Any hit in combat is considered a touch. When the blasts use up the **Essense** they are no longer generated.

Barguests are totally silent. They make no vocal noise but are intelligent. By their choice they have withdrawn from society with the immoral and treacherous creatures who destroyed their world. All other life is in this class to them.

> *NOTE – Like all of the Fallen, the lord of the Barguest can be reborn if a quest succeeds. Anyone who has a hand in doing this gains the eternal friendship of all Barguest … and more. The god's soul is penned in a Chaos hell. All a party need do is gather items needed to unlock his prison, go there, get him and make it out alive. He is powerless and barely aware until he leaves the Chaos realms. The spirit's captor is Adramelech.*

Beast of Corruption

A Stygian beast adorned in a putrescent, dark robe. It is fiercely clawed with a bestial face marked with festering boils and running sores. It has the stench of gangrene about it. The average beast is 63 inches tall.

Beast of Corruption				Chaos
Att 6	Def 3	Per 9	Move 4	Aur 4
Dam 1	Tou 5+3	Hea 3	Mnd 8	Ess 50
	Life 2	Size 2	Wil 14	
EXP 8		Dex 1	Agi 1	CL 2

When fighting humans, Attack is 7

Normal weapons can't damage this beast, and it's attacks inflict a 5+4 Corruption spell. The beast absorbs any damage inflicted. This heals his **Life** by the points absorbed and his next attack is increased by points absorbed/3 (RU). If its **Life** is reduced to zero or less it is banished.

> *Example: An undamaged beast inflicts 2 points with its power. Its Life is increased to 4. Its Attack is increased to 5.*

Light Powers do double damage on the beast. If its **Life** is reduced to zero or less by Light Powers or magical weapons it is killed.

Beithir

The Beithir is a sleek, oily serpent 9–10 feet in length. At the apex of a triangle whose base is formed by its eyes it has a scintillating blue gem. Its eyes are featureless, black coals. Its hide is oily black leather with streaks of red.

Beithir				Kotothi
Att 6	Def 5	Per 4	Move 18	Aur 4
Dam 3	Tou 6+2	Hea 6	Mnd 0	Ess 110
	Life 5	Size 2	Wil 3	
EXP 12		Dex 1	Agi 2	

If encountered out of the water, Move is 5.

Beithir are strong swimmers. They are totally immune to Lightning, Heat and Cold. Fire scores 50% damage (rd). All Beithir are capable of projecting Lightning Swarms at 4+2.

These serpents tirelessly hunt Elder and Sidh forces of the water. When battling a Peist, they fight with Uncontrollable Battle Fury. The only such force they do not attack are Asrai. They flee any encounter with these ladies.

The hide of the Beithir has a value of **Life x2** Silver Coins. Its jewel is worth **Life x5** Gold for its value in permanent magic. (The lightning comes from the jewel).

Blood Wolf

Large snow colored wolves. Their ear tips are tinged with the color of fresh blood. Fangs and claws are like razors. They work together with intelligence and cunning.

Blood Wolf				Neutral
Att 7	Def 5	Per 2	Move 9	Aur 2
Dam 4	Tou 3+1	Hea 3	Mnd 1	Ess 60
	Life 3	Size 2	Wil 3	
EXP 11		Dex 2	Agi 3	

A blood wolf bite inflames the blood of the victim. Anyone hit suffers 1d additional damage for two rounds after the initial (Armor does not apply).

Border Redcap

The Redcap is an anti-social, solitary creature that merges the worst features of Troll and Goblin appearance. They are six to seven feet tall and commonly found in deserted fens, ravines and other lonely places. They result from rare "assignations" between goblin rapists and troll women. Their cap is red because it is dipped in the blood of those they slay.

Border Redcap				Kotothi
Att 6	Def 4	Per 3	Move 10	Aur 2
Dam 4+2	Tou 3+2	Hea 3	Mnd 2	Ess 60
	Life 3	Size 2	Wil 5	
EXP 11		Dex 2	Agi 2	

Redcaps are cunning, insatiable killers. They possess a 4+2 Delusion power. Anyone affected is unaware of the Redcap until AFTER it attacks (target gets no defensive dice). Redcaps commonly use a banded club that grants +2d to damage.

The Brown Man

The Brown man is short and heavily muscled. They average two feet in height and have a rough gnarled appearance and are covered with brown fur. They subsist on wheat and fruit. No brown man will take life unless the needs of self-defense or the life he nurtures demand it.

Blood Wolf				Neutral
Att 8	Def 5	Per 4	Move 9	Aur 7
Dam 7	Tou 5+2	Hea 5	Mnd 2	Ess 100
	Life 5	Size 1	Wil 4	
EXP 14		Dex 4	Agi 3	

Brown men nurture crops and battle the defilers of life. They are not sociable creatures and rarely communicate with anyone. When they feel they must act in a certain manner for the good of the life they nurture, they do. The affect of their action on anyone else is irrelevant to them. They often have a somewhat strange sense of humor in such actions.

All Brown men are empowered to battle the defilers of life. They are capable of magically consuming the evil that powers such beings (at 5+2. The affect of their might absorbs 10x6d points of evil per success. The power is primarily useful against Akhkharu, the dead and practitioners of Necromantic magic. Treat the damage inflicted as a loss to the **Essence** of the enemy. If the Brown man reduces the **Essence** to zero, the victim disintegrates.

Brown men are highly resistant to magic. They are totally immune to Elder, Sidh and Neutral arts. They also have EL5 Immunity to Chaos and Law magic. The only magic that has full affect is Balance.

NOTE – Brown men are born from a black walnut like tree. It sprouts from evil a brown man has consumed. Per 100 points consumed, a new tree sprouts and a new Brown man is born. The tree is the root of the man's life and power. Should he be killed in battle he is reborn from it 5d+1 days later. If it dies he dies forever. As it waxes, he grows stronger.

Bugbear

Bugbears are the result of union between a goblin and a bear. They are furry beasts four to five feet in height whose appearance merges the worst of Ursoid and goblin. Their most common garment is a ragged, filthy loincloth.

Bugbear				Kotothi
Att 3	Def 2	Per 2	Move 6	Aur 1
Dam 2+2	Tou 2+1	Hea 2	Mnd 1	Ess 40
		Life 2	Size 2	Wil 4
EXP 4			Dex 1	Agi 1

Bugbears have a good sense of smell. They may use that sense as an 2+0 Tracking spell in following the trail of an enemy. They are commonly found in association with Goblins. Rare is the Goblin hill that does not have a few in residence since their service as guards and trackers is invaluable. The preferred weapon of Bugbears is a club.

Cadue

Cadue are bronze to golden serpents with fine silvery wings. They are capable of flight and commonly nest in high mountains and tall trees. The average adult is three to four feet long.

Cadue				Law
Att 4	Def 4	Per 3	Move 11	Aur 3
Dam 2	Tou 2	Hea 2	Mnd 2	Ess 30
		Life 1	Size 1	Wil 4	Mana 100
EXP 3			Dex 0	Agi 1

Cadue are healing serpents. They are innately able to use healing light at 4+2. They never engage in combat unless their survival demands it. When possible, they flee rather than fight. The exception to this is any attack by a Chaos magician, disease demon or plague demon. In those cases they fight to kill.

Cadue Elders are larger than younger serpents. They rule the pods of their area and care for the eggs the young adults lay. All Elders are capable of Healing Light and Watchful Sleep at 7+4. They can also use the Communicate spell and Light powers at 4+2.

As they no longer fly, elders make their homes in places that can be more easily accessed then those chosen by younger Cadue. Ravines, caves and forest thickets are common sites for an elder's home.

Cadue Elder				Law
Att 5	Def 2	Per 4	Move 3	Aur 5
Dam 4	Tou 4+2	Hea 3	Mnd 4	Ess 60
		Life 3	Size 2	Wil 6	Mana 180
EXP 9			Dex 1	Agi 1

Centaur

The Classic centaur. They have the body of a horse and torso, head and arms of a man. They are 5–6 feet at the shoulder and up to 8.5 feet tall at the top of the head. (In general brilliant Centaurs are smaller).

Centaur (male)				Elder
Att 4	Def 4	Per 3	Move 12	Aur 3
Dam 2+2	Tou 4	Hea 3	Mnd 1	Ess 70
		Life 4	Size 3	Wil 3
EXP 8			Dex 1	Agi 2

Centaur (female)				Elder
Att 5	Def 4	Per 3	Move 13	Aur 2
Dam 1+2	Tou 4	Hea 3	Mnd 1	Ess 60
		Life 3	Size 2	Wil 3
EXP 6			Dex 1	Agi 2

Brilliant Centaur				Elder
Att 4	Def 3	Per 4	Move 10	Aur 3
Dam 1	Tou 3	Hea 2	Mnd 4	Ess 40
		Life 2	Size 2	Wil 5
EXP 4			Dex 2	Agi 2

When they are encountered 20% (RU) are armed with a bow (+1d damage) and 1D10+10 arrows in a quiver. All have a boar spear (+2d damage, included in stats). All males will also have a shield (AV8). At no time will they be armored. Their EL with these items is 3.

If a centaur camp if found there will be 10-30 members, of which one third will be male, one third female and the remainder children. In addition to the Centaurs the camp contains:

Situation	Creature	Number Present
5+	Dryads*	3d
4+	Satyrs	2d (6d)
5+	Humans	6d (12d)

*If Dryads are found in the camp it is sacred. Double the number of Centaurs present. One of the Centaurs there will be brilliant. Use the parenthesized values to determine the number of Satyrs and Humans present.

A human in a Centaur camp is a visitor or a captive. If they are captive there is an 80% chance they are female.

Except for brilliant members, Centaurs are licentious, short-tempered and emotional. When a decision must be made on non-emotional grounds they are somewhat ponderous about their reactions. When emotions make the choice they are decisive. They are quick to anger and horribly violent when aroused.

NOTE — The brilliant Centaur is the complete opposite of the above. They are highly rational and have strong control over their emotions. In general they are the advisors of the chief and teachers of the young.

Cha'chak

Cha'chak look like fanged orangutans with black leathery wings. They are flying minions of Kototh and quite intelligent.

Cha'chak				Kotothi
Att 6	Def 6	Per 2	Move 20	Aur 3
Dam 4+2	Tou 3+2	Hea 3	Mnd 2	Ess 70
		Life 4	Size 2	Wil 2
EXP 10			Dex 3	Agi 2

When fighting Sidhe, Attack and Defense are 7.

They are capable of using spears for hand combat, though some (20%) will also be equipped with Cha-bows (large bows held with the prehensile feet and pulled back with both hands, +3 damage with the range of longbows)

They tend to nest in large clans, and can sometimes be found in the shadow of larger Kotothi beings (such as Storm Giants) where they act as gatherers who bring stuff up to their floating castles.

The clan as a whole will have treasure, picked from their victims, and each will usually have a piece of fine metal jewelry worth 1d6 x 1d6 SC (the value is a rough indicator of status).

Chimaera

The Chimaera's appearance is akin to the Chimana. Instead of the human element it has the head and neck of a Goat growing from its right side. On the average it is 4 feet at the shoulder and about 5 feet at the top of the Goat head.

Chimaera				Kotothi
Att 6	Def 5	Per 5	Move 15	Aur 4
Dam 5	Tou 6+2	Hea 6	Mnd 0	Ess 120
		Life 6	Size 3	Wil 3
EXP 23			Dex 1	Agi 2

The Lion head has an Attack of 7, the Serpent head has an attack of 5.

The Goat head of a Chimeara breathes fire in any direction (4+2 Fireball). The serpent head has 8 doses of Potency 2 Death Poison per encounter. The attacks allowed are the same as for Chimana. Except for fire use, the goat head can only attack those on the Chimaera's right flank. The creature may make up to three attacks per round, one from each head.

Chimeara are immune to Fire Powers and Storm Powers. They are wingless but fly because of their connection to the storm.

> **NOTE** - *They are the creation of Utgard Geror. They never attack the giants who serve him and can be found living with Mountain and Storm Giants.*

Cuca

The basic form of the woman is human. Her body is scaled and she has the powerful, toothy jaws of the crocodile. She revels in slaughtering innocent life, especially children

Cuca				Kotothi
Att 6	Def 3	Per 4	Move 10	Aur 5
Dam 1	Tou 3+1	Hea 3	Mnd 2	Ess 50
	Life 2	Size 2	Wil 4	Mana 140
EXP 6		Dex 1	Agi 2	

Speed out of water is Move 5.

Cuca generally dwell in fens, lakes and rivers. They commonly live underwater and surface when a chance to kill comes along. All use Elder magic at 4+2. When more than one is encountered, one is a Queen.

Cuca Queen				Kotothi
Att 8	Def 4	Per 5	Move 11	Aur 7
Dam 2	Tou 5+2	Hea 4	Mnd 4	Ess 70
	Life 3	Size 2	Wil 5	Mana 180
EXP 11		Dex 2	Agi 2	CL 1

Speed out of water is Move 6. When in pure human form, their Attack is 3.

The Cuca Queen is capable of adopting a completely human appearance without magic. She uses Elder and General magic at 5+2. They can also use 1D3 Chaos spells at 3+2. Finally, a Queen has a CL of 1 and is capable of Lower World Travel. In their true form these women speak the Kotothi tongue.

> NOTE – *Cuca are worshippers of Kotarl. They are vile and rapacious in their actions. All are his witches and, in the view of some cosmologists, whores. They are women who sold themselves to Kotarl and/or Kotan for power. Their lairs are sometimes (30% chance) protected by 1D6 Dae'ta Koti.*

Cu Sidhe

The Cu Sidhe have a brownish or russet coat. They are exceptionally mangy and give off a foul odor. Their eyes are a sickly, purplish green. Their canines drip poison and the mouth slavers perpetually. They are 2 feet at the shoulder and 4 feet in length.

Cu Sidhe				Kotothi
Att 3	Def 4	Per 2	Move 10	Aur 1
Dam 1	Tou 3+1	Hea 2	Mnd 0	Ess 40
	Life 2	Size 2	Wil 3	
EXP 6		Dex 1	Agi 2	

Only Kotothi Shamans and creatures can have these creatures as servants.

