

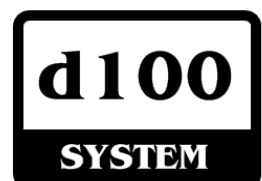
# D100 II SRD

This System Reference Document uses the Open Game Licence and several existing System Reference Documents to re-create the mechanics and play of the first versions of the classic D100 system. See the OGL at the end of this document for more information.

## Acknowledgements

This document is dedicated to Sean O'Reilly and his Gringle's Pawnshop forums, without whom it would never have come into being. It stands on the shoulders of Steve Perrin, Greg Stafford, Ray Turney, and all those involved in the creation of the Open Game Licence.

Special thanks go to the following for their encouragement, errata, proof reading and play testing: Peter Brink, Vaughan Cockell, Warren Creighton, Frank Filz, Ian Harac, Alejandro J. Hartenstein, James Hutchings, Steven D. Leary, Bruce Mason, Steven McKenzie, Shelby Michlin, Iain Murray, Simon Phipp, Ralph Plowman, Frédéric Touboul and Gianni Vacca.



# ADVENTURERS

## Optional Rules

A number of optional rules are presented in blue text. These may be added to the game at the referee's discretion.

## Character Creation Checklist

Follow this checklist when creating a new character.

1. Determine the character's characteristics.
2. Determine the character's combat abilities.
3. Determine the character's other abilities.
4. Determine the character's background.
5. Outfit the character with starting equipment.

## 1. Characteristics

All characters and creatures have seven characteristics.

**Strength (STR):** A character's brute force, STR affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

**Constitution (CON):** A measure of the character's health, CON affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

**Dexterity (DEX):** A character's agility, co-ordination and speed, DEX aids him in many physical actions, including combat.

**Size (SIZ):** This is an indication of the character's mass and, like STR and CON, can affect the amount of damage a character can deal and how well he can absorb damage. Unlike most other characteristics, a high score in SIZ is not always an advantage. While a large character can take more damage, a small character will have a much easier time when sneaking around in the shadows.

**Intelligence (INT):** A character's ability to think around problems, analyse information and memorise instructions. INT is a very useful characteristic for characters interested in becoming accomplished spell casters.

**Power (POW):** Perhaps the most abstract characteristic, POW is a measure of the character's life force and his personal force of will.

**Charisma (CHA):** This quantifies a character's attractiveness and leadership qualities.

## Determining Characteristics

Players will need a number of six-sided dice to generate their characters' characteristics. For a human character, roll 3D6 to determine each of his characteristics.

## Alternative Characteristic Generation

The referee may also allow players to use one of the following methods of characteristic generation, or make up one of his own devising:

1. Roll 2D6+6 for each characteristic.
2. Roll 2D10 or 1D20 for each characteristic.
3. Roll again for any characteristic that is 6 or lower, as long as no other characteristic is 15 or higher.
4. Throw out any character whose characteristics average less than 12.
5. Assign a base value of 8 for each characteristic and then distribute 20 additional points at will, to a maximum score of 18 for any single characteristic.

## 2. Combat Abilities

These are a set of secondary scores that define exactly what the character is capable of. For characteristics higher than those given in the tables, add the modifier in the last column at the intervals shown (e.g. 17-20 followed by +4 means the sequence continues as 21-24, 25-28, 29-32, etc.).

### Attack

The attack ability is added to a character's base attack chance with any weapon.

	Characteristic Score					
	01-04	05-08	09-12	13-16	17-20	+4
<b>STR</b>	-05%	-	-	-	+05%	+05%
<b>INT</b>	-10%	-05%	-	+05%	+10%	+05%
<b>POW</b>	-05%	-	-	-	+05%	+05%
<b>DEX</b>	-10%	-05%	-	+05%	+10%	+05%

### Parry

The parry ability is added to a character's base parry chance with any weapon.

	Characteristic Score					
	01-04	05-08	09-12	13-16	17-20	+4
<b>STR</b>	-05%	-	-	-	+05%	+05%
<b>SIZ</b>	+05%	-	-	-	-05%	-05%
<b>POW</b>	-05%	-	-	-	+05%	+05%
<b>DEX</b>	-10%	-05%	-	+05%	+10%	+05%

### Defence

A character's defence ability can be subtracted from one opponent's attack chance, or be split among several.

	Characteristic Score					
	01-04	05-08	09-12	13-16	17-20	+4
<b>SIZ</b>	+05%	-	-	-	-05%	-05%
<b>INT</b>	-10%	-05%	-	+05%	+10%	+05%
<b>POW</b>	-05%	-	-	-	+05%	+05%
<b>DEX</b>	-10%	-05%	-	+05%	+10%	+05%

### Damage

The damage modifier applies whenever the character uses a melee weapon. For thrown weapons, the modifier is halved.

Average of STR and SIZ					
01-06	07-12	13-16	17-20	21-28	+8
-1D4	-	+1D4	+1D6	+2D6	+1D6

### Hit Points

A character has both total hit points and location hit points. Total hit points determine how much damage the character can sustain before reaching unconsciousness or death. Total hit points equal CON modified by SIZ and POW:

	Characteristic Score					
	01-04	05-08	09-12	13-16	17-20	+4
<b>SIZ</b>	-2	-1	-	+1	+2	+1
<b>POW</b>	-1	-	-	-	+1	+1

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Location hit points are assigned to certain areas of the character's body, representing exactly how much damage he can sustain in that part.

Location	Total Hit Points						
	01-06	07-09	10-12	13-15	16-18	19-21	+3
R. Leg	2	3	4	5	6	7	+1
L. Leg	2	3	4	5	6	7	+1
Abdomen	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
R. Arm	1	2	3	4	5	6	+1
L. Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

**POW Points**

These are used to activate any spells the character knows. The character's starting POW points will be equal to his POW.

**Strike Rank (SR)**

This determines how quickly the character acts in combat. SR is determined using a combination of factors depending on whether the character is using melee weapons, missiles or spells and on other considerations such as surprise.

POW Points Used in Battlemagic Spell					
1	2	3	4	5	+1
1	2	3	4	5	+1
SIZ Score					
		01-06	07-14	15-21	22+
		3	2	1	0
DEX Score					
01-05	06-08	09-12	13-15	16-18	19+
5	4	3	2	1	0
Weapon Length (metres)					
	0.0-0.4	0.5-0.9	1.0-1.4	1.5-1.9	2.0+
	4	3	2	1	0
Other Factors					
Weapon/Spell Unready					+3
Surprised (0-3m range)					+3
Surprised (4-9m range)					+1
Movement (every 3m)					+1

**Movement (MOV)**

Human characters have a MOV of 8.

**3. Other Abilities**

Every character has a range of skills that allows him to perform a variety of actions with varying degrees of expertise. Each skill has a base chance modified by one or more characteristics, depending on which category the skill belongs to. The skill categories are knowledge, manipulation, oratory, perception and stealth.

**Experience**

A character's experience modifier is added to his chance when making an experience roll. Every point that INT is below 6 results in an additional -3% modifier.

	Characteristic Score								
	-1	06	07	08	09-12	13	14	15	+1
<b>INT</b>	-	-	-	-	-	+03	+06	+09	+03
	03%	09%	06%	03%		%	%	%	%

### Knowledge

	Characteristic Score					
	01-04	05-08	09-12	13-16	17-20	+4
<b>INT</b>	-10%	-05%	-	+05%	+10%	+05%
<b>POW</b>	-05%	-	-	-	+05%	+05%

### Manipulation

This ability encompasses both fine hand-eye coordination and feats of agility such as jumping and climbing.

	Characteristic Score					
	01-04	05-08	09-12	13-16	17-20	+4
<b>STR</b>	-05%	-	-	-	+05%	+05%
<b>INT</b>	-10%	-05%	-	+05%	+10%	+05%
<b>POW</b>	-05%	-	-	-	+05%	+05%
<b>DEX</b>	-10%	-05%	-	+05%	+10%	+05%

### Oratory

Oratory is the art of influencing others through speaking. It is an ability in itself and not a group of skills.

	Characteristic Score					
	01-04	05-08	09-12	13-16	17-20	+4
<b>INT</b>	-05%	-	-	-	+05%	+05%
<b>POW</b>	-05%	-	-	-	+05%	+05%
<b>CHA</b>	-10%	-05%	-	+05%	+10%	+05%

### Perception

The perception ability embodies the use of all the senses, but most frequently sight and sound.

	Characteristic Score					
	01-04	05-08	09-12	13-16	17-20	+4
<b>INT</b>	-10%	-05%	-	+05%	+10%	+05%
<b>POW</b>	-05%	-	-	-	+05%	+05%

### Stealth

This ability represents the character's facility in doing things without being noticed.

	Characteristic Score					
	01-04	05-08	09-12	13-16	17-20	+4
<b>SIZ</b>	+10%	+05%	-	-05%	-10%	-05%
<b>INT</b>	-10%	-05%	-	+05%	+10%	+05%
<b>POW</b>	+05%	-	-	-	-05%	+05%
<b>DEX</b>	-10%	-05%	-	+05%	+10%	+05%

## 4. Background

The player rolls on the table below to determine the background the character comes from, which determines starting money, equipment, and which types of previous experience are available.

### Background Table

D100	Background	Starting Wealth (sp) <sup>1</sup>
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01	Noble, Very Rich	1D100 x 20 per game year
02-05	Noble, Rich	1D100 x 10 per game year
06-15	Noble, Poor	1D100 x 5 per game year <sup>2</sup>
16-50	Townsfolk	2D100
51-75	Peasant	1D100
76-85	Barbarian, Mounted	1D100 <sup>6</sup>
86-00	Barbarian, Foot	1D100 <sup>6</sup>

<sup>1</sup> Starting wealth is only for characters that begin play at 16 years of age. It is not cumulative with wealth gained in previous experience.

<sup>2</sup> A poor noble only receives this allowance until his 21<sup>st</sup> birthday.

## 5. Starting Equipment

The starting equipment and wealth below is for 16-year old characters. Characters that undergo previous experience will get the same basic gear, but their weapons, armour and wealth will be as given under their profession and not in addition to the equipment given here.

Common Equipment: Loincloth or shift; breeches or kilt; tunic; sandals, shoes or boots; warm cloak or coat; headgear such as a hat, hood or cap; belt knife and fire starting gear.