The bite of a Cu Sidhe injects Potency 2 Paralytic Poison on any hit that penetrates armor. If the Cu Sidhe hits and rolls his **Strength** vs. the target's **Strength** he hangs onto the target. This causes an automatic hit on the next phase and another dose of the poison is administered. The victim must tear the hound off by overpowering the Cu Sidhe. When he does so, he will take 1d hits in removing the hound's jaws from his flesh (no armor applies).

Cu Sidhe are afflicted by light as specified for Rock Trolls (See Rock Trolls). They are afflicted by Iron as specified for the Alfar (see Alfar). They are exceptional trackers. They track any enemy with the equivalent of 4+2 Tracking. If the creature tracked is Sidh, or capable of using Sidh magic, they have 13+4 Tracking.

Dae'ta A'Miri

Lithe, weasel-like animals 18–24 inches in length. They have dark brown fur, flashing red eyes and sharp, pointed teeth.

Dae'ta A'Miri				Law
Att 6	Def 8	Per 1	Move 12	Aur 1
Dam 1	Tou 2	Hea 2	Mnd 0	Ess 20
	Life 0	Size 1	Wil 1	
EXP 1		Dex 5	Agi 6	

Daeta A'Miri are immune to all poisons. When they fight a poisonous serpent use Uncontrollable Battle Fury. They can sense serpents as for 6+3 Mana Sensing. They are voiceless, silent creatures. They can be taught to use simple signs to communicate by a person who is skilled in husbandry.

These creatures are immune to all powers of the Basilisk. They will track and kill any Basilisk they sense, as for 11+5 Mana Sensing.

Dae'ta Koti

A totally black serpent 15–20 feet in length. It is a python jawed creature with murderous fangs and burning red eyes. Most are not overly intelligent but all are extremely cunning when they attack.

Dae'ta Koti				Kotothi
Att 6	Def 6	Per 3	Move 5	Aur 3
Dam 6	Tou 3+2	Hea 3	Mnd 1	Ess 90
	Life 6	Size 4	Wil 3	
EXP 23		Dex 0	Agi 4	

If 3 or more are encountered one will likely be a warren master

Dae'ta Koti (Warren Master)				Kotothi
Att 6	Def 6	Per 4	Move 5	Aur 4
Dam 7	Tou 4+3	Hea 4	Mnd 2	Ess 110
	Life 7	Size 4	Wil 4	
EXP 29		Dex 0	Agi 4	

Dae'ta Koti spit adhesive gobs of paralytic poison, **Potency** 6, at a range of 40'. It is fired as a missile weapon and cannot be parried, only blocked or dodged. Anyone along the line of attack can be hit (roll for each). A serpent can only spit its poison once per encounter.

The Dae'ta Koti has another poison it injects through its fangs. This is a **Potency** 1 Magical Poison (It is **Potency** 2 for the Warren Master). Each snake has 6 doses per encounter (The Warren Master has 9). This poison can only take effect if the

Anyone affected by the magical poison rolls 1d and loses a point of **Will** if successful. If **Will** is reduced to zero or less the victim becomes a creature of perversity and servant of Kotan. He seeks opportunities to act in a vile and depraved manner.

Affected players who are not taken over by the poison can recover their **Will** loss. They must take one **Will** roll vs. 14d each week. If they succeed the loss is recovered. If they miss by 1 they recover 1 point and have vile dreams. With failure, they have vile dreams and one night in the week they blackout. While affected, they walk the night furthering depravity as possible.

> NOTE – *A Negate Poison spell can correct this affect. To do so, its EL must be at least double the EL of the poison affecting the victim.*

Any person affected by the serpent's paralytic poison is paralyzed for 24 hours. Dae'ta Koti have an aversion to water. They will never enter a body of water for any reason. Other than this neurosis they are quite cunning. As a rule, they prefer to attack from ambush when possible.

Dae'ta Koti are able to operate as a constrictor if they wish. See Animals, Anaconda for the rules concerning this form of attack.

Dead

Human corpses. The clothing and level of corruption is at the referee's discretion. Any that are summoned magically arrive armed (not included in damage stats)

Dead				Chaos
Att 2	Def 2	Per 0	Move 5	Aur 1
Dam 1	Tou 1+2	Hea 1	Mnd 0	Ess 20
	Life 1	Size 2	Wil 0	
EXP 2		Dex 1	Agi 1	CL 1

That which is dead cannot be killed. The "**Life**" represents the hit points required to render it ineffective in combat.

The dead are only mobile at night. At other times they are like any other corpse. They are afflicted by light as specified for Elves. If they are held down while salt is poured into their mouth, and subsequently, their lips are sewn shut, the spell that motivates them is broken. This is the only way to "kill" the Dead. (This method may be used on Zombies created by the Black Curse also).

If the caster summons at CL2, he can summon members of Nergal's legion. They are armed, armored (AV2) and larger. Weapons not included in damage stats.

Dead (Nergal's Legion)				Chaos
Att 2	Def 2	Per 0	Move 5	Aur 2
Dam 2	Tou 2+2	Hea 2	Mnd 0	Ess 40
	Life 2	Size 2	Wil 0	
EXP 4		Dex 1	Agi 1	

Demon, Terrestrial

Terrestrial demons have bony, angular features. They are dark skinned and red-eyed with leathery, reptilian wings. Their talons and fangs are long, vicious and sharp. Their height ranges from as little as 5 to 8 feet.

Terrestrial Demon				Chaos
Att 3	Def 4	Per 3	Move 15	Aur 2
Dam 2	Tou 3+1	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 4	Mana 80
EXP 6		Dex 2	Agi 1	

When fighting Law or humans they fail to possess, Attack is 4.

Terrestrial demons are afflicted by light in the manner specified for Heliophobic demons. They can possess any human or animal they fight as specified for Edimmu. The value of their attempt is 4+2.

If the demon's possession attempt fails, he can never possess that creature. If it succeeds, the victim is physically and mentally ill until the demon is exorcized or he dies. Only humans suffer this effect. Possessed animals are not visibly affected. They are often used by the demons as shelter from the day. The possession power has no affect on any intelligent race other than humans.

Diraillata

A small, ornately banded serpent some 12 inches in length. They are the prime prey of the Dae'ta A'Miri.

Diraillata				Kotothi
Att 2	Def 3	Per 0	Move 5	Aur 2
Dam 1	Tou 1	Hea 1	Mnd 0	Ess 10
	Life 0	Size 0	Wil 0	
EXP 2		Dex 1	Agi 2	

They have a Potency 8 Slow Death Poison. Each serpent can inject 2 doses per combat and they must penetrate the armor of their target for the poison to take affect. If the poison succeeds, 10+3 Pain affects the victim while he is dying. If a healer or magic-user with the proper skills or material does not cure him he will certainly die.

This poison is often used by Kotothi assassins who wish their target to suffer after being disabled.

Dirasa

Dirasa average one foot in length. They are banded green and red with white wings. They have fangs and teeth designed to tear flesh from their prey.

Dirasa				Kotothi
Att 3	Def 5	Per 1	Move 14	Aur 2
Dam 1	Tou 1	Hea 1	Mnd 0	Ess 10
	Life 0	Size 0	Wil 0	
EXP 2		Dex 0	Agi 2	

Dirasa have the ability to sense Sidh power within a quarter mile of their location. When they do, they are drawn to it and compelled to attack. Their poison is **Potency** 3 Immediate Death poison for anyone who wields Sidh magic. For others, it is a **Potency** 3 Slow Death poison. The bite must penetrate armor to be effective.

When a choice exists, Dirasa attack Faerry before any other creature. They were created to slay that race. They cannot be detected by the Faerry Mana Sensing ability and have Immunity 5 to Sidh magic.

Div

The Div is a six to seven foot tall devil with the body of a man and the head of a maned lion. All have vicious metal claws on their hands. They are a force of war and immensely powerful in battle.

Div				Chaos
Att 8+6	Def 4	Per 4	Move 8	Aur 5
Dam 6	Tou 5+3	Hea 5	Mnd 2	Ess 100
	Life 5	Size 2	Wil 4	
EXP 13		Dex 2	Agi 2	CL 1

The Div's strength is combat. In using its claws it is +6 [already added to stats]. In the rare instances where it uses a weapon or shield it is only +1. Div are viewed as the sons and cousins of Nergal. They command any zombie or dead automatically. If influenced, they grant knowledge in the Necromantic Arts, Lichcraft and combat arts. The cost of any benefit they give is at least one human life. They live to slay.

Dolaura

Dolaura are large dolphins with golden hued hides. They understand any supernatural tongue of Law.

Dolaura				Law
Att 9	Def 9	Per 4	Move 19	Aur 3
Dam 3	Tou 3+1	Hea 2	Mnd 4	Ess 50
	Life 3	Size 2	Wil 6	
EXP 8		Dex 0	Agi 5	

Dolaura are sea creatures. They will only be encountered in a sea or ocean. All are the dedicated enemies of Chaos in the ocean. As the situation allows, they protect man from those forces and assault their enemies. The main enemy of Dolaura are beasts such as Kraken and the Mer.

If a human they encounter or aid is able to communicate with them, Dolaura are sociable and friendly. In most cases, they are happy to perform any service that damages or destroys the power of Chaos in the ocean.

Dolaura have the ability to remain underwater for a number of days equal to their **Life**. When they choose, they can extend this blessing to any friend who rides them. Once the person dismounts he retains the blessing for a number of hours equal to **Health** or until he leaves the water.

Dolaura Queen				Law
Att 10	Def 7	Per 5	Move 17	Aur 5
Dam 7	Tou 5+2	Hea 5	Mnd 4	Ess 100
	Life 5	Size 2	Wil 4	Mana 180
EXP 27		Dex 0	Agi 4	

A Dolaura Queen may use some General Magic at 4+4. The usable spells are Communicate, Protection against Chaos and Purification. Rare Queens of this race use Shape Changing at 7+4. Those who do (situation 6+) take the form of a human woman and visit the land now and then.

IMPORTANT – Dolaura are long lived. They commonly live 3x10d+100 years. Those who achieve Queen status receive the blessing of Manakel and Enki. They live 3x16d+400 years.

Dragon, Elder

As for True Dragons except the elder dragon has 3 heads and 3 necks. They retain the "pure form" of the original dragons created by Kototh.

Elder Dragon				Kotothi
Att 11	Def 4	Per 11	Move 14	Aur 10
Dam 12	Tou 12+6	Hea 12	Mnd 6	Ess 330
	Life 21	Size 11	Wil 7	Man 260
EXP 120		Dex 1	Agi 1	

The Elder dragon is the most ancient stock of dragons. They are the children of the god Kototh and his great pride. All elder dragons can breathe fire and cast elder magic at 10+3.

Elder dragons can use multiple fire attacks during a phase. If it chooses to do so, each attack has the characteristics for Fire Lance. If it uses one combined attack, the value for Fireball is used. In the case of multiple attacks, any person that is exposed to more than one must survive one to survive both. No double jeopardy exists. Each head is capable of using the breath weapon. Only the middle head uses magic. The essence listed above is also the total casting ability available to all 3 heads.

Elder Dragons enjoy the taste of human flesh (especially virginal females). They may grant aid if a bribe of this kind is offered. Within their alignment they will aid Kotothi-aligned creatures that show deference and offer a reward. They kill those that don't. All factors that are not specifically covered in this section are as specified for True Dragons.

Dragon, Lun

Lun have large reptilian heads that are somewhat leonid in appearance. Their bodies are long and serpentine. Each has four short limbs with heavily clawed hands and is not winged.

Lun Dragon				varies
Att 11	Def 7	Per 12	Move 20	Aur 7
Dam 5	Tou 12+4	Hea 12	Mnd 8	Ess 280
	Life 16	Size 9	Wil 11	Man 220
EXP 83		Dex 2	Agi 4	

Lun dwell in wild areas, mountains and ravines. They are dragons that control fertility and weather. All are able to use Storm and Aerial powers at 8+4. Each rules the weather in a set territory. He or she expects deference and respect from lesser creatures that depend on his gifts. If it is not forthcoming, he withholds them. He may also actively work against their efforts to survive (destroy fields, kill livestock, etc).

When angered Lun can use powers of Sterility and Desiccation in addition to withholding the rain. They are 13+4 with both. Sterility is used to take fertility away from animals. Their use of Desiccation is for plants. It dries them out making it impossible for the plant to bear fruit of any kind.

These spirits do not breathe fire. The only powers they use are those specified above. They fly at **Move** 20 through their tie to the air and the storm. They do not need to cast mana to do so.

In many lands, especially Katai, the farmers who depend on them worship Lun. Gifts are left for them regularly. They also retain the best of anything possessed by those they must kill (to protect themselves or to punish). These items are the only treasure a Lun bothers to keep. Its hoard is not as massive as that of other dragons.

Determine the basic alignment of the Lun as specified for True Dragons. The worship it will insist on from lessers will depend on that factor to a great degree.

EXAMPLE – A Lun who is Elder or Chaotic requires the periodic sacrifice of delectable young humans. If Elder, they must be virgin and female. One who is Law punishes any immoral behaviour in its territory. Lewd felons can find themselves trussed up awaiting the dragon to deflect its ire from everyone. Fit the alignment descriptions to the spirit's alignment and power.

Dragon, True

A heavily scaled creature of variable color. It is physically immense, reaching a length of more than 65 feet, and mentally brilliant. At its most powerful, the Dragon approaches Godhood.

In general dragons have a heavy reptilian head, powerful tail, long body and nearly impenetrable body armor. Beyond these shared characteristics, no two dragons are identical. Each is a unique individual.

True Dragon (male)				varies
Att 10	Def 5	Per 12	Move 16	Aur 8
Dam 9	Tou 11+7	Hea 11	Mnd 8	Ess 270
	Life 16	Size 11	Wil 7	Man 220
EXP 87		Dex 1	Agi 1	

True Dragon (female)				varies
Att 10	Def 5	Per 12	Move 17	Aur 8
Dam 8	Tou 11+5	Hea 11	Mnd 8	Ess 270
	Life 16	Size 8	Wil 8	Man 220
EXP 83		Dex 2	Agi 2	

The Dragon has the following basic abilities:

1. Dragons breathe fire as for Fireball (**EL** = **Life**-7, **MP** = **Life**/5; the average dragon is at 9+3). The essence cost to use the power equals **EL** and the Dragon can use this power at any **EL** up to his maximum.

2. All are natural magicians. If they are not aligned, they do not use this talent. If they are they may (see 3 below).

3. There is a good chance (situation 3+) a Dragon is aligned. If so roll 1D10 on the table below:

Roll	Alignment	Roll	Alignment
1-3	Chaos	8	Shamanic
4+5	Law	9	Balance
6	Neutral	10	Shadow
7	Elder		

Aligned Dragons use any magic of their alignment. Their casting is equal to 5+2. They never use any magic other than that of their alignment. In general, they only use magic against a creature that uses magic on them or is immune to fire. Magic using dragons, add 2 to their **Aura**.

4. Dragons understand any language they hear.

5. Aligned Dragons let creatures of their alignment that show deference survive. In some cases they may aid them if the proper bait is offered. Any influence attempt that fails, or is inappropriate for the Dragon being dealt with, results in the Dragon attacking.

6. The basic tendencies of aligned Dragons are:

Chaos A Chaos dragon is motivated by greed. It attacks any creature that threatens its hoard or fails to show proper respect and deference. It revels in power and the destruction/domination of lesser life forms.

Law From his viewpoint the dragon is fair in its dealings with its lessers. He kills them if they disturb him unnecessarily, irritate him or attempt to steal his property. He may aid them if their need is desperate and the enemy is something he hates. Any aid given, generally an item from the dragon's hoard, must be returned when the need ends. If it is not the dragon reclaims it and punishes the liar he gave it to.

Neutral Such dragons are neutral or "good" elder in orientation. They prefer to have little to do with others but defend decent beings from powers it dislikes, generally Chaos and the Kotothi (this can vary with the individual). It greatly prefers to help lesser creatures provide such aid rather than take an active hand.

Elder See Elder Dragon

Shamanic This dragon is interested in protecting its territory. It is a guardian. Any creature that damages the area, or needlessly disturbs its tranquility, answers to the dragon. It can be influenced to give aid, as for the Law dragon, when the common enemy threatens its territory.

Balance This dragon is unpredictable. He will aid the weak against the strong when he thinks such aid is appropriate. He can easily aid the Character one time and destroy him the next. The more powerful the enemy to be fought, compared to the people asking for the favor, the more likely the favor is granted.

Shadow The dragon dislikes both light and darkness. It is a bane to law and chaos. It is likely to aid those who seek to damage either. It is also prone to do as it wills with anyone. Selfish interest is its life.

Unaligned An unaligned dragon is a recluse. He cares nothing for the affairs of lesser creatures. His preference is to have nothing to do with them. He will defend what is his and never aid another creature.

7. All Dragons have immunity to Fire Powers. If they are magic-users they have immunity to all spells of their alignment also.

8. Dragons are solitary, territorial beings. Except when breeding or rearing young (for females) they will never be encountered with another dragon. If the Referee wishes to simulate this there is a slight (situation 6+) chance that such a situation exists when a dragon is encountered. If so, roll 2d. If the result is 2 two dragons are together to breed. On a 2 the dragon encountered is female and has 3d+1 fledglings in her cave.

NOTE — Dragons cast magic innately. Shamanic dragons are not required to use other somatic tools to cast Shamanic magic. The power is with them always.

Earth Eater

The Earth Eater is a sickly, white spongy mass of tissue up to 100 feet in length. It has a cavernous mouth and the general form of a worm.

Earth Eater				Kotothi
Att 4	Def 2	Per 5	Move 4	Aur 3
Dam 4	Tou 6	Hea 6	Mnd 0	Ess 420
	Life 36	Size 33	Wil 0	
EXP 72		Dex 0	Agi 1	

The Earth Eater is totally immune to Acid, Poison, Decay, Corruption, and Darkness Powers. It is drawn to the surface by the passage of heavy creatures (weight 300 pounds or more) above it. It will attempt to swallow the creature. Any person or creature swallowed takes 1d hits vs. **Life** (armor does not protect, organic armor takes hits vs. AV) each round until he is digested (usually at -5 Life for most people). It can swallow any creature that is less than 25 feet long or tall.

Creatures swallowed by the Earth Eater may attempt to carve their way out. Due to movement restrictions they operate with HALF their **Strength**, round down. If they score 11 **Life** or more before they are digested they escape. They must have an edged weapon to do so. Damage inflicted by persons that are on the outside of the creature do not count towards the total the swallowed individual must inflict. Earth Eaters re-enter the ground 1D6 rounds after swallowing something.

Elemental, Air

Sylph				Elder
Att 7	Def 8	Per 2	Move 26	Aur 3
Dam 2	Tou 2	Hea 2	Mnd 4	Ess 40
	Life 2	Size 2	Wil 2	Mana 100
EXP 16		Dex 2	Agi 4	CL 1

Damage after Toughness is HALVED.

Sylphs are handsome humanoids 6–7 feet in height. Winds constantly swirl around them. Their hair is always blowing and their eyes sparkle with lightning. They can control and summon Wind or Cloud elementals. All Sylphs use Storm and Aerial powers at 5+2. They cannot be affected by either. In general, they are neutral to man but can be influenced or compelled to aid him.

Sylphs have been known to develop friendships with special humans and Sidh beings. Such relationships are rare. When they occur, they last as long as the Sylph's friend remains alive. They are not fickle about such things. A bond made is eternal. In all other interactions, Sylphs tend to be capricious. Unless sternly controlled they act as they deem appropriate or to amuse themselves.

Wind Elemental				Elder
Att 10	Def 6	Per 6	Move 26	Aur 3
Dam 0	Tou 6	Hea 6	Mnd 0	Ess 110
	Life 5	Size 3	Wil 1	
EXP 60		Dex 2	Agi 2	CL 1

Wind elementals do damage with their whirlwind at EL5; no spell roll applies. Damage after Toughness is HALVED.

Wind elementals are living tornadoes. When they strike they have the effect of a Whirlwind spell, doing 6d in damage, throwing those hit back 10' per point rolled. Outside the vortex they have the power of wind at 5+2, (reducing Move by 2 per **EL**, may be resisted by **Strength**). They cannot be damaged by a non-magical weapon. The only spell that affects them is Dispel/Banish. They are hostile to man.

Larger (up to Size 5) and smaller (to Size 1) wind elementals do exist. Increase Vortex damage, Wind EL and Life by 1 for every point greater than 3; reduce it similarly for smaller winds.

Example: A medium large elemental at Size 4 does 7d in vortex damage, has 6 Life and affects Move by 12. A tiny one at Size 1 does 4d in vortex damage, has Life 3 and only reduces movement by 6.

Cloud Elemental				Elder
Att 9	Def 8	Per 3	Move 26	Aur 3
Dam 0	Tou 3	Hea 3	Mnd 0	Ess 180
	Life 15	Size 15	Wil 0	
EXP 102		Dex 2	Agi 4	CL 1

Cloud elementals do damage with their thunderhead spell. Damage after Toughness is HALVED.

Cloud elementals are a cloud or creature formed from the substance of clouds. They are hostile to man. Its attacks are as for the thunderhead spell, doing 6d directly to Life. They may only make a strike once per 5 combat rounds. It cannot be harmed by non-magical weapons.

Elemental, Earth

Common Gnome				Elder
Att 5	Def 2	Per 4	Move 5	Aur 5
Dam 2	Tou 4+1	Hea 3	Mnd 4	Ess 50
	Life 2	Size 1	Wil 5	
EXP 8		Dex 2	Agi 1	CL 1

Damage after Toughness is HALVED.

Great Gnome				Elder
Att 10	Def 4	Per 6	Move 6	Aur 5
Dam 3	Tou 6+2	Hea 6	Mnd 6	Ess 100
	Life 4	Size 1	Wil 6	Mana 140
EXP 34		Dex 4	Agi 2	CL 2

Damage after Toughness is HALVED.

Gnomes are the craftsmen of the Earth. All are male. They are as skilled as Dwarfs in crafting any item. They are unfriendly in dealings with humans unless the person has a history of proper dealing with the earth. Gnomes are the guardians of the hidden treasures of the Earth. If a Gnome can be compelled to do so he can tell the location of great treasures. He will never reveal such information willingly.

All Gnomes pass through the earth as if it were air. They are intelligent. Common gnomes have no magical skills other than those used in earth moving and construction. Wizards commonly summon them to build structures and mine. They exact a price in wealth for any such service. All are totally immune to Earth, Desert and Fire powers.

Great gnomes are the princes of the race and, as they see it, lords of the earth. All use General magic and Earth Powers at 5+2. They have all the abilities of other gnomes and are much better and faster in their use. All such gnomes have a reverent tie to Gaea, their mother. They are distinguished from common gnomes by finer garb and the blazing power that burns in their eyes. Such gnomes possess an immense amount of knowledge about the earth, gem lore, natural science and other such things.

Living Earth				Elder
Att 8	Def 3	Per 3	Move 6	Aur 3
Dam 6	Tou 5+4	Hea 6	Mnd 0	Ess 180
	Life 12	Size 8	Wil 1	
EXP 64		Dex 1	Agi 1	CL 1

Damage after Toughness is HALVED.

Living Earth is immensely powerful. To destroy one in combat every hit it takes must be inflicted in one round. Anything less has no affect. They have total immunity to Earth, Desert and Fire powers. They move in the earth as if it were air. They can be used to slaughter living beings and/or undermine buildings, collapse tunnels, etc (as for 5+2 Destruction). They are a barely aware force of destruction.

Non-magical weapons score HALF damage (RD) on this elemental. Other weapons and spells that can affect them do normal damage. No spell that affects the mind has any affect.

Son of Gaea				Elder
Att 8	Def 3	Per 3	Move 8	Aur 3
Dam 6	Tou 5+5	Hea 5	Mnd 1	Ess 150
	Life 10	Size 7	Wil 1	
EXP 54		Dex 1	Agi 1	CL 2

Damage after Toughness is HALVED.

Sons of Gaea regenerate 1 **Life** per 3 rounds while they are in contact with the earth. To kill a Son it must be lifted off the earth and held there. The weight that must be lifted is 800 pounds. Per round out of contact he loses 5x2d Essence. When Essence reaches 0 or less it is destroyed.

If the elemental is taken down by the accumulation of the damage it regenerates at twice the normal speed until it regains consciousness. At that point it returns to the attack. Sons of Gaea are somewhat intelligent. They are totally immune to Earth and Desert powers. They are hostile to all life except Dzaliri, Earth Elementals or entities with innate Earth Powers. Regardless of these factors, they are always hostile to those oriented to Chaos.

Elemental, Fire

Salamander				Elder
Att 6	Def 4	Per 1	Move 12	Aur 2
Dam 1	Tou 2	Hea 1	Mnd 0	Ess 10
	Life 0	Size 0	Wil 0	
EXP 3		Dex 3	Agi 2	CL 1

Damage after Toughness is HALVED.

Salamanders are lizard like creatures 6–9 inches long. It is a bright red being composed of fire. Any hit scored by a salamander has an additional 3d burning damage.. Unless compelled to attack a living target they only set inanimate objects aflame. They are immune to all types of fire except Astral Fire. In general they move randomly torching what they touch.

Volcanic				Elder
Att 6	Def 2	Per 1	Move 6	Aur 4
Dam 2	Tou 3	Hea 4	Mnd 0	Ess 130
	Life 9	Size 8	Wil 0	
EXP 26		Dex 2	Agi 1	CL 1

Damage after Toughness is HALVED.

Volcanic Elementals are an amorphous elemental up to 25 tall and 20 feet in diameter. It is searing lava with the residue of destroyed earth in it. These elementals use 3+2 Fire Balls and Fire Swarms. It uses one of these powers at least once every 4 rounds turn. On any round it does not do so any hit scored in melee inflicts double damage. They can't be affected by any fire except Astral Fire. They detest animate life. They will attack it as long as they may.

Fire Lord				Elder
Att 6	Def 3	Per 3	Move 7	Aur 4
Dam 2	Tou 3+2	Hea 3	Mnd 2	Ess 70
	Life 4	Size 3	Wil 4	Mana 120
EXP 12		Dex 2	Agi 2	CL 2

Damage after Toughness is HALVED.

Fire Lords are large humanoid figures 8–9 feet tall. They are composed of white-hot flame. Their eyes and hair are a cooler, red flame of variable intensity. Fire Lords use Fire Powers and Flaming death at 5+2. They are neutral to humanity and are often the guardians of treasure. Any hit they score does double damage. They have the ability to control other Fire Elementals and communicate with any creature that has innate Fire Powers except for the Fiery Spirit.

They will not attack a creature they can communicate with. A summoner who attempts to compel them to do so will automatically lose control of the Fire Lord. If they face a Fiery Spirit, they attack with Uncontrollable Battle Fury.

Ents

Gnarled oaks that grow in special forests. An Ent wood has 10d+2 mature trees in it. An encounter with a single tree elsewhere is most common.

Ents				Neutral
Att 6	Def 2	Per 5	Move 2	Aur 4
Dam 6	Tou 6+8	Hea 6	Mnd 4	Ess 160
	Life 10	Size 6	Wil 6	
EXP 28		Dex 0	Agi 0	CL 1

Ents can be summoned but don't hold your breath if you do. They don't move fast and aren't in a hurry to get anywhere or decide anything. The relevant point in CL is that until they are summoned they ignore just about anything a "soft" creature says. Ents are trees and therefore wood. They take DOUBLE damage from fire and lightning. All weapons, except axes, score 1/4 damage (rd).

Faun

Fauns are akin to Satyrs. They are a female form whose lower half is deer-like. Except for pointed ears and small horns, the upper body is that of a gentle young girl age 13 – 16. Most are quite pretty. The average height is about three feet.