Barbarians: Riding animal and gear (mounted barbarians always have a cavalry horse; 20% chance for foot barbarians to have an ordinary riding horse); soft leather armour or clothing; one each of a basic melee and missile weapon (taken from the lists given under previous experience below); torches; 1 week's trail food; simple traps and snares; and camping gear (small tent, blanket, cooking utensils, etc.).

Peasants: Basic camping gear; snares; water skin; and torches.

Townsfolk: Assorted tools (spikes, mallets, etc.); rope; torches; flasks; and an oil or tallow lamp.

Poor Nobles: A ringmail hauberk and open helm; a basic hand weapon (like a broadsword or battle axe); and a missile or two-handed weapon as appropriate for the adventurer's DEX.

Rich or Very Rich Nobles: Riding horse and gear; chainmail or brigandine hauberk, chainmail sleeves and leggings; a good hand weapon such as a broadsword or scimitar; and a two-handed or missile weapon. The difference in equipment between rich and very rich nobles is mainly one of quality.

## Previous Experience

Previous experience consists of 5 years spent in a profession. Different professions are open to characters depending on their background, and most have some form of entry requirement. Characters will be 21 years old when they begin play.

### Militia

The militia is open to townsfolk and peasants. Guild apprentices may join the militia at the same time. Applicants must supply a 1-handed spear and shield and have the minimum STR and DEX to handle them.

### Militia Training

This is equivalent to 900sp worth over 5 years, spread between spear and shield. In addition, characters get 1D4 experience rolls for 1-Handed Spear Attack and Shield Parry as well as 1D4 chances to improve an existing defence bonus.

### Equipment

The militia does not provide any equipment, but the character will still have his own spear and shield.

### Payment

There is no payment for being in the militia.

## Guilds

Apprenticeships are open to townsfolk and peasants. Guild apprentices may join the militia at the same time. Townsfolk will be accepted 95% of the time. Peasants must prove themselves:

Guild	Requirements for Peasants
Alchemists	INT x 03%, plus 05% per 100 sp donation
Armourers	(average of STR and CON) x 05%
Foresters	70%
Horsemasters	Riding skill
Maritime	70%
Players	70%
Sages	INT x 05%
Thieves	POW x 05%

## Guild Training

Apprentices receive 4,000 sp worth of training in one guild skill per year, a different skill every year. Any excess not used that year is lost.

Armourers train an apprentice to 75% in only one skill over the 5 years.

Sages allow apprentices to train in at least 2 different skills, or up to 5 different skills the same as other guilds.

## Equipment

Apprentices leave their master with the tools of their trade.

## Payment

Apprentices receive a parting gift of CHA x 1D100 sp at the end of their previous experience.

## Mounted Barbarians

Mounted barbarians may stay with their tribe for an additional 5 years of previous experience.

## Combat

Roll 3 times on the table below to determine the tribal weapon types. Choose the particular weapon from the weapon type and re-roll any duplicate results. Only one type of shield will be known. One weapon will be known at 40% plus modifiers, two at 20% plus modifiers. In addition, barbarians have 1D4 chances to improve any existing defence bonus.

1D8	Weapon
1	One-handed Spear
2	One-handed Axe
3	One-handed Sword
4	Lance
5	Bow
6	Javelin
7	Small Shield
8	Medium Shield

## Magic

Barbarians gain 1D6 points of battlemagic from the following list:

Bladesharp 2	Detect Silver	Fanaticism 2
Bludgeon 2	Detect Spirits	Farsee
Countermagic 2	Detect Traps	Glue 2
Detect Detection	Detect Undead	Healing 2
Detect Enemies	Detection Blank 2	Ignite
Detect Gems	Dispel Magic 2	Ironhand 2
Detect Gold	Disruption	Light
Detect Life	Dullblade 2	Mindspeech 2

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Detect Magic	Extinguish	Multimissile 2
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### Skills

Mounted barbarians learn 70% plus ability modifier in Riding. They can choose two more skills from below at 50% plus ability modifier. The other four will be known at a flat 30% (or base chance plus ability modifiers, whichever is higher).

Camouflage	Oratory	Spot Traps
Hide in Cover	Spot Hidden	Tracking

### Equipment

Mounted barbarians will have their cavalry-trained riding animal, their 3 tribal weapons, a mix of hard and boiled leather armour and a composite helm.

### Wealth

Barbarians end their previous experience with 1D100sp.

### Foot Barbarians

Foot barbarians may stay with their tribe for an additional 5 years of previous experience.

### Combat

Roll twice on column 1 and once on column 2 on the table below to determine the tribal weapon types. Choose the particular weapon for each type and re-roll any duplicate results. Only one type of shield will be known. One weapon will be known at 40% plus modifiers, two at 20% plus modifiers. In addition, barbarians have 1D4 chances to improve any existing defence bonus.

1D6	Column 1	Column 2
1	One-handed Axe	Two-handed Axe
2	One-handed Mace	Two-handed Spear
3	One-handed Spear	Thrown Axe
4	One-handed Sword	Javelin
5	Medium Shield	Sling
6	Large Shield	Bow

### Magic

Foot barbarians receive exactly the same spell training as mounted barbarians.

### Skills

Foot barbarians can choose any three skills from below at 50% plus ability modifier. All others in the list will be at a flat 30% (or base chance plus ability modifiers, whichever is higher).

Camouflage	Move Quietly	Spot Traps
Climbing	Oratory	Tracking
Hide in Cover	Spot Hidden	Trap Set/Disarm
Jumping		

### Equipment

Foot barbarians have the 3 tribal weapons, a mixed set of hard and boiled leather armour, a composite helm and 1D100sp.

### Cavalry

Mercenary cavalry bands will accept nobles automatically. Other characters must roll equal to or less than the sum of their characteristics on D100 to enlist. Cavalry can be heavy or light:

D100	Company
01-40	Cavalry, Heavy
41-	Cavalry, Light



00	
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### Combat

The weapon and armour combinations in the table below can be modified if wished. Cavalry will be trained to 50% plus ability modifier in 1 weapon, and to 30% plus ability modifier in the other 2. Characters have 1D6 chances to improve any existing defence bonus.

#### Heavy Cavalry

1D6	Weapons	Armour
1	1-Handed Spear, 1-Handed Axe, Javelin	Stiff leather barding; heavy or light scale hauberk; plate greaves and vambraces; closed helm.
2	Lance, 1-Handed Sword, Bow	
3-6	Lance, 1-Handed Sword, Medium Shield	

#### Light Cavalry

1D6	Weapons	Armour
1	Lance, 1-Handed Sword, Medium Shield	Boiled Leather cuirass, greaves and vambraces; stiff leather skirt; open helm.
2	Lance, 1-Handed Axe, Small Shield	
3	1-Handed Sword, Medium Shield, Javelin	
4	1-Handed Sword, Small Shield, Crossbow	
5	Lance, 1-Handed Sword, Bow	
6	1-Handed Sword, Small Shield, Bow	

### Magic

Cavalry troops learn Xenohealing 2 plus 2,500 sp worth of spells from the list below:

Bladesharp	Detect Enemies	Protection
Countermagic	Healing	Repair
Demoralise	Mobility	Speedart

### Skills

Cavalry learn Riding at 80% plus ability modifiers and 1 other skill from below at 50% plus ability modifier. All others in the list will be at a flat 30% (or base chance plus ability modifiers, whichever is higher).

Camouflage	Spot Hidden	Tracking
Hide in Cover	Spot Traps	

### Equipment

Cavalry mercenaries leave their troop with their weapons, armour and cavalry-trained mount.

### Wealth

Cavalry mercenaries will muster out with INT x 1D100 sp.

### Infantry

Mercenary infantry bands will accept nobles automatically, however, as officers they will be trained as cavalry (see below). Other characters must roll equal to or less than the sum of their characteristics on D100 to enlist. Infantry can be heavy, medium or light:

D100	Company
01-25	Infantry, Heavy
26-65	Infantry, Medium
66-00	Infantry, Light

### Nobles

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Nobles will train as cavalry. Heavy or light infantry nobles train as heavy or light cavalry respectively, medium infantry nobles can choose either. However, their primary weapon will be the 1-handed infantry weapon and they will wear the infantry armour.

**Combat**

The weapon and armour combinations in the table below can be modified if wished. Infantry will be trained to 50% plus ability modifier in 1 weapon, and to 30% plus ability modifier in the other 2. Characters have 1D6 chances to improve any existing defence bonus.

**Heavy Infantry**

1D6	Weapons	Armour
1	Two-handed Axe, 1-Handed Sword	Heavy or light scale hauberk; plate greaves and vambraces; closed helm.
2	1-Handed Axe, Large Shield, Javelin	
3-4	2-Handed Spear, 1-Handed Sword, Small Shield	
5-6	1-Handed Spear, Short sword, Large Shield	

**Medium Infantry**

1D6	Weapons	Armour
1	2-Handed Spear, Short sword, Javelin	Ringmail hauberk; boiled leather greaves and vambraces; open helm.
2	2-Handed Axe, 1-Handed Sword	
3	1-Handed Axe, Medium Shield, Javelin	
4	1-Handed Sword, Medium Shield, Crossbow	
5	2-Handed Spear, 1-Handed Axe	
6	1-Handed Spear, 1-Handed Sword, Medium Shield	

**Light Infantry**

1D6	Weapons	Armour
1	1-Handed sword, crossbow	Stiff leather hauberk; soft leather trews and vambraces; composite helm.
2	1-Handed Spear, Small Shield, Javelin	
3	1-Handed Sword, Small Shield, Sling	
4	Short sword, Small Shield, Javelin	
5	Small Shield, Javelin, Sling	
6	1-Handed Sword, Small Shield, Bow	

**Magic**

Foot soldiers get up to 4,000 sp worth of spells from the list below:

Bladesharp	Detect Enemies	Protection
Countermagic	Healing	Repair
Demoralise	Mobility	Speedart

**Skills**

Infantry can choose 2 skills at 50% plus ability modifier. The other 3 will be at a flat 30% or base plus ability modifiers, whichever is higher.

Camouflage	Spot Hidden	Tracking
Hide in Cover	Spot Traps	

**Equipment**

Infantry mercenaries leave their troop with their weapons and armour. Nobles also keep their cavalry-trained mount.

**Wealth**

Infantry mercenaries will muster out with INT x 1D100 sp.