Ents				Neutral
Att 3	Def 4	Per 2	Move 6	Aur 1
Dam 0	Tou 2	Hea 1	Mnd 1	Ess 10
	Life 0	Size 1	Wil 3	
EXP 1		Dex 3	Agi 3	CL 1

Fauns are fertility spirits. Their life is spent caring for the sacred forest and keeping it fertile. They conceal themselves in forest at EL6 (as for Elves). Beyond that they are have no true powers and are all but helpless. If taken out of the forest they lose one **Essence** point per hour. When **Essence** reaches zero they fade.

Fay Horse

Fay horses are commonly milk-white. Rare members of the species can be another color. They are exceptionally appointed animals with a fiery hearing. As seen from a Sidh perspective, they are the noble line of the horse species. The females are 4–5 feet at the shoulder and lightly built. The males average 6–8 inches taller at the shoulder and are much more heavily built.

Fay Horse (male) – Sri E'poni				Sidh
Att 6	Def 6	Per 3	Move 18	Aur 2
Dam 2	Tou 4+2	Hea 4	Mnd 1	Ess 80
	Life 4	Size 3	Wil 5	
EXP 9		Dex 2	Agi 3	

Fay Horse (female)				Sidh
Att 6	Def 16	Per 2	Move 30	Aur 4
Dam 2	Tou 3	Hea 3	Mnd 2	Ess 70
	Life 4	Size 3	Wil 4	
EXP 13		Dex 2	Agi 12	

The Sri Eponi is sacred to the Horse Goddess and blessed by her. They are untamable. All Fay Horses are intelligent creatures with great pride. In combat, the stallion rates as a Warhorse IV and the mare as a Warhorse III. Neither will fight if they have a choice (unless they are ridden by an accepted rider). Either will fight rather than be ridden against their will.

Fay Horses were born, through the magic of the gods, from fire and flame. They cannot be affected by any form of fire and have triple **Aura** against any Death spell. No Fay Horse can be ridden unless they allow it.

In general, only Elves, Faerries and noble born humans with an Empathy of at least 5 are allowed to ride. A human that has a tie to Elder, Shamanic or Sidh forces may ignore the restriction and subtract 1d from his roll to influence the animal. In all cases, the Fay Horse must be influenced successfully before it lets a person mount. To make this attempt, the person must speak a language the horse understands or use magic.

EXCEPTION — For Number Found, if the encounter occurs in the Lower World 3d Sri Eponi, 5d+1 Fay Horse mares per Sri Eponi and 2 foals per mare are encountered.

EXAMPLE — *Two Sri Eponi are encountered. 5d+1 is rolled twice yielding 11 mares. The herd that is encountered is 2 Stallions 11 mares and 22 Foals.*

IMPORTANT — All Fay horses are capable of Interworld travel. Males use 3+1. Females use 7+4. Foals are 1+0. In general males and foals seldom use this power. Mares often do.

Fire Snake

Fire snakes are winged serpents 2–3 feet long. Their color varies from bright red (the largest males) to a dull russet brown (females). They have powerful, muscular jaws and serrated fangs to tear flesh from their prey.

Fire Snake				Law
Att 7	Def 6	Per 3	Move 10	Aur 3
Dam 2	Tou 3+1	Hea 3	Mnd 1	Ess 40
	Life 1	Size 1	Wil 3	
EXP 3		Dex 0	Agi 4	

Damage after Toughness is HALVED.

The bite of the Fire Snake, due to acidic saliva and jaw strength, has a +2 damage (included in stats). Fire Snakes are semi-intelligent creatures that use simple signs. They are immune to all poisons and acids. Death Powers, Silence, Silent Terror and Sleep Powers cannot affect them. In fact, no spell that uses sound in any way as part of its affect does anything to them. Fire Snakes never sleep and are deaf.

Their bite has the effect of a 3+0 Pain spell if the target is damaged. This effect is automatic. The bite is a cure for all Poisons (5d vs. Poison Potency – success cures the person bit).

All Fire Snakes are winged flyers. An unhatched Fire Snake egg can be sold for 3GC. The brain of a male Fire Snake is worth 10GC if it was taken while the snake was alive and immediately wrapped in red silk. On encounters where sex is not specified a Fire Snake is a male on a situation of 5+.

NOTE — The value of unhatched eggs lies in the fixation response of newly hatched Fire Snakes. The first creature they see on hatching is fixated on. If they see none they go wild. If they fixate they remain with the creature until one or the other dies. It is capable of telepathy with its "mother" as for the Sending spell at 6+1. (It expends essence to use this talent as for any innate talent).

Beyond fixation, Fire Snakes have no memory. For the telepathic ability to be used as an information conduit the master must be in the snake's range when it is seeing what the master wants to know. If not it will forget by the time it returns. In all cases, the Fire Snake can relay and understand any language its master knows.

IMPORTANT — When severely damaged Fire Snakes enter coma. The effect of this triples the natural healing rate of the creature. It lasts until they are completely healed. (Fire snake liver, powdered and eaten, has the same affect on any person that eats it. Each liver makes 2 doses. Each dose is worth 5SC.

Giant, Earth

Earth Giants are immense, single-eyed creatures with a disheveled appearance. They are powerfully muscled, hairy and extremely vicious. They have an average height of 200" and average weight of 800 lbs.

Earth Giant				Kotothi
Att 6	Def 3	Per 4	Move 6	Aur 5
Dam 10	Tou 5+2	Hea 5	Mnd 1	Ess 160
	Life 11	Size 6	Wil 4	Man 140
EXP 44		Dex 1	Agi 1	

When fighting underground, Defense is 3.

Earth Giants have EL5 Immunity to Earth Powers and Storm Powers. They enjoy the flavor of human flesh. If they are hungry, roll 1–3 on 1D10, they attack with uncontrollable battle fury when humans are encountered.

Earth Giants use Earth Powers at 5+2. They are capable of passing through the earth as if it were air. Per phase that they are not in contact with the earth they lose 6d Essence. If the Essence reaches 0 they die.

While they remain in contact with the earth the Giants regenerate 1 Life, 10 Essence and 10 mana every 3 combat rounds when any of these factors have been reduced. They may not regenerate in any round that they cast magic. They never regenerate or cast magic when they are not in contact with the earth.

NOTE – Earth Giants may be wearing studded gauntlets (situation 4+). If so, they are EL4 magic enhanced for hit chance only (Attack +1) and grant a +1 damage.

Giant, Fire

Fire Giants are large humanoids with a reddish hue. Its eyes are burning flame and its hair is smoke. They are strongly muscled and often armored and armed. The average Giant of this type is 19 feet tall.

Fire Giant				Kotothi
Att 6	Def 2	Per 7	Move 7	Aur 5
Dam 9+3	Tou 7+7	Hea 7	Mnd 4	Ess 190
	Life 12	Size 7	Wil 6	Man 140
EXP 47		Dex 1	Agi 1	

Fire Giants have immunity 4 to Fire Powers. They are invariably hostile to humans and members of the Sidh. They use Flaming Death at 5+2 as a natural power.

All Fire Giants are highly intelligent. When they are encountered they may be armed and armored with up to 6+2 magical equipment (situation 4+). They favor heavy swords as weapons and plate as armor. (added to the stats above). If equipped with magical gear, Assume Attack +2d, Damage +2d and Toughness +3d.

Giant, Forest

Repulsive, boar-tusked humanoids. Forest Giants are lightly furred, heavily muscled and stupid. The average Giant of this type is 16 feet.

Forest Giant				Kotothi
Att 5	Def 2	Per 5	Move 6	Aur 5
Dam 9+2	Tou 5+2	Hea 5	Mnd 0	Ess 150
	Life 10	Size 6	Wil 3	
EXP 25		Dex 1	Agi 1	

Forest Giants are voracious. They favor Human and Sidh flesh. When fighting these creatures they fight until the enemy is killed or they die. When not hunting, Forest Giants enjoy destroying trees. Ripping off branches and tearing them out of the ground is fine sport. They often carry large branches and use them as clubs.

Giant, Frost

Frost Giants are composed of frost and ice. They have angular bodies composed of ice with hair formed from frost. In rare cases, usually the larger Giants, they have the appearance of a Giant Humanoid that is cold to the touch. Their composition in this case is not visibly obvious. Both types have an average height of 20 feet.

Frost Giant				Kotothi
Att 5	Def 2	Per 6	Move 7	Aur 6
Dam 11+2	Tou 7+8	Hea 7	Mnd 2	Ess 200
	Life 13	Size 7	Wil 5	Mana 160
EXP 53		Dex 1	Agi 1	

Frost Giants are totally immune to Cold. They innately use Cold at 7+2. They are intelligent and can be outfitted as specified for the Fire Giants. They prefer spears and polearms.

When the Giant uses its Cold spell, it is used as a breath weapon. It has the normal range for its EL at all times. All Frost Giants suffer +50% (RD) damage from any Fire spell except Astral Fire.

EXAMPLE — A Smokeless Flame spell hits for 4d. The Giant will take 6d.

Giant, Hill

As for the Forest Giant. Hill Giants have a brownish hue and are somewhat gnarled in appearance with an average height of over 16 feet.

Hill Giant				Kotothi
Att 6	Def 2	Per 4	Move 6	Aur 3
Dam 9+1	Tou 5+1	Hea 6	Mnd 0	Ess 170
	Life 11	Size 6	Wil 3	
EXP 27		Dex 1	Agi 0	

As for the Forest Giant. Hill Giants prefer to hunt in close proximity to their lairs, i.e. within 1 mile. The area is generally a twisted maze of broken vegetation and gouged earth. They enjoy damaging both. These giants often fashion spears with large stone heads (+1 damage)

Giant, Mountain

Mountain Giants are completely humanoid in appearance. They are heavily muscled with brilliant eyes that reflect the immensity of their power. Mountain giants have an average height of 22 feet.

Mountain Giant				Kotothi
Att 8	Def 2	Per 6	Move 7	Aur 8
Dam 15+1	Tou 6+1	Hea 6	Mnd 6	Ess 210
	Life 15	Size 8	Wil 7	Man 220
EXP 68		Dex 1	Agi 1	

Usually just equipped with a knife. If geared up for battle, Attack is 8+3, Damage is 15+7 and Toughness is 6+11.

The lair of a Mountain Giant is generally located in an immense cavern at the root of a mountain. They are the smiths of the Kotothi and are devoted to the work.

Mountain Giants can use any Elder Magic when they use Permanent Magic to create a magic item. Their value in Permanent Magic is 9+3. All have Armorer 7 and Jeweler 5 to 7. All have Immunity 6 to Elder spells.

The Giants cast any Illusion Power at 6+3. Their lairs are warded by 1D3 permanent illusions and (situation 3+) vicious Kotothi creatures. Within them immense treasures are always found.

Mountain Giants are always outfitted with various items of equipment. The weapons, armor or other items they wield are up to the Referee, but some common gear that they will bring into battle are Enchanted Battleaxes (+3 attack, +7 damage) and Enchanted Plate (+10 Toughness)

Giant, Storm

Storm Giants are large, heavily muscled humanoids. Their eyes flash with lightning. Their hair has the substance of thunderheads. They are always armed and armored when encountered.

Storm Giant				Kotothi
Att 6	Def 3	Per 5	Move 7	Aur 7
Dam 9+5	Tou 6+6	Hea 6	Mnd 4	Ess 210
	Life 15	Size 10	Wil 6	Man 180
EXP 59		Dex 1	Agi 1	

Storm Giants dwell in magnificent, floating castles. They are highly intelligent though somewhat gullible. All Storm Giants have EL5 immunity to Storm Powers and Aerial Powers. They use Storm Powers at 6+2 and can use Flight or Teleportation at 4+2. Flight and Teleportation are only used to travel from sky to ground and vice versa. They are seldom used for any extensive traveling.

The arms and armor of the Storm Giants are usually A Great Sword (Damage +5, 30#, as equipped), Spear (Damage +3, 15#) and Chainmail (AV 5, 120#, as equipped)

NOTE — The referee may vary the equipment. If the Giant has magical equipment their increases are based on the values above. The EL of the item should not exceed EL8.

General Notes:

Mountain Giants are the children of Utgard Geror. Kototh created the other Giants using their essence to a varying degree. They were intended to exceed Elementals and show the power of their creator. All Giants are capable of entering the Lower World (EL equals Mind+1, MP equals Mind/2). None can enter the Upper World. The more intelligent the Giant race, the higher they rank in Giant society and the Kotothi realms.

Goblins

Goblins are small, agile, generally hideous creatures 2–3 feet in height. Many are tusked. Their skin has a dark green cast. They are always armed when encountered.

Goblin				Kotothi
Att 3	Def 3	Per 2	Move 5	Aur 1
Dam 1+2	Tou 2	Hea 1	Mnd 1	Ess 10
	Life 0	Size 1	Wil 3	
EXP 1		Dex 1	Agi 2	

If a clan village is found it is located in a cavern or forest thicket. Where possible, the important areas are underground. There is an good chance Bugbears reside there (situation 3+). If so, there are 1 per 20 Goblins (RU).

Goblins use spears, clubs, daggers and bows. The bows have 1/2 the base range of a bow. 1D6*5% of the Goblins encountered (RD) are armed with one. The rest have spears and clubs. Ten percent of the Goblins encountered (RD) are elite.

Elite Goblin				Kotothi
Att 5	Def 5	Per 3	Move 6	Aur 2
Dam 1+2	Tou 3+2	Hea 2	Mnd 2	Ess 30
	Life 1	Size 1	Wil 4	
EXP 2		Dex 3	Agi 3	

Elite Goblins are armed with spear and dagger. Each wears AV2 armor. When a village is found a King is present. He wears AV3 armor and has a magic weapon.

Goblin King				Kotothi
Att 4	Def 4	Per 4	Move 6	Aur 4
Dam 2+2	Tou 3+3	Hea 2	Mnd 4	Ess 30
	Life 1	Size 1	Wil 5	Mana 80
EXP 3		Dex 2	Agi 3	

If more than 2 elite Goblins is present one is a King. In addition to the equipment above, Kings use Elder magic at 3+0.

Goblins dislike the Sidh and are rabidly hostile toward Dwarfs. They sometimes make pacts with humans. In general, the person is betrayed when his usefulness is at an end. Goblins enjoy tricking, torturing, eating and enslaving the human race (in that order).