## Characteristic Improvement

All adventurers will have a chance to improve STR, CON, DEX, POW during previous experience up to the normal limits of training and species maximum. This should be added at the end of previous experience for simplicity.

<b>D100</b>	<b>Result</b>
01-03	Add 3 points to characteristic
04-10	Add 2 points to characteristic
11-25	Add 1 point to characteristic
26-00	No increase

# SKILLS

## Base, Skill & Chance

1. Base or base chance is the untrained, unmodified chance that a character has of performing a skill.
2. Skill is the base chance, plus any ability modifiers, experience or training he has acquired.
3. Chance is the character's skill plus any situation modifiers.

## Skill Rolls

Roll D100 and compare this to the relevant skill's chance. If the dice roll is equal to or less than the skill's chance, the attempt is successful. If the total is greater than the skill's chance, then it has failed.

## Situation Modifiers

Any situation modifiers are temporarily applied to the skill for the current roll only. A penalty will make the roll harder while a bonus makes it easier. Where several modifiers can be applied to the same roll, they will all have an effect, stacking to make one final bonus or penalty. The most common modifier is  $\frac{1}{2}$  skill for a difficult task. Other situation modifiers may be listed under the skill description, or adjudicated by the referee on the spot.

## Degrees of Success

Chance	Critical	Special	Success	Failure	Fumble
05	01 <sup>1</sup>	01 <sup>1</sup>	02-05	06-00	96
10	01	02	03-10	11-00	96
15	01	02-03	04-15	16-00	96
20	01	02-04	05-20	21-00	96
25	01	02-05	06-25	26-00	97
30	01	02-06	07-30	31-00	97
35	01	02-07	08-35	36-00	97
40	01-02	03-08	09-40	41-00	97
45	01-02	03-09	10-45	46-00	98
50	01-02	03-10	11-50	51-00	98
55	01-02	03-11	12-55	56-00	98
60	01-03	04-12	13-60	61-00	98
65	01-03	04-13	14-65	66-00	99
70	01-03	04-14	15-70	71-00	99
75	01-03	04-15	16-75	76-00	99
80	01-04	05-16	17-80	81-00	99
85	01-04	05-17	18-85	86-00	00
90	01-04	05-18	19-90	91-00	00
95	01-04	05-19	20-95	96-00	00
00	01-05	06-20	21-95	96-00	00

<sup>1</sup> Player may choose whether to apply critical or special.

## Critical or Special

After the D100 roll is made, compare the result to the chance on the Degrees of Success Table above. The actual result of a critical or special success in a skill roll may be given under the skill description, otherwise it is largely up to the referee. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to their brilliance.

## Fumbles

The actual result of a fumble may be listed under the skill description, otherwise it is largely up to the referee to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result that actually makes further actions more difficult.
- The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

## Automatic Success & Failure

Any D100 roll of 01 is an automatic critical.

Any D100 roll of 02 to 05 is an automatic success.

Any D100 roll of 96 to 99 is an automatic failure.

Any D100 roll of 00 is an automatic fumble.

## Skills over 100%

Automatic success and failure rules still apply for chances over 100%. If two skill users are in conflict in some way, such as one character using Move Quietly while the other attempts to Spot Hidden Item, any chance over 100% is applied as a negative modifier to the other character's chance. This is calculated simultaneously, e.g. if one has a chance of 110% and the other 120%, their modified chances will be 90% and 110%, respectively.

## Characteristic Rolls

From time to time, the referee may need to determine the success of a task in a situation in which there is no applicable skill. In this case, he may simply take the characteristic being employed and multiply it, usually by 01-05%, and use that as the chance of success. Degrees of success may be applied to characteristic rolls at the referee's discretion.

## Resistance Rolls

When two characteristic or similar scores (e.g. poison POT) are in direct conflict, the outcome is resolved on the Resistance Table below. The principle is simple – the chance is 50%, plus or minus 5% per point of difference between the characteristics, e.g. 12 vs. 14 = 50%–10% = 40% chance. The player of the active character is the one to make the roll. When it is not obvious which is active and which is passive, the referee decides.

		Active Characteristic																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Passive Characteristic	1	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	95
	2	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95
	3	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95
	11	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
	12	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	13	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	14	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	15	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80

16	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70
18	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	
19	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60		
20	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55			
21	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50				

## Skill Categories

There are 5 skill categories, each of which is linked to a particular ability modifier:

1. **Knowledge**
2. **Manipulation**
3. **Oratory**
4. **Perception**
5. **Stealth**

## Skill Descriptions

The base chance for each skill is given after the skill name. The character's ability modifier is added to the base chance to determine his untrained skill level. Characters must buy at least 05% training in a skill with a base chance of 0% before they can use that skill.

### Knowledge Skills

#### Evaluate Treasure (0%)

The Evaluate Treasure skill enables the character to determine the value placed on something by others, effectively guessing its market value. Particularly common or obscure objects might give a bonus or penalty to the test but success will allow a character to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value). This skill does not identify the purpose of an object. The roll should be made in secret by the referee.

#### Read & Write Own Language (10%)

A character will have this skill in his native tongue, or in his primary native language if there is more than one.

#### Read & Write Other Language (0%)

Reading and writing must be learned separately for every other language. It is independent of Speak Other Language skills.

#### Speak Own Language (INT x 5%)

This skill applies to all of the major native tongues a character has grown up with. The referee may also allow reduced skill in some related languages.

#### Speak Other Language (0%)

Speaking in every other language must be learned separately. It is independent of Read & Write Other Language skills.

### Manipulation Skills

#### Armour Making (0%)

This skill allows the character to make a helmet or a single piece of armour (or a matched pair in the case of limb armour).

### **Climbing (15%)**

With adequate hand and footholds, a character can climb any surface given enough time without the need for a Climbing roll. Under normal circumstances, a character can climb or descend 1 metre every 6 SR. A character can double this rate by taking a –10% penalty on his Climbing skill. The chance of Climbing without noise is Move Quietly skill multiplied by Climbing (e.g. 50% x 40% = 20%).

### **Hide Item (10%)**

This skill is used to hide small objects (less than 75mm in any dimension), without drawing undue attention. It is usually opposed by a Spot Hidden Item roll if trying to avoid getting caught.

### **Jumping (15%)**

In general, a successful Jumping roll allows a character to jump up to twice his own height horizontally or up to half his own height vertically, if he has at least 5 metres to run first. If he is making a standing jump, these distances are halved. Penalties for Jumping rolls can be accrued by trying to jump further or carrying a high ENC.

### **Lock Picking (5%)**

Usually, a character will simply make a Lock Picking roll in order to succeed, with appropriate bonuses or penalties decided upon by the referee. If a lock has been built by a master with a chance above 100%, the percentage over 100% is applied as a penalty to the Lock Picking chance.

### **Map Making (5%)**

This is the skill of making rough but useable maps by eye, rather than proper surveying.

### **Riding (5%)**

The Riding skill must be learned separately for every different species of mount. If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Riding roll will never be required. Rolls become necessary when a character wants to do something out of the ordinary with a mount – traverse treacherous terrain, jump obstacles, ride bareback and so on.

If the mount is killed, falls, bolts or does something similarly unexpected, the rider must make a POW x 5% or be caught by surprise. If that roll fails, he is pinned under his mount by a random hit location, taking damage equivalent to the mount's damage modifier. If the POW roll succeeds he may make a Riding roll to avoid being pinned. If the Riding roll fails, he is still pinned. If the Riding roll succeeds, he is not pinned but he is thrown.

Unless taken completely by surprise, a character will take 1D4 points of damage to a random hit location from falling off a mount (armour and magic protects as normal). A surprised character must make a POW x 5% roll or increase this damage to 1D6 from falling, or 2D6 if he is thrown. In this case magic absorbs damage as normal, but a second POW x 5% roll is needed for armour to provide protection.

Riding skill can also be used to evaluate a mount. A character with at least 50% Riding skill may train an animal to the saddle, rolling once per week until he succeeds.

The Combat section deals with for rules on mounted combat.

### **Shield Making (0%)**

This skill allows the character to make any type of shield. One roll is required to make a single shield.

### **Swimming (5%)**

Characters normally swim at half their usual MOV. Swimming rolls are only required when conditions are less than ideal, e.g. swimming while heavily encumbered or in strong currents. In such cases Swimming rolls are made every 2 full turns (10 minutes). A Swimming roll must be made to take off armour in the water. Characters can only carry ½ ENC in the water, and every point over this equals a – 05% modifier.

### **Trap Set/Disarm (5%)**

A trap must be detected before it can be disarmed. Usually, a character will simply make a Trap Set/Disarm roll in order to succeed, with appropriate bonuses or penalties decided upon by the referee. If a trap has been set by a master with a chance above 100%, the percentage over 100% is applied as a penalty to the Trap Disarm chance.

### **Tumbling (0%)**

This allows a character to perform a variety of gymnastic and balancing tasks. The character can move at ½ MOV across an unstable surface or slope without penalty. To move at a normal MOV requires Tumbling roll. A successful roll will also halve the damage suffered from falling.

### **Weapon Making (0%)**

This skill allows the character to make any type of weapon. One roll is required to make a single weapon.

## **Oratory Skill**

### **Oratory (5%)**

This skill is used when addressing large groups of people, such as a priest addressing the faithful or a general exhorting his troops to victory on the eve of a battle. It relies more upon emotional appeal than intellectual stimulation and is used for larger groups of people. There will be penalties if the character is not fluent in the language he is using for Oratory.

## **Perception Skills**

### **Listen (25%)**

A successful Listen roll allows the character to make out quiet noises, whispered conversation, etc. A successful Listen roll will trump a successful Move Quietly roll.

### **Spot Hidden Items (5%)**

This skill is used when the character attempts to detect hidden objects or creatures.

### **Spot Traps (5%)**

This skill is used when the character attempts to detect concealed traps without setting them off.

### **Taste Analysis (0%)**

This skill is used when the character attempts to determine the general nature of a substance, and whether or not it is dangerous.

### **Tracking (10%)**

With this skill a character can locate the tracks of a specific creature and follow them. A roll must be made to locate the trail and then again once every 2 full turns (10 minutes) they are being followed. If the trail is lost, another roll must be made to pick it up again.

## **Stealth Skills**

### **Camouflage (10%)**

This skill is used to make an object or a person appear as part of the surrounding terrain. A successful Spot Hidden Item roll will expose the Camouflage.