When a village is found there will be 3d + (Population/10 (RD)) human prisoners and slaves present. As a general rule females are kept as slaves for salacious purposes. Male slaves are used as laborers and craftsmen. They rarely last long.

If the village has a population greater than 100 there is a unlikely chance (situation 5+) 3d+1 Sidh prisoners are present. If so, there is a likely chance (situation 3+) each prisoner is female. They can be Faerry, Elf or Hob. If the prisoner is a Faerry its wings have been removed. If it is a Hob it is being used as a craftsman and laborer.

NOTE — Goblins were created by Kototh to prove he could outdo the Dwarf in excellence. It is his wish that Goblins exterminate all Dwarves. This command, and dwarf fury over the creation of Goblins, is the root of the racial hatred between the races. If Kototh retracted his command, and dwarves lightened up, most Goblins would leave dwarves alone. They like slaying the Sidh and plaguing humans more than they enjoy killing dwarves.

Goblins are fertile with all humanoid lifeforms except elf and faerry forms. They have also been known to sire progeny with certain kinds of animals (bears for example). In all cases, the goblin is the sire and the member of another race is the mother. The resulting child merges the attributes of his goblin father and his mother's race. It can make for a strange being indeed.

Great Ape

The male is a large, heavily muscled ape 7-8 feet in height. He has long, powerful claws and fangs and often walks upright. The female is small and weak with an average height of four feet. She has thin, needle-sharp, poisonous fangs and weak claws. Females cannot maintain an upright posture for extended periods of time.

Great Ape (male)				Kotothi
Att 6	Def 3	Per 4	Move 6	Aur 1
Dam 3+2	Tou 4+1	Hea 4	Mnd 1	Ess 90
	Life 5	Size 3	Wil 4	
EXP 11		Dex 1	Agi 1	

Great Ape (female)				Kotothi
Att 3	Def 2	Per 2	Move 6	Aur 1
Dam 1	Tou 2	Hea 2	Mnd 0	Ess 30
	Life 1	Size 1	Wil 3	
EXP 3		Dex 2	Agi 1	

Males are intelligent in a barbarous fashion. They are capable of making crude artifacts from stone and wood. They will be armed 50% of the time. Their weapons are heavy clubs and stone-tipped spears with a +2 damage and a limit of 5 (added to stats above).

Females are the thralls of their males (there are generally 2-3 females per male). They follow and obey him. If he dies they fight with uncontrollable battle fury against his killer (+1d on damage, -1d on defense). All females inject a Paralytic poison when they score any damage or wounds (Potency 5). Any creature that is affected is immobile for twenty hours. Per encounter, each female can inject two doses of poison.

When a lair is found there is a 30% chance it contains a Great Serpent in addition to the Apes. If it is present, the Apes obey every command. It is a Living God to them. There is a 50% chance a lair will contain victims of the Apes in some type of cage.

Great Apes prefer to keep their victims for 11d+1 days before they consume them. All victims are stripped and disarmed before being placed in the cage. If a serpent resides with them the equipment is kept in a room in their cavern. If not, roll the male Mind for each item. If successful, they kept the thing. If not it was discarded. (This roll does not apply for anything edible. They never discard food).

The poison of the female ape can be sold for 1 Silver coin per dose. It must be milked from the fangs of a living female to be of value. A living female is worth 2GC.

Great Serpent

Great Serpents are immense, intelligent Serpents at least 30 feet in length. Above their eyes they have the mark of the Elder Dragon denoting their status as the favored children of Kototh. They have a dark, slimy hide that deflects damage well.

Great Serpent				Kotothi
Att 7	Def 3	Per 7	Move 3	Aur 7
Dam 7	Tou 7+4	Hea 6	Mnd 4	Ess 160
	Life 10	Size 5	Wil 6	Mana 180
EXP 42		Dex 0	Agi 1	

Great Serpents, or Ma'koti'kuerls, are immune to Acid, Poison, Storm Powers, Fire Powers and Astral Fire. They take double damage from Dark Lightning and Desert Powers. Great Serpents use Fascination at 5+2. They do not require eye contact to use this spell. If it is used without eye contact, the defender doubles his **Aura** in resisting.

Elder Great Serpents exude acidic slime. This slime corrodes any metal it comes in contact with except for Silver and Gold. Reduce the Limit of any weapon that strikes the Serpent by 2. If the weapon is magic, a 4d roll is taken against the **Aura** of the weapon to see if it is affected. If it is reduce the Limit by 1.

Elder Great Serpent				Kotothi
Att 8	Def 3	Per 9	Move 3	Aur 10
Dam 10	Tou 10+6	Hea 10	Mnd 6	Ess 250
	Life 15	Size 7	Wil 6	Mana 240
EXP 75		Dex 0	Agi 0	

A weapon that is dedicated to destroying Great Serpents, or made with a silver or gold alloy, is immune to the acid. Any animate creature in melee range of the creature risks 1d damage each round unless he is protected by armor or immunity. Armor that is in the slime takes the damage above against its Limit each round.

Great Serpents inject Potency 4 paralytic poison. Any person affected is immobile for 16 hours. They can spit the poison with a Long range of 80'. When it is spit it only affects targets with open wounds.

Great Serpents shun the daylight. When they are encountered during the day they are automatically in their lair. There is a slight (situation 5+) chance the lair is also the lair of a clan of Great Apes.

Great Spider

A heavily furred, large-eyed spider with a body length of 5–6 feet. Great Spiders have major eyes in their head and eyes spaced around their body giving them a 360 degree field of vision. Their legs are bony, lightly furred and 9–10 feet in length. They have black fur with red or green mottling (red for males, green for females).

Great Spider				Kotothi
Att 6	Def 3	Per 5	Move 5	Aur 2
Dam 2	Tou 5+1	Hea 5	Mnd 8	Ess 110
	Life 6	Size 4	Wil 9	
EXP 20		Dex 1	Agi 1	

The Ma'Ara'Koti, or Great Spider, are brilliant creatures that are highly imitative. They immediately learn any language they hear and retain the knowledge. All have Potency 10 paralytic poison, the most potent form of poison of this type in existence. It may be injected when it bites its victim. Any victim affected is paralyzed for 40 hours. The spider has 3 doses per encounter.

Per round that a spider is not trying to bite, it may make 2 attacks with its legs. They have the range of Polearms. They do not have increased effectiveness against cavalry and charging targets.

Spider poison is worth 3 Gold Coins per dose. It must be taken from the spider and placed in a crystal vial. If not, it is worthless. Their fur is valued for its beauty. A raw fur sells for 5 Gold Coins. It cannot be taken without killing the spider.

Griffin

Griffins have the head and wings of an eagle and the body of a lion. They are larger than an average lion.

Griffin (male)				Chaos
Att 6	Def 6	Per 4	Move 16	Aur 2
Dam 3	Tou 4+1	Hea 4	Mnd 0	Ess 80
	Life 4	Size 3	Wil 1	
EXP 9		Dex 1	Agi 3	

Attack is 7 against non-supernatural equines.

Griffin (female)				Chaos
Att 6	Def 6	Per 2	Move 16	Aur 2
Dam 1	Tou 3+1	Hea 3	Mnd 0	Ess 60
	Life 3	Size 2	Wil 1	
EXP 6		Dex 2	Agi 3	

Attack is 7 against non-supernatural equines.

Griffins attack horses on sight. They kill stallions and, if a male Griffin is present, rape mares. A Griffin Cub (encountered only in a lair) can be sold for 10 Gold Coins. Any area that uses Griffins as mounts, primarily chaos cultures, will pay at least this price.

Griffins can be encountered as temple guardians and in association with treasure. If they are serving as guardians they are all male and there is a 40% chance they are wearing AV2 barding. (If the treasure is owned by a Korchi royal, the barding will be at least AV3.)

Grundwergen

Grundwergen are heavily furred, slimy, anthropoid creatures. Their eyes burn red and their breath is incredibly foul. They have an average height of 5.5 to 6 feet. Their fur is dark brown.

Grundwergen				Kotothi
Att 8	Def 4	Per 2	Move 12	Aur 3
Dam 4	Tou 3+3	Hea 3	Mnd 1	Ess 70
	Life 4	Size 2	Wil 4	
EXP 10		Dex 1	Agi 2	

Grundwergen despise light, bells, music and laughter. Any of these things place the creature in a cold-blooded killing frenzy (Attack and Defense +3d). It attacks the creators of the disturbance in a cunning, calculated manner until they are destroyed, it is killed or the disturbance ends.

Grundwergen are immune to normal damage. For a weapon to hurt them it must have a Damage rating equal to or greater than +3d. If it is less it does nothing regardless of the wielder's strength.

Grundwergen are afflicted by magical light. Any damage causing light spell does double damage to them. The blood of the Grundwergen has an acidic effect on metal. The affect is identical to Great Serpent slime. No metals are exempt from being affected by Grundwergen blood.

These creatures loathe the dwellings of man. They attack these places in the night if they consider them to be built in their territory. They kill at least 3d people per night. The assaults continue, night after night, until everyone there is dead.

Gwyligi

This creature is called the Dog of Darkness. It is a black hound composed of solidified darkness. The only color it has is in its fiery red eyes. The average dog is a bit more than thirty inches at the shoulder and four feet long.

Grundwergen				Chaos
Att 7	Def 5	Per 4	Move 9	Aur 4
Dam 3	Tou 5+3	Hea 5	Mnd 2	Ess 90
	Life 4	Size 2	Wil 4	
EXP 15			Agi 2	

The hound is afflicted by light (**EL/2** (ru) damage increase). It is never encountered during the day. If summoned during the day, it will be hostile to the caster. If there is no shaded area for it to appear in the summoning automatically fails abysmally.

Magic and metal weapons can harm Gwyligi. Nothing else has any affect. Bladed weapons with silver in the blade score normal damage. All other weapons score half damage (rd). The hound is immune to all Chaos magic except summoning. Other magic, except Light spells, scores 50% damage (rd). If the spell is not one that scores damage, the hound has THREE times **Aura** against it.

The Dogs have two innate magical powers at 5+2. Their howl paralyzes anyone within 50'. The duration of the paralysis is eight hours. One roll is taken per enemy who can hear every encounter.

The gaze of the hound can stun anyone who meets it. Each person fighting rolls Will vs. 3d every turn. If they fail the roll the spell has a chance to affect them. Those who are stunned are incapable of meaningful action for eight phases whether they are attacked or not.

Herensuge

An immense serpent up to forty feet in length with seven horned heads on as many necks. Their scales are green with streaks of red. The horns on the center head are platinum. All others are bone.

Herensuge				*Kotothi*
Att 7	Def 4	Per 7	Move 3	Aur 3
Dam 7	Tou 9+4	Hea 9	Mnd 4	Ess 220
	Life 13	Size 7	Wil 6	Mana 100
EXP 37		Dex 0	Agi 1	

When flying its Move is 13.

The Herensuge is a wingless serpent. It is capable of flight by casting an innate flight spell (Cast 5+2; Min speed is 3, maximum speed is 16). The seven heads may strike at individual targets. No more than three may attack any one target. Unlike the Hydra, none of them is immortal and none regrow if they are lost.

Elder Herensuge may cast any Elder spells at 5+2.

Elder Herensuge				*Kotothi*
Att 9	Def 4	Per 13	Move 4	Aur 7
Dam 14	Tou 16+8	Hea 17	Mnd 6	Ess 360
	Life 19	Size 9	Wil 8	Mana 180
EXP 146		Dex 0	Agi 1	

When flying its Move is 14.

Herensuge revel in consuming herds of animals. They also enjoy dining on a human now and then. Hill and plains areas with large caves are their primary home. Rarely, they are encountered in badlands and desert also. Its home is always subterranean.

Hippogriff

Hippogriff have the head and wings of an Eagle and the body of a horse. Griffins sire them on horses. They are sterile unless magically modified to allow propagation.

Hippogriff				*Chaos*
Att 3	Def 5	Per 2	Move 18	Aur 1
Dam 2	Tou 3	Hea 3	Mnd 0	Ess 60
	Life 3	Size 3	Wil 0	
EXP 6		Dex 1	Agi 2	

Hippogriffs dine on horses and men. They attack at any opportunity. If captured they can be trained to serve as mounts. As with all carnivorous mounts, the rider must be careful in handling the creature. In an area that would be interested (chaos cultures) an untrained Hippogriff sells for 4 Gold coins. (See husbandry in book one for details on training animals and creatures).

Hob

Hobs are short, solidly built Sidh humanoids with common features. They dress in hides or homespun clothing. Most are common craftsmen or fertility spirits who aid, or hinder, agriculture.

Hob				*Sidh*
Attack 0	Defense 2	Per 1	Move 5	Aur 2
Damage 1	Toughness 1	Hea 4	Mnd 2	Essence 40
	Life 1	Size 1	Wil 4	Mana
EXP 2			Agi 2	

Hobs have a magical level of stamina in the performance of their trade, be it a craft or agriculture. If treated well they help humans. If not, they are a great hindrance. They have magical proficiency in one common craft (cobbler, carpenter, etc) or in agriculture. They use their skill in exchange for favors. If they give aid and are not rewarded they seek vengeance.

Hobs are rarely armed. When they are (20% chance per Hob) they use a Spear or a club. No Hob will ever wear armor.

Other than magical competence in their craft, Hobs have only one talent. If they are attacked, insulted or badly abused, they are capable of leveling a 6+1 Curse on the person responsible. When this applies, and what they choose to do, is up to the Referee.

NOTE – Faerry and Elves are the noble races of the Sidh. Hobs are commoners in their eyes. They are treated with condescension when noticed at all.

Hunfrithi

Hunfrithi are an ancient race of elder giants, somewhat related to dwarves, standing an average height of 12'. Due to their long exile from the middle world they are pale skinned with blonde or red hair, though the rare sport in their population has brown hair. Eyes are almost always a dark steel grey or jade green. Both males and females are muscular and not unattractive (in a stocky, dwarvish way)

Hunfrithi				*Elder*
Att 5	Def 3	Per 4	Move 6	Aur 3
Dam 8	Tou 4	Hea 4	Mnd 4	Ess 110
	Life 7	Size 4	Wil 4	
EXP 16		Dex 1	Agi 1	

Hunfrithi weapons tend toward axes and hammers, with spears for ranged weapons. All weapons are DOUBLE normal size and weight, with 50% better Limit. Armor is usually chainmail or platemail and is 50% heavier with +1 Armor. Helms are metal or full (as fits the armor used). Hunfrithi strength capacity is 3x human normal (Carry 480#, Lift 2400#)

In the past 400 years (their time – outside time passed at 100 times that rate) the small enclosed world has had an effect on the population of the sanctuary (initially less than a thousand, grown to nearly five-thousand in the past 16 generations) where a small proportion of their births have been "cursed", becoming members of their race smaller (about 8' tall) and less powerful then the norm (though still quite strong and large when compared to men). These "cursed" are looked on with pity by normal Hunfrithi. Cursed strength capacity is 2x human normal (Carry 200#, Lift 1,000#).

Hunfrithi (cursed)				*Elder*
Att 4	Def 2	Per 3	Move 5	Aur 2
Dam 5	Tou 3	Hea 3	Mnd 4	Ess 70
	Life 4	Size 3	Wil 2	
EXP 8		Dex 1	Agi 1	

"Cursed" weapons are 50% heavier with 25% better Limit while their armor is usually Brigandine.

Hydra

The Hydra is a serpent-bodied creature up to 20 feet in length. It has 9 heads, each on its own neck. The center head is twice the size of the others. The creature is heavily armored. Both its appearance and scent are hideous.

Hydra				Kotothi
Att 6	Def 2	Per 6	Move 5	Aur 4
Dam 4	Tou 7	Hea 7	Mnd 0	Ess 170
	Life 10*	Size 4	Wil 3	
EXP 27		Dex 1	Agi 1	

If multiple heads attack the same target, Attack for each is 9.

Hydras can only be damaged from the front. Its body is totally impervious to any weapon or magic. It can only be killed by severing all 9 heads from its body and searing the stumps of the necks.

The Life of each mortal head, i.e. the 8 small heads, is 1; the immortal head has a Life of 2 and is immune to damage until every mortal head has been struck off. All heads have an AV of 0.

Unless seared, heads will regenerate one per round. If the Hydra has a Health greater than 7 the mortal heads regenerate at 2 per round. Head regeneration takes at least one round after a head is struck off. The chance that a Character bearing fire can sear the stump before this equals **Agility**+**Dexterity** vs. 6d. When he is attempting to do this he can do nothing else and cannot defend himself.

Hydras are allowed one attack per head and up to 3 necks can attack the same target.

The breath of the Hydra's immortal head is a **Potency** 2 Slow Death poison. Any person that is in melee range of the Hydra must roll to be affected once every 4 rounds.

The Hydra's immortal head cannot die. Even when it is severed from its body it retains life. Over a period of years it can grow a new Hydra from itself. If the party wishes, the poison spewing head can be sold for 25 Gold Coins.

The teeth of the Hydra, 12 per head, can be sold for one Silver Coin each. When magically enhanced they are used to create the Children of Hydra. The stats below apply for Children of Hydra.

Children of the Hydra				Kotothi
Att 3	Def 3	Per 1	Move 7	Aur 2
Dam 1	Tou 1	Hea 1	Mnd 0	Ess 20
	Life 1	Size 2	Wil 0	
EXP 2		Dex 1	Agi 2	

It takes 1 Mana to activate a tooth.

The children are humanoid skeletons who grow from the earth. All are armed with the weapons common for the human culture that resides in the area the tooth is buried in. If the residents are shield users, the child will have a Buckler.

Special — Once a tooth is activated it cannot be changed back. Teeth must be buried in the ground for the spell to work. If the Children see no other target they attack the person that activated them. If they see no one they attack the first person they see. They appear one turn after the spell to activate them is cast.

The children attack any living creature that is in their line of sight. They remain raised for a number of minutes equal to four times the **MP** of the caster. They continue killing whatever they can catch until this time ends. When it does they turn to dust.

NOTE – The Children of Hydra are not controllable. They come to kill and attack as they see fit.

Kithis

A Kithis looks to be a falcon-sized crow with matte-black feathers and a needle-sharp beak. They can hide in shadows as for elf invisibility (EL4) and they usually fly in pairs (one active while the other is stationary and observes).

Kithis				Kotothi
Att 6	Def 5	Per 1	Move 15	Aur 1
Dam 1	Tou 1	Hea 1	Mnd 1	Ess 10
	Life 0	Size 0	Wil 1	
EXP 2		Dex 1	Agi 2	

A Kithis is built more for stealth then for combat. Their beak produces a Potency 2 paralyzation poison, usually used to allow the Kithis to escape and make its report, but sometime used to immobilize prey for torture.

The Kithis is a Kotothi observation/spying creature. The usual mode of operation is for a pair of Kithis to swoop into the area under cover of dark, then roost where they can observe the desired target. If the target is moving it will attempt to follow without being seen. These creatures have an incredible memory and forget nothing, and a simple Telepathy spell can be used to retrieve their observations. Mated pairs have a shared memory, so that what one observes the other also remembers.

Kraken

The Kraken are scaled monstrosities with four, octopoid tentacles at their head. Their average body length is more than 80 feet and their weight is measured in tons. They are one of the great beasts of the sea.

Kraken				Chaos
Att 21	Def 3	Per 32	Move 6	Aur 3
Dam 25	Tou 36+8	Hea 38	Mnd 0	Ess 940
	Life 56	Size 25	Wil 1	
EXP 382			Agi 0	

During the day Kraken sleep on the surface. At such times, large Kraken can be mistaken for small islands from a distance. If they are disturbed, uncontrollable battle fury against the vessel or creature responsible results. Kraken forced to fight during the day have an MR of 6 because of their fatigue.

Krakens hunt at night. Kraken have been caught because they chased a vessel into shallow water and got stuck. (Kraken's need 15 feet of water to avoid beaching. If they move into shallower water, they can get stuck.) They can sense minor disturbances in the water (such as oats rowing) for five miles. Once on a good scent they pursue stubbornly. Kraken are known as ship breakers who feed on whales, large fish and men.

Krakens have FOUR tentacles which they use to surround their prey and crush it. When the prey is a ship, the ship itself is what they try to crush. Afterwards, they scoop up the food (people) on it. Due to their inumense size and total lack of agility, Kraken may only make one 45 degree turn every four phases. Their most common hunting technique, against ships, is to approach under water and surface for their charge when they are within 30 feet of the vessel.

Lis

Lis are large silver or blue eagles in the air. They can shift their color to match the sky above them. An **Empathy** roll is required to see them from below. On landing they take the form of an eagle-headed badger with powerful claws and luxurious fur. They have stunning beauty in both forms.

Lis				Neutral
Att 8	Def 7	Per 3	Move 18	Aur 4
Dam 6	Tou 4	Hea 3	Mnd 1	Ess 60
	Life 3	Size 1	Wil 3	
EXP 12		Dex 3	Agi 3	

In Badger form Toughness is 4+2 and Attack is 9. Attack is 9 on a diving attack in Eagle form.

The Ceruna (a coalition of south Fierazi tribes who worship Cernunnos) call the Lis "vessel of wisdom". They say it is often used to carry the will of Cernunnos to mortals. All have the shapeshifting power above.

Exceptional Lis				Neutral
Att 8	Def 7	Per 4	Move 20	Aur 5
Dam 6	Tou 5	Hea 4	Mnd 2	Ess 90
	Life 5	Size 3	Wil 5	Mana 140
EXP 17		Dex 3	Agi 3	

In Badger form Toughness is 5+4 and Attack is 10. Attack is 10 on a diving attack in Eagle form.

The exceptional (Situation 6+) can take the form of any creature they have seen and have a Mind of 3rating of 6.

As Eagles Lis can fire up to eight pinfeathers in a given combat (no more than one per round). The damage equals Life+2. Use the range table for Composite Bows in adjudicating the effort.

In Badger form they use Delusion at 5+2. People trying to see them use **Willpower**+**Empathy** vs. 12d. Failure means it is impossible to see the badger clearly. Add 5d to any combat roll attempting to hit them. The same plus applies if you attempt to affect them with magic. One roll is taken at the start of the battle. You see them clearly then or you don't until the combat is resolved.

Nebora

Nebora are ape headed serpents with black and red iridescent scales. They average fifteen feet in length. Their cunning and sadism is noteworthy. If 2 are encountered they are in their den and 6d+2 eggs are present.

Nebora				Kotothi
Att 5	Def 3	Per 4	Move 3	Aur 4
Dam 4	Tou 4+4	Hea 4	Mnd 2	Ess 90
	Life 5	Size 3	Wil 5	
EXP 18		Dex 0	Agi 1	

Nebora wield a fiery poison. Each time they score damage in combat roll Health vs. a Potency of 2. If the poison affects the victim, he takes damage appropriate for EL3 Flaming Death in addition to any the attack scored. A Nebora may only use poison once per four phases] and three times per encounter.

There is a chance [situation 4+] that 10d+2 goblins are encountered with the Nebora. The serpent enjoys overpowering its enemies and watching them die under slow torture. Having goblins around helps with its enjoyment. When it is safe to do so, Nebora always subdue enemies for later torture. This is especially true of females. Nebora speak the Kotothi tongue.

Ogre

Ogres are repulsive, boar-tusked humanoids 9–10 feet tall. They are lightly furred, heavily muscled and stupid.

Ogre				Kotothi
Att 7	Def 2	Per 3	Move 5	Aur 2
Dam 6	Tou 4+2	Hea 4	Mnd 0	Ess 110
	Life 7	Size 4	Wil 2	
EXP 16		Dex 1	Agi 1	

Ogres are man-eaters. They will never pass up the opportunity to attack and consume humans unless they are under some form of compulsion that prevents them from doing so.

Rock Troll

Rock Trolls are powerful, cruel and vicious. They have the facial appearance of the Trold Folk, bestial thickness of the Ogre and the musculature of the Troll. They are devoted eaters of any non-Kotothi or non-Chaos humanoid. On the average they are 8–10 feet in height.

Rock Troll				Chaos
Att 7	Def 2	Per 3	Move 5	Aur 2
Dam 8	Tou 4+2	Hea 4	Mnd 0	Ess 100
	Life 6	Size 3	Wil 2	
EXP 15		Dex 0	Agi 1	

Rock Trolls are turned to stone by any magical light that succeeds against them. The duration is as for a Petrification spell with the **EL** of the light used. Rock Trolls detest light. They are never encountered above ground during the day. They may be armed with clubs, stone axes and spears when encountered (not included in stats, but usually +2 or +3 weapons)

NOTE – Rock Trolls are also turned to stone by sunlight. In that case, the affect is permanent.

Searbhani

One eyed Giants 15–20 feet in height. They are commonly dressed in skins and armed with a heavy club. They generally carry a hide bag that contains their personal possessions i.e. treasure, food, etc. Searbhani are loquacious and friendly. They are known for gullibility and furious tempers.

Searbhani				Sidh
Attack 5	Defense 2	Per 3	Move 7	Aur 5
Damage 10	Toughness 9	Hea 15	Mnd 4	Essence 150
	Life 12	Size 6	Wil 6	Mana
EXP 66			Agi 1	

Searbhani are allied with the Sidh, usually Elves. They will only harm Sidh creatures if their actions force the giant to do so. They are immune to all Sidh and Elder magics. They are highly intelligent and have a jovial and effervescent manner. If they are angered they go berserk. When angered they attack the offending creature until it is dead. If it flees they pursue forever unless they are serving as a guardian.

NOTE — Searbhani can be treasure guardians. When so they do not let any creature approach what they guard. An angry Searbhani attacks anyone that does so, after a warning. The club used by the Searbhani has a damage add of +3d. It weighs at least 20 pounds and is commonly bound with metal.

Sidh Boar

A large, milky-white or green, Boar 2–3 feet at the shoulder.

Sidh Boar				Sidh
Attack 3	Defense 4	Per 1	Move 10	Aur 1
Damage 2	Toughness 2+2	Hea 3	Mnd 0	Essence 30
	Life 3	Size 3	Wil 2	Mana
EXP 9			Agi 3	

Sidh Boars are aligned with the Sidh but show no deference to anyone. Unless cornered they flee any encounter. Any pursuers are led into the most dangerous part of its forest. If it is cornered, and must fight, it fights with uncontrollable battle fury until a route of escape presents itself or it dies.

The meat of the Boar is highly prized. In a human market it sells for at least 3 Copper coins per food point. The average adult male, fully butchered, yields 400 food points of meat [the value is 12GC].

NOTE — Supernatural forms of this beast, Life 6 or higher, are eternal. They can be eaten and live again the next day if their bones are returned to their hide and nothing is broken.

Tatzlwurm

This lizard has a worm like body and two (male) or four (female) short legs. They tend to be pale colored, white, tan, etc, and are two to three feet long.

Tatzlwurm				Kotothi
Att 7	Def 5	Per 2	Move 8	Aur 2
Dam 2	Tou 3+8	Hea 3	Mnd 0	Ess 50
	Life 2	Size 1	Wil 3	
EXP 8		Dex 3	Agi 2	

The Tatzlwurm is an extremely aggressive, poisonous creature. It attacks anything that enters its territory without exception. The creature is highly toxic. Its breath is Potency 3 Death poison to any human and Potency 2 to all other lifeforms. A roll to be affected must be taken each round that a character is within melee range.

The creatures are noted for two other things. Their segmented body has a special heavy armor. The armor above applies against any non-magical weapon. No non-magical missile weapon can penetrate it UNLESS the defense roll can be beat by 5; All other missile fire automatically bounces off. This includes elven weapons. Magical weapons work against a Toughness of 3+2.

The second noteworthy item is the creature's ability to jump. A Tatzlwurm can jump 20 feet without difficulty. If they take an extra round to prepare for the leap, they can jump twice that distance. They are only encountered in hills, mountains and their lairs.

Trold Folk

Trold Folk are tall, angular creatures. They have unnaturally long arms and legs. They have long, pendulous noses and ears. They represent Kototh's last effort to surpass the Elf Sidh. They have an average height of 6 feet. Their arms are 4–5 feet in length.