### **Hide in Cover (5%)**

The Hide In Cover skill is used whenever a character attempts to hide from another character. Hide in Cover rolls are modified according to the situation and are trumped by a successful Spot Hidden Item roll.

### **Move Quietly (5%)**

The Move Quietly skill is used whenever a character attempts to sneak past another character. Wearing armour reduces the character's Move Quietly chance (see the Armour Table). Move Quietly rolls are modified according to the situation and are trumped by a successful Listen roll.



**Pick Pockets (05%)**

This skill is used to take objects from another character's person without drawing undue attention. It is usually opposed by a Spot Hidden Items roll if trying to avoid getting caught.

**Weapon Skills**

Every weapon and shield represents two separate skills, one for attack and one for parry. A character that has some skill in one weapon can use any other weapon of the same name with equal skill, although if he picks it up in the middle of combat he will be at ½ skill for the rest of that fight. If a character is skilled with one particular weapon, he can use other weapons of the same type and mode at ½ skill.

**Weapon Skill Degrees of Success**

Weapon skills have specific rules for criticals, specials and fumbles as detailed in the Combat section.

**Minimum STR & DEX**

This is the minimum STR and DEX a character must have to use the weapon. A strong character can substitute 2 points of STR for 1 point of DEX, e.g. a STR 11, DEX 8 character could still use a minimum STR 9, DEX 9 weapon. This does not apply if the weapon has a minimum DEX but no minimum STR.

**Barbarian Weapon Base Chances**

Barbarians have a 15% base chance with their tribal weapons (see Previous Experience). All other weapons are at a flat 05% and ability modifiers only apply once a barbarian character has purchased an additional 05% in training.

**Two Weapon Use**

Using a weapon in the character's off hand is a separate skill starting with a base chance of 05%. The opposite applies to shields, i.e. a right-handed character would consider his right hand to be the off hand for shield use.

**Melee Weapon Skills Table**

Weapon	Mode	Type	Attack Base	Parry Base	STR	DEX
1H Cutting	Axe	Hand Axe	20%	20%	7	7
		Battle Axe	20%	20%	13	9
	Sword	Broadsword	10%	10%	9	7
		Scimitar	10%	10%	9	9
		Bastard Sword	10%	10%	13	9
2H Cutting	Axe	Battle Axe	15%	15%	9	7
		Great Axe	15%	15%	11	7
		Rhomphaia	15%	15%	11	9
		Pole Axe	15%	15%	13	9
2H Cutting	Sword	Bastard Sword	05%	05%	9	9
		Great sword	05%	05%	11	13
1H Cut-and-Thrust	Rapier	Rapier	05%	05%	7	13
	Sickle	Sickle	15%	15%	–	–
	Short sword	Short sword	15%	15%	–	–
Hand-to-Hand	Fist	Fist	25%	25%	–	–
		Light Cestus	25%	25%	7	–
		Claw	25%	25%	7	9
		Heavy Cestus	25%	25%	11	–
	Head-but	Head-but	10%	–	–	–
	Kick	Kick	25%	–	–	–
	Grapple	Grapple	25%	–	–	–
	Dagger	Dagger	25%	25%	–	–
1H Smashing	Hammer	War Hammer	20%	20%	11	9
		War Pick	20%	20%	11	9

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	Mace	Singlestick	25%	25%	–	9
		Light Mace	25%	25%	7	7
		Heavy Mace	25%	25%	13	7
	Flail	Grain Flail	15%	15%	9	–
		War Flail	15%	15%	11	–
	Morning Star	Morning Star Flail	05%	05%	11	7
2H Smashing	Hammer	Great Hammer	05%	05%	9	9
	Maul	Quarterstaff	20%	20%	9	9
		Heavy Mace	20%	20%	9	7
		Maul	20%	20%	11	7
	Flail	Military Flail	05%	05%	9	–
1H Thrusting	Spear	Short Spear	10%	10%	9	7
		Long Spear	10%	10%	11	9
		Lance	10%	10%	9	7
2H Thrusting	Spear	Short Spear	20%	20%	9	7
		Long Spear	20%	20%	7	7
	Pike	Pike	10%	10%	11	7

### Shield Skills Table

Weapon	Mode	Type	Attack Base	Parry Base	STR	DEX
1H Shield	Shield	Small Shield	05%	05%	5	–
		Medium Shield	05%	10%	9	–
		Large Shield	05%	20%	12	–

### Missile Weapon Skills Table

Weapon	Mode	Type	Attack Base	Parry Base	STR	DEX
1H Projectile	Sling	Sling	10%	–	–	9
2H Projectile	Sling	Staff Sling	05%	20%	9	9
	Bow	Self Bow	10%	20%	9	9
		Composite Bow	10%	20%	13	9
	Crossbow	Light Crossbow	20%	20%	7	7
		Heavy Crossbow	20%	20%	11	7
		Arbalest	20%	20%	13	7
1H Thrown	Rock	Rock	25%	–	–	–
	Dagger	Throwing Dagger	15%	25%	–	9
	Axe	Throwing Axe	10%	20%	9	11
	Javelin	Dart	15%	–	–	9
		Javelin	15%	10%	9	9

## Languages

An game world can have many different languages. For any character, some are mere dialects of their mother tongue, others are part of the same family of languages, and the rest are alien to a greater or lesser extent.

### Language Skill

The level of ability a character has in a particular language skill is a measure of the kind of detail he or she can communicate as well as the fluency with which it is done. This may be approximated as follows:

Ability	Communication
01-10%	Only simple concepts like “I surrender!”
11-	Basic, uncomplicated communication

30%	such as “Where is the inn?”
31-50%	Everyday conversation at the level of most ordinary natives, “20 silvers for the helm is too much. What else have you got?”
51-80%	Stories, riddles, songs and sagas. Most natives will not speak at this level in normal life. “Let me tell you the tale of Bromgrev the brave, or Bromgrev the foolhardy ...”
81%+	Oration and speeches of priests and kings. “Welcome to our humble halls, oh revered and honoured Empress. Our capacities, inadequate though they may be, are at your command.”

## Communication

Ordinarily, it can be assumed that any two people whose Speak Language skills add up to 100% or more will be able to communicate freely. Only if a misunderstanding could have consequences should the following system be used:

The chance of two people conversing normally and successfully understanding one another depends on the sum of their respective skill levels in the language they are using. This figure or lower must be rolled on D100 by each participant; failure means that he or she has misunderstood what is being said by the other. As long as this adds up to at least 100%, there should be little chance of misinterpretation; a roll of 01-95 on D100 will suffice.

At times, complicated or detailed information must be conveyed, such as intricate directions to a hidden ruin or lengthy instructions on performing a ritual. In this case, the referee should decide on a difficulty modifier to apply to the D100 roll, based on the complexity of the information.

### OPTION

Instead of modifying the speaker’s and listener’s combined ability, difficult information can be communicated by using only the speaker’s Speak Language skill.

## Language Families

Many languages are related, sharing common roots or having intermixed over the years. Referees should determine these linguistic groups for their game world, or use the languages given in published settings. Characters may be able to make out the gist of what someone is saying in a language related to one the character knows; likewise, it is possible to puzzle out writing in this manner as long as both languages use the same runes, letters or pictograms.

The chance of this should be determined by the referee for each language relationship, such as ½ skill for a closely related tongue or 10% of normal skill for a cultural religious cant.

## Reading and Listening

The chance of a character understanding a particular piece of writing, assuming it is relatively straightforward is equal to his or her relevant Read Language ability. If the roll is failed, the character can try again once he or she has gained another 5% in that Speak Language skill.

Understanding normal spoken conversation requires a D100 check against the listener’s appropriate Speak Language skill. However, if there are adverse conditions such as noise, distance or a closed door between the speaker and the eavesdropper, the referee should apply an appropriate negative modifier to the roll.

# COMBAT

## The Melee Round

Combat is divided into melee rounds. Each round is broken into strike ranks, which determine when a character can act. With 12 strike ranks in every melee round, a single round translates to 12 seconds of time, during which a character can perform one or more actions. Every melee round goes through the following phases:

1. **Intent Phase**
2. **Movement Phase**
3. **Resolution Phase**
4. **Bookkeeping Phase**

### 1. Intent Phase

Players and referee state what the participants will do in this melee round. Statements can be abandoned, but not changed during the round. Provisional intent can be stated, e.g. a character will attack any target that appears in a certain doorway.

### 2. Movement Phase

Characters engaged in melee can move at up to ½ MOV. Unengaged characters can move at full MOV.

### 3. Resolution Phase

Spells, attacks, parries and defence are resolved in order, starting with SR 0 and ending on SR 12. Characters who are disabled lose any remaining actions.

### 4. Bookkeeping Phase

Any changes to characters are marked, e.g. damage taken, POW points expended or ammunition fired.

## Gaining Surprise

If a character manages to surprise another, he will get a free action (i.e. an attack) before the first melee round begins.

## Strike Ranks

If two or more characters can act in the same SR, they will act simultaneously.

## Movement

A human character may move 2 metres every 3 SR in melee combat. The Mechanics section contains detailed movement rules.

## Prepare Weapon

It takes 5 SR to prepare a weapon for action. This means drawing a sword from its sheath, unhooking an axe from a belt, nocking an arrow to a bow, etc. It can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another takes 5 SR for each action, as does readying two weapons.

## Prepare Spell

It takes 5 SR to prepare a spell for casting. For battlemagic this assumes that the spell is currently held in the character's mind (see the Battlemagic section). It takes another 5 SR to ready the spell's focus if it is not already to hand.

## Combat Modifiers

Situational modifiers are cumulative.

Situation	Skill Modifier
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Target is helpless.	Target can be killed with any weapon (not unarmed) on a roll of 01-95. It is still possible to fumble.
Target prone, immobilised or unaware.	+20% attack chance.
Attacking while prone.	½ chance (after other modifiers), no damage bonus except for natural weapons, damage penalties still apply.
Attacking or parrying while blind or in complete darkness.	-75% (minimum chance 05%).
Fighting while mounted.	Use attack chance or Riding chance, whichever is lower.
Shooting at a target which is moving towards or away from the attacker in a straight line.	Normal attack chance.
Shooting at a target moving at an angle to the attacker.	½ attack chance.
Shooting at an actively evading moving target.	½ attack chance.
Shooting at a target that is moving at an angle to the attacker and actively evading.	¼ attack chance.
Characters moving or evading on foot.	Cannot use missile weapons.
Shooting at a target behind cover.	Roll hit location normally; target hit if location is exposed, otherwise missile hits cover instead. Criticals ignore cover.
Shooting a projectile at effective range.	Normal attack chance.
Shooting a projectile at range x 1 ½.	½ attack chance.
Shooting a projectile at range x 2	¼ attack chance.