Trold Folk				Kotothi
Att 3	Def 3	Per 2	Move 6	Aur 1
Dam 1	Tou 2	Hea 2	Mnd 1	Ess 30
	Life 1	Size 2	Wil 3	
EXP 2		Dex 1	Agi 2	

If armed, damage is 1+2.

If a lair is found there is good chance (situation 3+) a Trold King is there

Trold King				Kotothi
Att 5	Def 4	Per 4	Move 7	Aur 4
Dam 2	Tou 3	Hea 2	Mnd 4	Ess 40
	Life 2	Size 2	Wil 5	Mana 100
EXP 4		Dex 2	Agi 3	

If armed, damage is 2+2.

NOTE – Trold Kings are skilled Naturalists, Dancers and Poisoners. All are cunning with skill in Rhetoric. They are also skill 3 with their weapons and slight chance (situation 5+) to know 3d+1 Elder spells (Cast 3+1) – in this case, increase EXP to 6.

Trold Folk delight in dancing, other artistic pursuits and torturing enemies. They hate all Sidh creatures and are extremely cunning.

As a rule, Trold Folk favor human women and have been known to keep human slaves. To some extent they are known as man-eaters. In general, however, they subsist on fish. When they are encountered they will be armed with spears and weighted throwing nets.

In their lair, Trold Folk will initially be unarmed. The Referee should place their weapons somewhere in the lair. To arm they must get to that place. There is an eveh chance (situation 4+) they will have 6d+1 human slaves and another 6d prisoners.

Troll

Trolls are heavily muscled humanoids. They have large heads and somewhat pendulous ears. Their hands are clawed and they have vicious fangs. On the average they are 7.5 to 9 feet in height. They represent Kototh's first effort to better the Elf Sidh. Common trolls dress in ragged skins. Elite trolls are finely dressed and armored.

Troll				Kotothi
Att 4	Def 3	Per 3	Move 6	Aur 2
Dam 5+1	Tou 4+2	Hea 4	Mnd 0	Ess 90
	Life 5	Size 3	Wil 3	
EXP 11		Dex 1	Agi 1	

Trolls are devoted to the destruction of Elf Sidh and the consumption of Humans. The common troll has no other drives. When encountered they may be unarmed or armed with heavy clubs, stone-tipped spears, etc. (+1 damage)

Elite Troll				Kotothi
Att 7	Def 4	Per 4	Move 6	Aur 4
Dam 8+2	Tou 5+5	Hea 5	Mnd 2	Ess 120
	Life 7	Size 3	Wil 5	
EXP 18		Dex 1	Agi 2	

Elite trolls are the masters of Trolldom. They are obeyed without question by any common troll. When encountered they are armored in Scale Mail (+4 toughness) and armed with a well-made weapon of the Referee's choice (usually axes +2 damage). When more than one Elite troll is encountered, one is a King Troll.

King Troll				Kotothi
Att 6	Def 3	Per 5	Move 6	Aur 7
Dam 10+2	Tou 7+5	Hea 7	Mnd 2	Ess 160
	Life 9	Size 3	Wil 5	Mana 180
EXP 36		Dex 1	Agi 1	

Kings are capable of using all Elder spells at 5+2. They are armed and armored as for Elite Trolls.

All trolls are afflicted by iron and light as specified for the Elf Sidh. For trolls, the iron affliction does not stop them from handling iron weapons but will cause additional damage if they are injured by an iron or steel weapon.

Troll, Ice

Ice Trolls are similar in appearance to Wood Trolls except that they are covered with a long white fur that makes them difficult to see in snow fields (similar to Elf Invisibility). In addition they have EL2 immunity to cold spells. They tend to use clubs (WSB +2) and thrown rocks as weapons.

Ice trolls tend to reside in mountainous areas above the snow line, or in the Tundra.

Ice Troll (male)				Kotothi
Att 5	Def 3	Per 3	Move 6	Aur 1
Dam 2+2	Tou 4+1	Hea 4	Mnd 0	Ess 70
	Life 3	Size 2	Wil 3	
EXP 6		Dex 1	Agi 2	

Ice Troll (female)				Kotothi
Att 4	Def 3	Per 3	Move 7	Aur 2
Dam 2+2	Tou 3	Hea 3	Mnd 1	Ess 60
	Life 3	Size 2	Wil 4	
EXP 6		Dex 1	Agi 2	

Troll, Wood

Male Wood Trolls are bestial, hairy and horrible creatures that combine the appearance of Troll and Goblin. They are 5–6 feet tall. Female Wood Trolls have the appearance of Trold Folk except their limbs are not abnormally long. They are as large as the male but not as heavily muscled. They have ragged, unkempt hair and are only furred on the back of their neck.

Wood Troll (male)				Kotothi
Att 5	Def 3	Per 3	Move 6	Aur 1
Dam 2	Tou 4+1	Hea 4	Mnd 0	Ess 70
	Life 3	Size 2	Wil 3	
EXP 6		Dex 1	Agi 2	

Wood Troll (female)				Kotothi
Att 4	Def 3	Per 3	Move 7	Aur 2
Dam 2	Tou 3	Hea 3	Mnd 1	Ess 60
	Life 3	Size 2	Wil 4	Mana 80
EXP 9		Dex 1	Agi 2	

Male Wood trolls enjoy human flesh. They kill males and capture females. They have the ability to camouflage themselves in Forest and Swamps (as for Elf Invisibility, Skill 4)

Female Wood Trolls kill human women on sight. They can use powers of Illusion and Fascination on human males at 4+2. Any male that succumbs to these powers spends 2D10 days enjoying the wonderful beauty of the land unless forcibly prevented from doing so. After this time, he is released in a random place with a disease spell at 6+2. Regardless of his attributes, if he is not cured within 7 days he dies.

Wood Trolls are hostile to all non-Kotothi life. They prefer to capture Elves, Faerries and Dwarves for slow torture. When females are encountered alone there is a chance (situation 4+) they are riding wolves. Wolves in this state are under the control of the rider. They cannot be communicated with or commanded by any force other than the Wood Troll.

Wyrm

Wyrms are wingless, legless Dragons. In all other regards their appearance is as specified for Dragons. A cloud of toxic vapor surrounds them at all times.

Wyrm				Chaos
Att 12	Def 3	Per 13	Move 8	Aur 9
Dam 13	Tou 14+4	Hea 14	Mnd 2	Ess 320
	Life 18	Size 7	Wil 4	
EXP 105		Dex 0	Agi 0	

Wyrms breath poison instead of fire. The **Potency** is 4. Any target that is affected drops dead on the spot. Wyrms are totally immune to the affects of poison.

The Range of the poison is a cone like Fireball whose length is 70'. The essence cost to cast it is 7. It may not breath its poison on an enemy more than once per four rounds or in a round that it does anything else.

When a person enters the melee range of the Wyrm he breathes the poison that surrounds it. Per 4 rounds the person remains in melee they roll 3d vs. their Health, taking any excess as killing damage. If brought to negative Life via this method, they die.

NOTE — Wyrms do not have the magical abilities of other Dragons. They are interested in consuming all the food they can. They are ravenous and insatiable when awake.

Terrors of the Middle World

The following encounters are wisely avoided, unless you have the powers of the gods behind you.

Slaag

Favored son of Kototh, resides in a large cave less than a mile to the east of the ruins of Temple Kota. He is the major force of Kototh in the Elder mountains, but fortunately he rarely stirs.

Slaag				Kotothi
Att 15	Def 4	Per 23	Move 15	Aur 20
Dam 25	Tou 23+12	Hea 22	Mnd 8	Ess 580
	Life 36	Size 15	Wil 16	Mana 500
EXP 321		Dex 0	Agi 0	

His breath is a 16+5 Fireball and he can cast all Elder magic at 9+5.

Nilgeranthrib

The Great Lich, the Voice of Nergal, Lord of the Black Ring, Master of the Dead.

Nilgeranthrib				Chaos
Attack 6+3	Defense 6	Per 4	Move 6	Aur 12
Damage 3+3	Toughness 3+12*	Hea 9	Mnd 8	Essence 90
	Life 4	Size 2	Wil 8	Mana 300
EXP 41		Dex 2	Agi 2	

*Due to lichcraft.

He is 11+9 in all General Magics and Chaos spells, 12+9 in Lichcraft and Necromantic Powers (he is MP 9).

His preferred weapon is his magical throwing axe (+3 damage, +3 attack, added to stats). He also has his Rod of Nergal. His armor is Magical Leather that provides AV6 and a leather helm providing AV7 (Armored toughness 3+18).

Men At Arms

The following is a basic description of potential followers or hirelings, based on the character creation system. In each case their dice were allocated in a way that seemed reasonable, in a way similar to min-maxing that might be done by a player (limited by racial attribute maximums). The resulting character templates are therefore designed for their niche and may not be as effective when used in other roles.

Most non-player characters are based on 15d allocated over their attributes as based on the needs of their occupation. It is assumed that the skills required for their current occupation are at maximum, with related skills at HALF maximum (round up).

"Talented" non-player characters are based on 20d and tend to be in positions of leadership, power or notoriety due to their skill. The odds of encountering a talented character are about 1-in-25 (on the spot, roll 5d, talented if you have 5 Red skills). When checking for a talented over a group, add +3d for every x10, +2d for every x5 and +1d for every x2. Use the largest multipliers possible that do not exceed the actual number.

> *Example: Given a group of 70 men, that's x10 and x5 over a single man (x50), which grants +5d. The odds of at least one talented are high, since you only need 5 skull rolls out of the 10 dice.*

When rolling groups, the actual talented count is increased for every success over 5. Use the dice modifiers as the actual modifiers.

> *Example: In the above group 7 skulls are rolled. That's +2 over what was needed, the GM deems that 5 of them are talented.*

For "Trainable Talented" characters (currently at 15d, but trainable by the players that hire them over time to a 20d max), the rate is 1-in-100 (need 7 Red skulls).

"Heroic" non-player characters are based on 25d and even rarer (1-in-1000; 10 Red skulls). In general, these are special case "minions" that the players may generate and raise up once they get powerful enough to attract them.

Civilian

A civilian is anyone with little skill in combat. Their attributes are concentrated on other attributes more suitable to their occupations. Due to the number of possible occupations, no one "price" can be set for their monthly wages.

Crafters

These characters concentrate on **Creativity**, with some consideration toward related attributes for sales and appraisal (**Influence** and **Perception**). Talented Crafters have improved skills along with nods toward **Will** and **Empathy** for leadership roles in their guilds.

Crafter				
Att 1	Def 1	Per 2	Move 5	Aur 1
Dam 1	Tou 1	Hea 1	Mnd 1	Ess 20
	Life 1	Size 2	Wil 1	
EXP 1		Dex 1	Agi 1	

Creativity 4, Influence 2

Talented Crafter				
Att 1	Def 1	Per 2	Move 5	Aur 2
Dam 1	Tou 2	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 2	
EXP 3		Dex 1	Agi 1	

Creativity 6, Influence 3, Empathy 2

Entertainers

These characters concentrate on **Agility**, **Dexterity** and **Empathy**, allocated due to their specialty. Bards (singers and actors) concentrate on **Influence** over **Agility**. Talented Entertainers have improved skills along with nods toward **Fitness**. The more physical entertainers certainly have the potential for good combat skills but will tend to be minimally trained, if at all.

Bard				
Att 1	Def 1	Per 1	Move 5	Aur 1
Dam 1	Tou 1	Hea 2	Mnd 1	Ess 30
	Life 1	Size 2	Wil 1	
EXP 1		Dex 2	Agi 1	

Influence 4, Empathy 2

Talented Bard				
Att 1	Def 1	Per 1	Move 5	Aur 2
Dam 2	Tou 2	Hea 3	Mnd 1	Ess 50
	Life 2	Size 2	Wil 1	
EXP 3		Dex 3	Agi 1	

Influence 6, Empathy 3, Fitness 2

Dancer				
Att 1	Def 1	Per 1	Move 5	Aur 1
Dam 1	Tou 1	Hea 2	Mnd 1	Ess 30
	Life 1	Size 2	Wil 1	
EXP 1		Dex 2	Agi 4	

Empathy 2

Talented Dancer				
Att 1	Def 1	Per 1	Move 5	Aur 2
Dam 2	Tou 2	Hea 3	Mnd 1	Ess 50
	Life 2	Size 2	Wil 1	
EXP 3		Dex 3	Agi 6	

Empathy 3, Fitness 2

Musician				
Att 1	Def 1	Per 1	Move 5	Aur 2
Dam 1	Tou 1	Hea 2	Mnd 1	Ess 30
	Life 1	Size 2	Wil 1	
EXP 1		Dex 4	Agi 2	

Empathy 2

Talented Musician				
Att 1	Def 1	Per 1	Move 5	Aur 1
Dam 2	Tou 2	Hea 3	Mnd 1	Ess 50
	Life 2	Size 2	Wil 1	
EXP 3		Dex 6	Agi 3	

Empathy 3, Fitness 2

Translators may be figured as Bards with maximum **EL** in at least 5 languages. Translator pay is about 20CC per month, 30CC if talented.

Diplomats may be figured as Bards with maximum **EL** in at least 3 languages and maximum **EL** in Etiquette, Rhetoric or Charm (choose two). Diplomat pay is about 50CC per month, 75CC if talented.

Frontmen

These characters concentrate on **Will**, with some consideration toward **Perception** and **Fitness** (for pathfinder) or **Influence** and **Mind** (for leaders, mayors or other government figures). Talented Leaders will tend to improve these core attributes.