## Attacks

The attack chance is equal to the attacker's modified attack skill, minus any defence bonus the target wishes to apply. To make an attack, the player rolls D100 and compares the result against his attack chance on the Degrees of Success Table under the Skills section. If a successful attack is not parried, it strikes one of the target's hit locations for the rolled damage plus any damage modifiers, after subtraction any AP for armour covering that location.

## Critical Hit

Any attack may score a critical hit, with the following consequences:

- The attack ignores any armour including natural armour and magical protection.
- Critical hits avoid cover. Re-roll hit locations until an uncovered location is struck. If the target is completely hidden behind cover, the critical hit has no effect.
- Weapons parrying a critical hit take double the normal damage. Critical hits with long-hafted or thrusting weapons or daggers do not damage parrying weapons.
- Shields parrying a critical hit take double normal damage. Any damage left after penetrating shield and armour strikes the target. Critical hits with impaling weapons or daggers do not damage shields.
- Critical hits do not stack with special impales, slashes or crushes.

## Impale

Thrusting weapons and daggers impale on a special success. Players may choose whether their characters impale or slash when using cut-and-thrust weapons. Impales have the following consequences:

- Roll weapon damage + maximum weapon damage + damage modifier. A character with a 1-handed short spear and a +1D4 damage modifier would roll 1D6+1 + 7 + 1D4.
- If the weapon penetrates armour or a shield, it is stuck. A melee weapon may be pulled free immediately by rolling another impale, but the weapon will be lost if the roll is failed. Thereafter (of if it is a missile) the attacker or another character can free it only if the target is immobile or the shield is dropped, by making a successful attack roll once per round at his normal SR. If this does not succeed, the weapon will come free after 5 rounds of trying.
- The target cannot regain hit points in the impaled location until the weapon is removed.
- While impaled, the target can defend and parry normally if he stands still. He will take ½ weapon damage (rounded down) every melee round if he moves around.

- The target can free a weapon stuck in his body by giving up all other actions for 1 melee round making a D100 roll on the table below:

Weapon ENC	Chance
0	(STR+CON) x 4%
1	(STR+CON) x 2%
2+	(STR+CON) x 1%

## Slash

Cutting weapons slash on a special success, Players may choose whether their characters slash or impale when using cut-and-thrust weapons. Slashes have the following consequences:

- Roll weapon damage twice and add any damage modifier. A character with a hand axe and a +1D4 damage modifier would roll 2D6+2 + 1D4.
- If the weapon penetrates armour or a shield, it is stuck. A weapon may be pulled free immediately by making another attack roll at ½ chance. Thereafter the attacker can attempt the ½ chance roll again once per round at his normal chance. If this does not succeed, the weapon will come free after 5 rounds of trying. If a recovery roll is fumbled, the attacker loses hold of the weapon.
- The target cannot regain hit points in the slashed location until the weapon is removed.
- While the weapon remains stuck, the target can defend and parry normally if he stands still. He will take ½ weapon damage (rounded down) every melee round if he moves around.
- The target can free a weapon stuck in his body by giving up all other actions for 1 melee round making a D100 roll on the table below:

Weapon ENC	Chance
0	(STR+CON) x 5%
1	(STR+CON) x 3%
2+	(STR+CON) x 2%

## Crush

Smashing weapons crush on a special success, with the following consequences:

- Characters with a positive damage modifier roll weapon damage + damage bonus + maximum damage bonus. A character with a light mace and a +1D4 damage modifier would roll 1D6+2 + 1D4 + 4.
- Characters with a negative damage bonus roll weapon damage normally but ignore their damage penalty. A character with a light mace and a -1D4 damage modifier would roll 1D6+2.
- A crush has no effect if the character has no damage modifier.

## Fumbled Attack

A player whose character has fumbled his attack must roll on the Fumbled Attack Table:

### Fumbled Attack Table

D100	Result	Effect
01	Hit self	Inflict critical hit
02-03	Hit self	Inflict maximum damage
04-06	Hit self	Inflict normal damage
07	Hit closest ally or self	Inflict critical hit
08-09	Hit closest ally or self	Inflict maximum damage
10-12	Hit closest ally or self	Inflict normal damage
13-16	Weapon breaks	Weapon destroyed, reduce chance if enchanted <sup>1</sup>

17-20	Weapon lost	Weapon flies 1D6 metres in random direction
21-24	Weapon dropped	1D3 rounds to recover
25-26	Confused	Enemies gain +25% on attacks next round
27-28	Blinded	1D6 rounds out of combat to remedy
29-31	Partly blinded	All skills –50% for 1D6 rounds
32-35	Partly blinded	All skills –25% for 1D3 rounds
36-38	Fall and sprain ankle	Lose parry this round, 1D3 rounds to rise, ½ MOV for 5D10 rounds
39-43	Fall	Lose parry this round, 1D3 rounds to rise
44-48	Sprain ankle	½ MOV for 5D10 rounds
49-53	Lose item of armour	Roll hit location, lose next attack & parry
54-58	Lose item of armour	Roll hit location
59-63	Drop shield	Strap broken, lose next attack
64-68	Drop shield	Strap broken
69-73	Unbalanced	Lose next 1D3 attacks & parries
74-78	Unbalanced	Lose next 1D3 attacks
79-83	Unbalanced	Lose defence & next attack & parry
84-88	Unbalanced	Lose next attack & parry
89-93	Unbalanced	Lose next attack
94-98	Unbalanced	Lose next parry
99	Unlucky	Roll two fumbles
00	Really unlucky	Roll three fumbles

<sup>1</sup> Normal weapons break automatically. Enchanted weapons may resist breakage: 10% per point of battlemagic plus 20% per point of runemagic.

## Two Weapon Attack

A character with a weapon in each hand may choose to attack once and parry once; to attack twice; or to parry twice. When attacking twice, the SR for the second attack is added to the SR for the first attack, e.g. a character with one SR 4 weapon and one SR 5 weapon would attack with the first at SR 4 and with the second at SR 9.

## Aiming

There are two options for aiming a physical attack (not a spell) at a specific hit location:

1. The character can change the result of a hit location roll up or down by up to 1 for every 1 SR he delays his shot. If his attack succeeds he must choose the hit location from within that range, e.g. a delay of 2 SR and a hit location roll of 12 allows him to choose any location between 10 and 14 (abdomen, chest or right arm on a human target).
2. The character can wait until SR 12, choose a specific hit location, and make an attack roll at ½ chance without needing to roll for location if he succeeds.

## Attack Skills over 100%

If a character's attack skill (not his attack chance) is 100% or higher, he can declare his intent to split his attacks into two or more as follows:

- Each attack must be at a skill of 50% or more, excluding modifiers.
- Full situational modifiers are applied to each attack.
- The attacks are delivered one after another; the first at normal SR, the second at twice SR, the third at 3 times SR, until he runs out of attacks or strike ranks.
- Each attack must be against a different target.
- If an impale or slash results in a stuck weapon, subsequent attacks are lost.
- A character with two weapons may split his attacks normally, but may run out of SR.

## Parry

The parry chance is equal to the defender's parry skill plus or minus modifiers. To parry, the player rolls D100 and compares the result against his parry chance on the Degrees of Success Table under the Skills section. Depending on the degree of success for both the attack and the parry, various results may occur.

### Critical Parry

- Against a normal or special attack, a critical parry will result in no damage to the parrying weapon. All damage is absorbed or deflected, and the defender remains unharmed.
- Against an impaling or slashing attack, a critical shield parry means the weapon will not become stuck.
- Against a critical attack, both attack and parry are resolved as normal successes.

### Normal Shield Parry

- Against a normal attack, a normal parry blocks a number of points of damage up to the shield's armour points. Any remaining damage strikes the target, although it may be absorbed by armour. Shields are not damaged by attacks.
- Against an impaling or slashing attack, a normal parry will result in the attacking weapon being stuck on the shield (see Attacks, above).
- Against a critical attack, the attacker's damage is doubled and any damage which penetrates the shield goes on to strike the target. However, armour will count in this case.

### Normal Weapon Parry

- Against a normal failed attack, a parrying weapon will cause damage to the attacking weapon.
- Against a normal attack, a normal parry absorbs a number of points of damage up to the weapon's hit points. If the weapon's hit points are exceeded, it will break and any remaining damage strikes the target (although it may be absorbed by armour).
- Against an impaling or slashing attack, a normal parry will result in the attacking weapon being stuck on the shield (see Attacks, above).
- Against a critical attack, the attacker's damage is doubled and any damage which penetrates the shield goes on to strike the target. However, armour will count in this case.

### Fumbled Parry

A player whose character has fumbled his parry must roll on the Fumbled Parry Table:

#### Fumbled Parry Table

D100	Result	Effect
01-02	Undefended	Opponent scores critical hit
03-06	Undefended	Opponent hits for maximum damage
07-12	Undefended	Opponent hits for normal damage
13-16	Shield/weapon shatters	Shield/weapon destroyed, reduce chance if enchanted <sup>1</sup>
17-20	Shield/weapon lost	Shield/weapon flies 1D6 metres in random direction
21-24	Shield/weapon dropped	1D3 rounds to recover
25-26	Confused	Enemies gain +25% on attacks next round
27-28	Blinded	1D6 rounds out of combat to remedy
29-31	Partly blinded	All skills –50%, 1D6 rounds to remedy
32-35	Partly blinded	All skills –25%, 1D3 rounds to remedy
36-38	Fall and sprain ankle	Lose parry this round, 1D3 rounds to rise, ½ move for 5D10 rounds
39-43	Fall	Lose parry this round, 1D3 rounds to rise
44-48	Sprain ankle	½ move for 5D10 rounds
49-53	Lose item of armour	Roll hit location, no attack/parry this round
54-58	Lose item of armour	Roll hit location
59-63	Drop shield	Strap broken, no attack this round
64-68	Drop shield	Strap broken
69-73	Unbalanced	Lose next 1D3 attacks & parries
74-78	Unbalanced	Lose next 1D3 attacks



79-83	Unbalanced	Lose defence & next attack & parry
84-88	Unbalanced	Lose next attack & parry
89-93	Unbalanced	Lose next attack
94-98	Unbalanced	Lose next parry
99	Unlucky	Roll two fumbles
00	Really unlucky	Roll three fumbles

<sup>1</sup> Normal weapons break automatically. Enchanted weapons may resist breakage: 10% per point of battlemagic plus 20% per point of runemagic.

## Two Shield/Weapon Parry

A character with a shield or weapon in each hand may choose to attack once and parry once; to attack twice; or to parry twice. A character cannot parry two incoming attacks on the same SR.

## Two-Handed Weapon Parry

A character with a 2-handed weapon can attack and parry in the same round, but he cannot parry in the same SR as his attack.

## Parry Skills over 100%

If a character's parry skill (not his parry chance) is 100% or higher, he can declare his intent to split his parries into two or more as follows:

- Each parry must be at a skill of 50% or more, excluding modifiers.
- Full situational modifiers are applied to each parry.
- Each parry must be against a different target.
- A character with two shields or parrying weapons may split his parries with each as above.

## Damage to Weapons

- Weapons may be damaged when they parry an incoming attack, or when a failed attack is parried successfully.
- Damage to weapons is cumulative for one combat; it can be assumed that damage is made good after a fight.
- Cut-and-thrust weapons and hand-to-hand weapons will not damage other weapons.
- Weapons with long hafts will not damage other weapons, although they may take damage themselves.

## Defence

A character can use his defence bonus to reduce his opponents' attack chance. Defence is directly subtracted from the attacker's chance to hit. The defending character may split his defence among different attackers in any way he wishes; he may choose to ignore some opponents, or he may direct his full defence against one. Defence is applied in blocks of 5%.

If an character has an attack chance of more than 100%, the target's defence is reduced by the amount of the chance over 100%.

## Melee Weapons Table

Mode <sup>1</sup>	Type <sup>1</sup>	Weapon <sup>2</sup>	STR <sup>3</sup>	DEX <sup>3</sup>	S R	Damag e	HP	ENC	Base
1H Cutting	Axe	Hand Axe	7	7	4	1D6+1	15	1	20%
		Battle Axe	13	9	3	1D8+2	15	2	20%
	Sword	Broadsword	9	7	2	1D8+1	20	1	10%
		Scimitar	9	9	2	1D8+1	20	1	10%
		Bastard Sword	13	9	2	1D10+1	20	1	10%
2H Cutting	Axe	Battle Axe	9	7	3	1D8+2	15	1	15%
		Great Axe	11	7	2	2D6+2	15	2	15%

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		Rhomphaia	11	9	2	2D6+2	12	2	15%
		Pole Axe	13	9	1	3D6	12	3	15%
2H Cutting	Sword	Bastard Sword	9	9	2	1D10+1	20	1	05%
		Great Sword	11	13	1	2D8	15	2	05%
1H Cut-and-Thrust	Rapier	Rapier	7	13	2	1D6+1	12	1	05%
	Sickle	Sickle	–	–	3	1D6+1	15	1	15%
	Short Sword	Short Sword	–	–	3	1D6+1	20	1	15%
Hand-to-Hand	Fist	Fist	–	–	4	1D3	–	–	25%
		Light Cestus	7	–	4	1D3+1	5	½	25%
		Claw	7	9	4	1D4+1	5	1	25%
		Heavy Cestus	11	–	4	1D3+2	10	1	25%
	Head-butt	Head-butt	–	–	4	1D4	–	–	10%
	Kick	Kick	–	–	4	1D6	–	–	25%
	Grapple	Grapple <sup>4</sup>	–	–	4	Special	–	–	25%
	Dagger	Dagger <sup>5</sup>	–	–	4	1d4+2	12	¼	25%
1H Smashing	Hammer	War Hammer	11	9	3	1D6+2	20	1	20%
		War Pick	11	9	3	1D6+2	20	1	20%
	Mace	Singlestick	–	9	4	1D6	10	½	25%
		Light Mace	7	7	3	1D6+2	20	1	25%
		Heavy Mace	13	7	3	1D8+2	20	2	25%
	Flail	Grain Flail	9	–	3	1D6	8	1	15%
		War Flail	11	–	3	1D6+2	12	2	15%
	Morning Star	Morning Star Flail	11	7	2	1D10+1	12	2	05%
2H Smashing	Hammer	Great Hammer	9	9	1	2D6+2	15	3	05%
	Maul	Quarterstaff	9	9	3	1D8	15	2	20%
		Heavy Mace	9	7	0	1D8+2	20	2	20%
		Maul	11	7	1	2D8	15	3	20%
	Flail	Military Flail	9	–	0	2D6+2	15	3	05%
1H Thrusting	Spear	Short Spear <sup>6</sup>	9	7	2	1D6+1	15	2	10%
		Long Spear <sup>6</sup>	11	9	1	1D8+1	15	3	10%
		Lance <sup>7</sup>	9	7	0	1D10+1	20	3	10%
2H Thrusting	Spear	Short Spear <sup>6</sup>	9	7	1	1D8+1	15	2	20%
		Long Spear <sup>6</sup>	7	7	0	1D10+1	15	3	20%
	Pike	Pike	11	7	0	2D6+1	15	3	10%

<sup>1</sup> Weapons of the same mode and type may be used at ½ skill if the character has training in one of the weapons in that group.

<sup>2</sup> This is the name of the individual weapon skill, further divided into attack and parry.

<sup>3</sup> The minimum STR and/or DEX required to wield the weapon effectively. A character can substitute SIZ for DEX on a 2:1 basis if he does not meet the minimum DEX requirement. Thus, a STR 13, DEX 8 character would still be able to use a 2-handed long spear as normal.

<sup>4</sup> See the grappling rules above for resolving grapple attacks.

<sup>5</sup> Daggers can impale on a special result rolled when attacking.

<sup>6</sup> Spears must be held closer to the midpoint of the shaft when used one-handed, hence the higher SR than for 2-handed use of the same weapon.

<sup>7</sup> These statistics assume that the lance is held couched under one arm while mounted and charging at a target, in which the damage modifier of the mount applies, not the character's. Otherwise it is treated as a long spear.

## Missile Weapons Table

Mode <sup>1</sup>	Type <sup>1</sup>	Weapon <sup>2</sup>	STR <sup>3</sup>	DEX <sup>3</sup>	Rate <sup>4</sup>	Range <sup>5</sup>	Damage <sup>6</sup>	HP	ENC	Attack <sup>7</sup>	Parry <sup>8</sup>
1H	Sling	Sling	–	9	3 SR	80   12   16	1D8	–	1	10%	–

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Mode	Type	Shield	STR	DEX	SR	Damage	HP	ENC	Attack	Parry
Projectile						0 0				
2H Projectile	Sling	Staff Sling	9	9	1 MR	10 15 20	10	2	05%	20%
	Bow	Self Bow	9	9	3 SR	80 12 16	6	2	10%	20%
		Composite Bow	13	9	3 SR	10 15 20	10	2	10%	20%
	Crossbow	Light Crossbow	7	7	1 MR	10 15 20	6	1	20%	20%
		Heavy Crossbow	11	7	3 MR	12 18 24	10	2	20%	20%
		Arbalest	13	7	5 MR	15 22 30	10	3	20%	20%
1H Thrown	Rock	Rock	–	–	3 SR	20 – –	–	¼	25%	–
	Dagger	Throwing Dagger	–	9	3 SR	20 – –	12	¼	15%	25%
	Axe	Throwing Axe	9	11	3 SR	20 – –	15	1	10%	20%
	Javelin	Dart	–	9	3 SR	20 – –	8	½	15%	–
		Javelin	9	9	1 MR	20 – –	10	1	15%	10%

<sup>1</sup> Weapons of the same mode and type may be used at ½ skill if the character has training in one of the weapons in that group.

<sup>2</sup> This is the name of the individual weapon attack skill.

<sup>3</sup> The minimum STR and/or DEX required to wield the weapon effectively.

<sup>4</sup> Rate of fire: Time taken to reload for another shot, assuming a reload is to hand; SR = strike rank and MR = melee round.

<sup>5</sup> Effective, medium and long range in metres for the weapon. Thrown weapons cannot reach beyond effective range. The chance of hitting at medium range is ½, at long range it drops to ¼.

<sup>6</sup> Projectile weapons cause the listed damage. Thrown weapon apply ½ of the user's damage modifier to the roll.

<sup>7</sup> Base attack chance for the weapon.

<sup>8</sup> Base parry chance for the weapon. Daggers, axes and javelins parry as their melee counterparts. No training is available for parrying with projectile weapons.

## Shield Table

Mode <sup>1</sup>	Type <sup>1</sup>	Shield <sup>2</sup>	STR <sup>3</sup>	DEX <sup>3</sup>	SR <sup>4</sup>	Damage	HP	ENC	Attack <sup>5</sup>	Parry <sup>6</sup>
1H Smashing	Shield	Small Shield	5	–	4	1D4	8	1	05%	05%
		Medium Shield	9	–	4	1D6	12	2	05%	10%
		Large Shield	12	–	4	1D8	16	3	05%	20%

<sup>1</sup> Shields of other sizes may be used at ½ skill if the character has training in one other size.

<sup>2</sup> This is the name of the individual shield skill, further divided into attack and parry.

<sup>3</sup> The minimum STR and/or DEX required to wield the shield effectively.

<sup>4</sup> SR only applies to shield attacks. Parrying takes place at the same SR as the incoming attack.

<sup>5</sup> Base attack chance for the shield.

<sup>6</sup> Base parry chance for the shield.