Leader				
Att 1	Def 1	Per 1	Move 5	Aur 2
Dam 1	Tou 3	Hea 1	Mnd 2	Ess 30
	Life 2	Size 2	Wil 4	
EXP 3		Dex 1	Agi 1	

Influence 2

Talented Leader				
Att 1	Def 1	Per 2	Move 5	Aur 3
Dam 1	Tou 4	Hea 1	Mnd 3	Ess 40
	Life 3	Size 2	Wil 6	
EXP 4		Dex 1	Agi 1	

Influence 3

Pathfinder				
Att 1	Def 1	Per 2	Move 5	Aur 2
Dam 2	Tou 3	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 4	
EXP 3		Dex 1	Agi 1	

Fitness 2

Talented Pathfinder				
Att 1	Def 1	Per 3	Move 6	Aur 3
Dam 3	Tou 5	Hea 3	Mnd 1	Ess 60
	Life 3	Size 2	Wil 6	
EXP 5		Dex 1	Agi 1	

Fitness 4

Producers

These characters represent the farming, fishing and herdsman occupations, where **Fitness**, **Perception** and **Will** are key. Talented Producers will have a touch more **Influence** (for sales of their produce).

Producer				
Att 1	Def 1	Per 2	Move 6	Aur 1
Dam 3	Tou 3	Hea 3	Mnd 1	Ess 50
	Life 2	Size 2	Wil 2	
EXP 3		Dex 1	Agi 1	

Fitness 4

Talented Producer				
Att 1	Def 1	Per 3	Move 6	Aur 2
Dam 4	Tou 5	Hea 4	Mnd 1	Ess 70
	Life 3	Size 2	Wil 3	
EXP 5		Dex 1	Agi 1	

Fitness 6, Influence 2

Scouts

These characters concentrate on **Perception**, with some consideration toward **Fitness** and **Will**. Talented Scouts will tend to improve these core attributes as well as add **Dexterity** for minor skirmish ability.

Scout				
Att 1	Def 1	Per 4	Move 5	Aur 1
Dam 2	Tou 2	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 2	
EXP 3		Dex 1	Agi 1	

Fitness 2

Talented Scout				
Att 2	Def 1	Per 6	Move 6	Aur 2
Dam 2	Tou 3	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 3	
EXP 3		Dex 2	Agi 1	

Fitness 3; Attack is assumed to be with ranged weapons or daggers.

Thinkers

These characters concentrate on **Mind**, with some **Creativity**. This group contains the Healers, Architects and Regents of the world. Talented Thinkers have improved skills along with improvement in **Influence** and **Perception**. Most Thinkers have no real combat skill.

Thinker				
Att 1	Def 1	Per 1	Move 5	Aur 2
Dam 1	Tou 1	Hea 1	Mnd 5	Ess 20
	Life 1	Size 2	Wil 1	
EXP 1		Dex 1	Agi 1	

Creativity 2

Talented Thinker				
Att 1	Def 1	Per 2	Move 5	Aur 3
Dam 1	Tou 1	Hea 1	Mnd 7	Ess 20
	Life 1	Size 2	Wil 1	
EXP 1		Dex 1	Agi 1	

Creativity 2, Influence 3

Healers may be figured with maximum **EL** in at Healing. Healer pay is at least 50CC per month, 100CC if talented.

Militia

Since 90% of the population is usually production type civilians, militia units are effectively identical to civilian producers except that they have weapon training (cultural weapons only) and come equipped with cultural weapons and inexpensive armors (lower than chain). Militias are always footmen.

The cost to raise a company of militia on your own lands is 5GC, assuming there are free civilians. It takes a minimum of 1 week, plus 1 week for every 5 companies (rounded up). Militia is limited to a general maximum of **x0.1** of the total population.

If one wishes to organize only Talented Militia it will cost 25GC and take 4 weeks, plus 1 week per company. Talented militia is limited to **x0.002** of the population.

> *Example*: *In a realm of 500,000 people, the king wishes to organize his citizens into a militia. He is limited to no more than 50,000 maximum (500 companies), but for now only wishes to organize 100 companies for kingdom defense. It will cost 500GC from his treasury and take 21 weeks. If he wished to only raise his maximum of 10 companies of talented militia for defense around his home city the cost would be 250GC and it would take 14 weeks.*

The cost given for each unit is the total cost in pay, food and shelter each month while active as militia and not at their normal occupations. **Damage** and **Toughness** does not include weapon or armor bonuses.

Militia				15CC
Att 1	Def 1	Per 2	Move 6	Aur 1
Dam 3	Tou 3	Hea 3	Mnd 1	Ess 50
	Life 2	Size 2	Wil 2	
EXP 3		Dex 1	Agi 1	

Fitness 4

Talented Militia				20CC
Att 1	Def 1	Per 3	Move 6	Aur 2
Dam 4	Tou 5	Hea 4	Mnd 1	Ess 70
	Life 3	Size 2	Wil 3	
EXP 5		Dex 1	Agi 1	

Fitness 6, Influence 2

Military Units

Military units are similar to militia except that the people are trained for combat instead of for other occupations, so they are generally high on **Agility** or other combat attributes.

In terms of finding fighting men available for hire as mercenaries, assume that a number equal to HALF the military (not militia) forces of a culture are available every 1-5 months. The cost to raise a company equals the monthly cost in GC and takes 2 weeks, plus 2 weeks per 5 companies (rounded up). No more than 20% can be Elite.

If you wish to only hire companies of talented men, the maximum limit is ONE-HUNDRETH the military force level every 1-5 months. It will take FIVE times as long and cost TEN times as much to recruit.

When recruiting individual soldiers it takes one month's cost, unless otherwise stated.

> *Example*: *Caldo, while not warlike, is in a war footing due to the Kotothi forces that are near them and thus they attract mercenaries (DOUBLE normal allowances). Their military strength allows for up to 3,300 footmen or up to 300 cavalry to be hired out every 1-5 months (which may be limited if several sources are trying to gather forces).*

For all units, weapons and armor are not included in the statistics since these values vary greatly, depending on culture.

Commanders

These characters concentrate on **Will**, with some **Creativity** and **Fitness**. Captains are fit to lead a company (100 men) with 2d in tactics. Majors can handle a battalion (1000 men) with 4d in tactics.

The cost to recruit a leader is DOUBLE the monthly upkeep.

Elite Commanders have a **CP** of 2, adding +1 to both Attack and Defense and 10CC to the monthly cost.

Commander (Captain)				40CC
Att 2	Def 2	Per 1	Move 5	Aur 2
Dam 2	Tou 3	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 4	
EXP 3		Dex 1	Agi 1	CP 1

Fitness 2, Creativity 2

Talented Commander (Major)				75CC
Att 2	Def 2	Per 1	Move 5	Aur 3
Dam 2	Tou 5	Hea 2	Mnd 1	Ess 50
	Life 3	Size 2	Wil 7	
EXP 5		Dex 1	Agi 1	CP 1

Fitness 2, Creativity 4

Warriors & Cavalry

The warrior is the standard front-line fighter generally used for melee combat. It also used for any Heavy Cavalry units. Warrior concentration is on **Agility**, **Fitness** and **Will** for combat effectiveness and damage resistance. Talented Warriors add some **Build** for improved damage.

The cost to recruit cavalry is DOUBLE the monthly upkeep.

Elite Warriors have a **CP** of 2, adding +1 to both Attack and Defense and 10CC to the monthly upkeep.

Warrior				25CC
Att 5	Def 5	Per 1	Move 5	Aur 1
Dam 2	Tou 2	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 2	
EXP 4		Dex 1	Agi 4	CP 1

Fitness 2

Talented Warrior				35CC
Att 7	Def 7	Per 1	Move 6	Aur 2
Dam 3	Tou 3	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 3	
EXP 5		Dex 1	Agi 6	CP 1

Fitness 3, Build 2

Heavy Cavalry: Includes Warhorse (providing mounted advantage against footmen). Add +50CC to monthly upkeep.

Light Cavalry: Includes Riding Horse (used for scouting, not mounted combat). Add +40CC to monthly upkeep.

Skirmishers & Horse Archers

Skirmishers are a lighter combat unit that concentrates on both **Dexterity** and **Agility** and are skilled with ranged weapons as well as melee weapons. Mounted skirmishers with bows or crossbows are used as Horse Archers.

The cost to recruit cavalry is DOUBLE the monthly upkeep.

Elite Skirmishers have a **CP** of 2, adding +1 to both **Attack** and **Defense** and 10CC to the monthly upkeep.

Skirmisher				25CC
Att 4	Def 4	Per 1	Move 13	Aur 1
Dam 1	Tou 2	Hea 1	Mnd 1	Ess 20
	Life 1	Size 2	Wil 2	
EXP 2		Dex 3	Agi 3	CP 1

Move assumes mounted travel.

Talented Skirmisher				35CC
Att 6	Def 6	Per 1	Move 14	Aur 1
Dam 2	Tou 2	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 2	
EXP 4		Dex 5	Agi 5	CP 1

Fitness 2, Move assumes mounted travel.

Horse Archer: Includes Riding Horse (used for scouting and mobility, not combat). Add +40CC to monthly cost.

Archer

The Archer is a stand-off fighter that concentrates on **Dexterity**, **Fitness** and **Will**. They rely on missile weapons for their attack (noted in stats), or revert to Daggers when in melee. Talented archers include some **Build** for improved damage.

Elite Archers have a **CP** of 2, adding +1 to both **Attack** and **Defense** and 10CC to the monthly cost.

Archer				30CC
Att 5	Def 2	Per 1	Move 5	Aur 1
Dam 2	Tou 2	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 2	
EXP 3		Dex 4	Agi 1	CP 1

Fitness 2

Talented Archer				40CC
Att 7	Def 2	Per 1	Move 6	Aur 2
Dam 3	Tou 3	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 3	
EXP 4		Dex 6	Agi 1	CP 1

Fitness 3, Build 2

Specialty Units

The following specialty units are only available in certain areas of the Perilous Lands.

Kazi Mecenaries

Kazi Mercanaries are generally only available in Caldo or Kazi, but may also be found in Djanesborg or Dirllar. As a rule, they are notoriously hard to keep under control, even when used with Caldan units. Warriors tend to concentrate on **Agility**, **Fitness** and **Will**, which is already high due to their harsh lands. All Kazi that manage to leave their lands are already experienced fighters.

The cost to recruit Kazi is DOUBLE the monthly upkeep. If not stationed with Caldan troops, increase upkeep by 10CC.

Elite warriors have a **CP** one higher, adding +1 to both **Attack** and **Defense** and 10CC to the monthly cost.

Kazi Warrior				40CC
Att 6	Def 6	Per 1	Move 6	Aur 1
Dam 3	Tou 3	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 2	
EXP 4		Dex 1	Agi 4	CP 2

Fitness 3, Build 2

Talented Kazi Warrior				50CC
Att 8	Def 8	Per 1	Move 6	Aur 2
Dam 4	Tou 4	Hea 3	Mnd 1	Ess 60
	Life 3	Size 2	Wil 3	
EXP 8		Dex 1	Agi 6	CP 2

Fitness 4, Build 3

Mounted Raider: Includes Light Warhorse (providing mounted advantage against footmen). Add +45CC to monthly cost. Only available in the eastern Kaz.

Novholm Archer

Novholm archers are generally only available in the region around Novholm, but can also be found in limited numbers throughout Djanesborg. These archers concentrate on **Dexterity**, **Will** and **Perception**. In addition to their longbow skills they are also trained survivalists and trackers.

Elite warriors have a **CP** one higher, adding +1 to both **Attack** and **Defense** and 10CC to the monthly cost.

Novholm Archer				35CC
Att 6	Def 2	Per 2	Move 5	Aur 1
Dam 2	Tou 2	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 2	
EXP 4		Dex 3	Agi 1	CP 1

Fitness 2. When forced into melee combat, Attack (knives) is 4.

Talented Novholm Archer				35CC
Att 8	Def 3	Per 3	Move 5	Aur 2
Dam 2	Tou 3	Hea 2	Mnd 1	Ess 40
	Life 2	Size 2	Wil 3	
EXP 4		Dex 5	Agi 2	CP 1

Fitness 2. When forced into melee combat, Attack (knives) is 6.

Existing Character Conversion

As this is a revamp system, the following rules are written in terms of converting over existing Powers & Perils characters.

Primary Attributes

The following ten attributes determine the core limitations of the character:

Agi   **Agility** is the overall reflexes, control and speed.

Bld   **Build** is a rough indicator of mass and body frame.

Cre   **Creativity** is a measure of the fast thinking and, inspiration and mental innovation.

Dex   **Dexterity** is a measure of hand-eye coordination, fine motor control and nimbleness.

Emp   **Empathy** is an abstract measure of sensitivity and love of life.

Fit   **Fitness** rates the endurance, muscle tone and overall health.

Inf   **Influence** measures the charm, wit, and persuasiveness.

Mnd   **Mind** is the ability to learn and recall information of any kind, from math formulas to simple trivia.

Per   **Perception** is a measure of attentiveness to detail and overall alertness.

Wil   **Willpower** is a rating of self-discipline, determination, and pain threshold.

These core attributes may be initially converted over using the following formulas:

Agi   Agility/10

Bld   (Strength + Stamina)/20

Cre   (Strength + Appearance)/20[7]

Dex   Dexterity/10

Emp   (Empathy + Eloquence)/20

Fit   (Stamina + Constitution)/20

Inf   (Eloquence + Appearance)/20

Mnd   Intelligence/10

Per   (Empathy + Constitution)/20

Wil   Will/10

In all cases round all fractions to the nearest whole number. Once current dice are allocated you may tweak up to 10% of the dice total (round down) to finalize the current attributes. At no time may the current be greater than the maximum, and all attributes are limited by the racial limits.

Do the same thing to determine your maximum attributes.

Derived Attributes

Derived attributes are figured as for character creation, once the primary attributes are defined.

Combat Prowess & Magic Prowess

To find the **CP** and **MP**, divide the current **CEL** and **MEL** by 3, rounded down.

Skills

To convert old skills to new, simply use **(EL+1)/2** (round up) for leveled skills, and **(EL/10)+1** (round nearest) for "or 80" skills. Clip the skill to the current maximum, based on the attribute. If there is no equivalent skill the GM may optionally allow you to add the "lost" levels to a pool to be allocated on new skills as indicated above.

Spells convert using **EL+1** rate, if the spell can be brought over. Not all spells will translate well.

If a skill has **REQUIREMENTS** the GM may opt to grant you the minimum level possible in those required skills (HALF, round up) for free.

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[7] This is just so that all dice are used and so no old characteristic is overused – I know it makes no normal sense for *Cre* to be based off Strength and Appearance.