## Armour Table

Hit Location	Type	Material	AP	ENC	Move Quietly <sup>1</sup>
Legs	Greaves	Soft Leather <sup>2</sup>	1	½	–
		Boiled Leather	3	1	–

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		Plate	6	2	-15%
Legs and Abdomen	Trews	Soft Leather <sup>2</sup>	1	½	-
		Stiff Leather <sup>2</sup>	2	1	-
		Chainmail	5	3	-15%
Abdomen	Skirts	Soft Leather <sup>2</sup>	1	½	-
		Stiff Leather <sup>2</sup>	2	1	-
		Linen	3	1	-05%
		Light Scale	4	2	-35%
		Heavy Scale	5	3	-30%
		Chainmail	5	2	-25%
Abdomen and Chest	Hauberk	Soft Leather <sup>2</sup>	1	½	-
		Stiff Leather <sup>2</sup>	2	1	-
		Linen	3	2	-05%
		Ringmail	4	2	-15%
		Light Scale	4	2	-35%
		Heavy Scale	5	3	-30%
		Chainmail	5	2	-25%
Chest	Byrnie	Soft Leather <sup>2</sup>	1	½	-
		Stiff Leather <sup>2</sup>	2	1	-
		Ringmail	4	1	-05%
		Chainmail	5	1	-15%
	Cuirass	Linen	3	1	-05%
		Boiled Leather	3	1	-05%
		Heavy Scale	5	3	-25%
		Brigandine	5	2	-15%
		Plate	6	3	-15%
Arms	Sleeves	Chainmail	5	2	-15%
	Vambraces	Soft Leather <sup>2</sup>	1	0	-
		Boiled Leather	3	1	-
		Plate	6	2	-10%
<sup>1</sup> The wearer's Move Quietly chance is modified as shown. The modifiers are not cumulative; only the highest is used.					
<sup>2</sup> Soft or stiff leather, or alternatively thick felt or padded cloth, can be worn under other armour to serve as padding. Encumbrance and AP are cumulative.					

## Helmet Table

Type	AP	ENC
Hood <sup>1</sup>	1	¼
Cap	2	½
Composite Helm	3	½
Open Helm	4	1
Closed Helm	5	1
Full Helm	6	2

<sup>1</sup> May be worn as padding under helmets. AP and ENC are cumulative.

## Knockback

A knockback attack can be used to push an opponent back or to knock him or her to the ground. A knockback does not damage the target. A knockback is treated as an attack, but the character can still parry and defend as normal. The procedure is as follows:

- The attacker declares the intention to knockback, either as a primary attack or as an alternative.
- The character waits until SR 12 and makes a normal attack roll using a weapon, shield or unarmed attack.
- If the roll is a fumble, the normal fumble table applies.
- If the roll fails, the attacker is knocked back 1D3 meters and must make a DEX x 5 roll or fall down.
- If the roll succeeds, the target is knocked back 1D3 metres.
- If the roll is a special success, the target is knocked prone.
- If the roll is a critical, the target lets go of any hand-held items.

## Mounted Combat

A Riding roll must be made every round that an untrained mount is exposed to combat, or whenever it takes damage. If this roll fails, the rider must make another Riding roll to calm the beast in the following round, and can do nothing else. If that roll also fails, the mount will panic and bolt, with the risk of falling as given under the Riding skill rules above.

## Lance Charge

A mounted character with a lance and a secure seat (e.g. stirrups or a supporting saddle) may charge an opponent as long as there is a straight run of at least 20 metres between him and the target. If the attack succeeds, the damage modifier of the mount is used instead of the character. An untrained character can use a lance at  $\frac{1}{2}$  his 1-handed long spear skill.

## Mounted Missile Combat

Shooting or throwing missiles from a moving mount incurs no additional penalties beyond those listed on the Situational Combat Modifiers Table. Heavy crossbows and arbalests cannot be reloaded while the mount is in motion.

## Grappling

A grappling attack can be made to hold an opponent or to throw him or her. The attacker must make a grapple attack at his normal SR, which is resolved as follows if it succeeds:

- The target may apply defence as normal against the first attack; once the grapple is joined, neither side can defend.
- The target may oppose the initial grapple with his own grapple skill; if successful, the attack is negated.
- If the grapple is parried with a fist, it is blocked.
- If the grapple is successfully parried, the attacker has grasped the shield (or the weapon arm, in the case of a weapon parry).
- If the grapple is not avoided, the attacker has taken hold of one of the target's hit locations, rolled as normal.

Once a grapple is joined, in subsequent rounds only DEX SR applies. In the next melee round, the attacker must make another successful grapple attack to maintain the hold. If this fails, the wrestlers break apart. If it succeeds, the attacker has a choice: either attempt to throw the opponent, or, if a limb was grasped, hold the target location immobile.

**Hold:** To hold a limb, the attacker must succeed in a STR vs. STR roll on the resistance table. If the roll fails, he retains a grip on the limb but it is not immobilised. If two opponents are grappling, attempted holds are resolved before attempted throws; an immobilised character cannot attempt to throw his opponent. If both succeed in attaining a hold, both are immobilised.

**Throw:** To throw an opponent, the attacker must pit his STR+DEX vs. the target's SIZ+DEX on the resistance table. If the attempt fails, the target is not thrown but the grapple is still held. If the roll succeeds, the opponent is thrown to the ground. In addition, he must make a successful DEX x 5 roll on D100 or take 1D6 points of damage to a random hit location; armour protects normally. Two successful throw attempts cancel, and both grapplers remain standing.

## Damage and Healing

When a character successfully scores damage against a target, the damage must be deducted from a specific hit location as well as from total hit points. Every weapon has a damage rating, which is listed in its statistical entry in the relevant Weapons Table.

## Hit Points

All creatures have both total hit points and hit locations. Total hit points are based on CON, modified by SIZ and POW. Location points are based on total hit points. The sum of location points exceeds total hit points, but once a character's total hit points reach zero he is dead.

The table below details hit locations for humanoid beings. For creatures with different forms or appendages, see the Creatures section.

Location	Total Hit Points						
	01-06	07-09	10-12	13-15	16-18	19-21	+3
R. Leg	2	3	4	5	6	7	+1
L. Leg	2	3	4	5	6	7	+1
Abdomen	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
R. Arm	1	2	3	4	5	6	+1
L. Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

### Location Points Equalled or Exceeded

**Leg:** The character loses use of the damaged leg and will fall if standing. No other actions may be taken for the rest of the round, but the character can fight from a prone position from the following round, with the usual penalties.

**Abdomen:** The character loses the use of both legs and cannot stand. He can take no action other than healing himself. If the location is not brought back to at least 1 point within 2 full turns, the character will have bled to death.

**Chest:** The character will be helpless and can only lie on the ground, semi-conscious. If not brought back to positive points in the chest, he will die in 2 full turns (10 minutes).

**Arm:** The character cannot move that arm and drops anything not strapped to it. However, he will not fall and can keep fighting with any other available means.

**Head:** If the head is reduced to zero or less points, the character loses consciousness and must be brought back to at least 1 point in this location, or he will die in 2 full turns.

### Limits to Limb Damage

Any damage exceeding twice the location points is lost. However, any single blow causing such damage will incapacitate the character, who will be able to do nothing other than heal himself.

### Location Points Exceeded by 6 Points or More

**Arm or Leg:** The limb has been maimed or severed, depending on the weapon used. This damage need to be taken in a single blow. Even if healed, it will remain useless. Only a Healing 6 spell or potion applied within 2 full turns, or more exotic magic, can restore the limb.

**Abdomen, Chest or Head:** The location has suffered massive damage. The character dies instantly.

## Healing

**Natural Healing:** Wounds will heal normally at the rate of 1 point per week of game time.

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**Healing Potions:** Magical healing potions can come in any form. The typical liquid form is imbibed, straight or diluted, and will randomly heal wounded locations until it runs out of points. The same applies to other ingested forms, such as pastes, pills, powders and so forth. Some types, such as balms, salves or compresses, are applied directly to the injured area and will only heal that location.

**Healing Spell:** The variable battle magic spell Healing (or Xenohealing) affects the targeted location directly. At least Healing 2 is required to stop bleeding. Restoring a maimed limb or re-attaching a severed one requires a Healing 6.

# ADVENTURING

## Resistance Rolls

It may be necessary to pit a characteristic directly against another characteristic. Examples include a character using STR vs. the SIZ of a fallen tree to shift it out of the way, or using his CON to resist the POT of a poison.

To make a *resistance roll*, one party is designated as active and the other as passive. If this is difficult to decide, it doesn't actually matter which is which – the outcome will be the same. If both are equally matched, the chance for success will be 50%. This is modified by +05% for every point the active characteristic is higher than the passive, or –05% for every point it is lower. The table below makes it easy to look up the relevant chance:

## Resistance Table

		Active Characteristic																					
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
Passive Characteristic	1	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	95	
	2	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	95
	3	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
	11	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95
	12	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
	13	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	14	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	15	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	16	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	17	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	18	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	19	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65
	20	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60
	21	05	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55

## Game Time

### Melee Round

The melee round lasts for 12 seconds and is divided into twelve strike ranks (SR), which are used to determine the order of actions in combat. Melee rounds and SR are dealt with in the Combat section above.

### Full Turn

A full turn lasts for five minutes, or 25 melee rounds. It is used for measuring the duration of some basic spells and determining movement rates where this is appropriate.



## Week

Skill training, spell learning and natural healing all takes place at a rate measured in weeks.

## Movement

All creatures have a movement rate (MOV) between 1 and 12. This is the same for all creatures of a given species. Humans have a MOV of 8. For each unit of movement that a creature has, it can move up to 3m during a melee round.

### Melee Movement

The twelve-point scale for movement units does not reflect the difference in speed between different species moving at full speed. Rather it is intended to indicate the distance that can be covered in combat while also attempting to avoid an opponent's weapon, dodge around friends and foes alike, parry and attack.

If a character or creature is moving at top speed with no consideration for what is going on around him or her (or it), then movement rates can be increased as follows:

- Two legged creatures have their movement rate doubled.
- Four legged, or extremely large two legged creatures, have their movement rates tripled.
- Flying creatures have their movement rate increased by a factor of five.
- Creatures without legs have their movement rate increased by half.

### Scenario Movement

During a full turn characters can move at different speeds depending on the circumstances:

**Cautiously:** 60m at a watchful pace, for example taking care to be quiet or look for traps.

**Walking:** 120m at a normal strolling pace.

**Running:** 500m at an all-out run.

### Daily Movement

This is used to determine long distance travel and is based upon the mode of transportation and the terrain being traversed.

**Walking / Riding:** A will be able to cover approximately 20km in a day. A walking horse does not travel faster than a walking human.

**Marching:** Forced marching for 10 hours a day will cover 30km.

**Cavalry:** Unhindered by wagons and moving at a walk-trot-walk pace it is possible to cover 40km in 10 hours. In order to sustain this pace it is necessary to be able to change horses after every couple of days at the most.

**Major Rivers:** Take one day to cross, unless there is a bridge or shallow ford.

**Forest:** Slows movement by 1/3 unless travelling on a road or well defined trail.

**Rolling Hills:** Slows movement to  $\frac{2}{3}$ .

**Mountains:** Slows movement to  $\frac{1}{3}$ .

## Encumbrance

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, though some items are too small or light to have an ENC score. Characters can usually ignore the effects on Encumbrance that

these have unless they start carrying a lot of them – assume that an average of 20 such items will equal 1 ENC, so long as the character has a suitable means of carrying them, such as a sack or backpack.

## Normal Encumbrance

A character can carry equipment whose total ENC is less than or equal to the average of his STR and CON (but not exceeding STR) without penalty.

## Maximum Encumbrance

A character carrying total ENC greater than his normal encumbrance, up to a limit of STR x 1½, is overloaded:

- -1 to MOV
- -5% to defence
- +1 to SR
- -5% to all skills, including combat skills

## Falling

Falling damage is applied to a random hit location unless the character makes a successful Jumping roll, in which case he or she can choose the location landed on. This is not subject to the usual limit of double hit location points if the character is wounded in a limb; the full rolled damage will be applied to total hit points. Damage taken increases per 3 metres fallen, as follows:

Height of Fall	Damage
0.1 – 1.0m	None
1.1 – 3.0m	1D6
3.1 – 6.0m	2D6
6.1 – 9.0m	3D6

Spells such as *Protection* or *Shield* will reduce damage as normal. Armour may protect in some cases, as determined by the referee.

The hardness of the landing will also have some effect, such as less damage being suffered from landing on a pile of hay as opposed to a stone pavement.

Falling into a pit with stakes rammed into its base will result in damage from the stakes (usually similar to a two-handed long spear) plus the falling damage itself added as a damage bonus.

Falling while moving increases the amount of damage taken. Generally, being thrown, such as by an air elemental or a horse, doubles the damage normally taken. However, the referee may adjust this based on the actual speed at which the character is travelling when he or she hits the ground.

## Dropped or Falling Objects

Damage done by falling or deliberately dropped objects is 1D8 per 3kg that the object weighs (round fractions to the nearest 3kg), modified by the height of the drop, as per the falling table above. For example, a character struck by a 4kg rock falling from a 5m height will take 1D8+2D6 damage. The chance of being hit by a randomly falling object depends on the character's location and the referee's arbitration. Deliberately dropping objects is a skill dealt with in the Combat chapter.

## Drowning

Whether by accident or through a failed Swimming roll, adventurers may find themselves drowning. These rules could also be applied or adapted to similar dangers, such as asphyxiation.

If the character is prepared, such as when deliberately jumping into a pool, he or she can hold his or her breath for one melee round. Thereafter, CON rolls are required as below. Each time the roll is failed, the character takes 1D8 damage directly to the chest.

Round of Immersion	D100 Roll
1	Automatic
2	CON x 5*
3	CON x 4*
4	CON x 3*
5	CON x 2*
6+	CON x 1

\* Once one of these rolls is failed, the character takes 1D8 damage to the chest and must make CON x 1 rolls on D100 each round thereafter.

If the character is not ready, he or she must roll POW x 5 or less on D100. If the roll succeeds, the normal procedure given above is applied.

If the roll fails, the character immediately takes 1D8 damage to the chest and must roll CON x 1 or less every round thereafter or take another 1D8 points of drowning damage.

## Illumination & Darkness

### Illuminating Items

A torch will light a 12m radius when carried, but only 3m if lying on the ground.

Lamps are usually clay or metal containers with an open flame from burning candles or oil wicks. Hand-held lamps will illuminate a 12m radius, or 3m when placed on the floor.

Lanterns are lamps, usually metal, which have reflectors and shutters to improve their illumination and make them less prone to being blown out. A directed lantern beam has a range of 18m. Lanterns with candles may blow out in a strong wind on a roll of 75-00 on D100, while oil or tallow-burning types will only be affected by gales or worse.

If oil lamps or lanterns are dropped, there is a chance that they may break or catch fire:

D100	Effect
01-30	Light is extinguished, but container is otherwise undamaged.
31-70	Light burns on, roll 1D8 for beam direction if appropriate: 1 = north, 2 = north-east, 3 = east, etc.
71-85	Vessel breaks and oil leaks out, making the floor extremely slippery.
86-00	Vessel breaks and burning oil leaks out, creating a small fire (see above).

### Darkness

Fighting in darkness will incur a -75% modifier to most skills unless the character is specifically adapted to such conditions. Some skills, such as Hide in Cover, may not be affected at the referee's discretion. The minimum 5% chance of success still applies, however. As normal, the modified chance is used to calculate criticals, specials and fumbles.

Although a lit torch or lantern may be held in a character's shield hand, this means the shield cannot be used to parry.

## Fire

There are numerous ways in which fire can be used as a weapon. It can also present a natural hazard in its own right. Some creatures are more vulnerable to fire than to other weapons.

### Torches

Torches can be used to strike an opponent in the same manner as a club. A blow from a torch is unlikely to set fire to anything unless the target is highly flammable, which is a matter for the referee to decide (hair burns readily; skin and flesh does not). However, if a lit torch is directly applied to an object or creature for an entire melee round, the target will take 1D4 points of damage. This is obviously only possible with an immobile or unresisting target.

*Protection* and *Shield* spells protect fully against fire. Armour can help if the target resists or the flame is randomly placed, if the victim successfully rolls POW x 5 or less on D100.

If an object or creature catches fire, it will suffer 1D6 points of fire damage per melee round to the affected location until it burns out or is extinguished. The fire may also spread to other locations, the chance of which must be determined by the referee according to the circumstances.

### Fires

The size of a fire determines how many locations are affected by it.

- A torch will affect one hit location.
- A small fire under 1m in diameter will usually only affect the legs of a creature entering it, but if the victim crouches or collapses within the flames other locations may be affected.
- A large fire over 1m in diameter can engulf as many hit locations as enter it. Additionally, internal damage can be caused if the victim breathes in the flames. This is dealt with using the drowning rules above.

### Extinguishing Fires

If a location is on fire, an attempt may be made to put out the flames by dousing them with water or smothering them. To determine the effectiveness of this, 1D6 is rolled and subtracted from the damage caused that round by fire. If the extinguishing roll is equal to or higher than the damage roll, no damage is taken in that melee round and the fire is put out for that hit location. A separate attempt must be made for each location.

If the entire location is completely immersed in water, the flame will go out and no damage will be taken in that round.

## Poison

Poison works by overcoming the victim's CON with its potency on the resistance table. If the poison succeeds, the character takes the full potency in damage. Poison may affect hit points or it may reduce CON directly. If the character successfully resists the poison, he or she still takes damage equal to half the poison's potency. Poison damage is not instantaneous and takes some time to take effect, depending on its type. Thus it is possible that a creature 'killed' by a snake bite will live long enough to put an end to the snake before succumbing to the venom.

Poison damage of any type cannot be healed by ordinary *Healing* spells or potions, but it will heal naturally at the rate of 1 point per game week.

There are many varieties of poison, but in effect they can be divided into two categories; blade venom and systemic poison. Most types of poison also have their own particular antidote.

### Blade Venom

This special type of poison is a liquid which is painted onto a blade, such as a dagger or arrow. Blade venom only affects the location struck, inflicting hit location damage equal to its potency if it overcomes the CON of the victim. It is possible to brew blade venom of any potency from 1 to 20. Blade venom antidote must be taken before a character takes damage.

One dose of venom is enough for 1 axe or sword blade, 2 spear points or daggers, or 5 arrow heads. Coating a blade with venom must be done with great care. A character must make a DEX x 5 roll to apply blade venom to an arrow in 1 melee round, to a spear point or dagger in 2, or to a sword in 5. A fumble means the character has cut himself or herself and takes the full potency damage to a random hit location.

Blade venom evaporates quickly and only retains its potency for 3 full turns if not used. It will remain on the blade for 3 successful strikes on armour, but even 1 point of damage is enough to cause the venom to enter the wound, after which there will be none left on the blade. Blade venom is fast-acting, and takes effect at the end of the melee round in which the victim was wounded.

While it is stored properly, blade venom degenerates much more slowly, losing 10% of its potency every 2 years.

## Systemic Poison

There are two broad classes of systemic poison, ingested (in other words, swallowed or inhaled) and injected (introduced into the blood stream through cuts, bites or other wounds). A few types may even be deadly on contact, absorbed through the skin. Poisons of one group may be harmless in other ways, for example, some poisons can be deadly if the tiniest amount gets into a scratch, but can be consumed in any quantity to no ill effect.

Damage inflicted by systemic poisons does not affect hit points, but is subtracted directly from the victim's CON. This will, of course, also reduce the character's hit points correspondingly.

Systemic poison takes effect at the end of the second melee round after injection. For example, a character struck by a scorpion sting in round 1 will feel the effect at the end of round 3. Ingested poisons may take longer.

There is an endless variety of systemic poisons, some natural and others concocted by alchemists. Ingredients may be commonly available, rare and expensive, or so unusual that their acquisition can become the object of an adventure in itself. The most common types are:

- Herbal; brewed or extracted from various poisonous plants.
- Fungal: made from poisonous mushrooms, moulds or other fungi.
- Mineral: non-organic poisons mixed from rare minerals.
- Gas: may be a contact or ingested poison, such as walktapi breath or volcanic gases.
- Spider Venom: injected by spider bite.
- Snake Venom: normally injected through a snake's specialised fangs, although some snakes spit a contact poison instead. Wyvern poison is also similar.
- Scorpion Venom: Injected through scorpion stings, whether from normal or giant scorpions, scorpion folk, or manticores.

Poisons can lose their strength over time. They will decrease in potency by 10% every 2 years.

## Antidotes

For most poisons, there are antidotes. Usually they are meant to be ingested, and so commonly come in the form of potions, tablets, wafers or similar. They may also be prepared as salves (common as a precaution against blade venom), compresses, powders, or liquids which must be introduced into a cut.

Antidotes use their potency to counteract poison to the same extent; a potency 3 antidote would reduce a potency 5 poison to potency 2. Antidotes can be taken before being poisoned, in which case they remain effective for 2 hours. Alternatively, they can be administered within 2 full turns (10 minutes) of being poisoned

Antidotes are only fully effective against their intended poison, but some antidotes can resist other types of poison at ½ their normal potency:

Antidote	½ Potency against:
Gas Antidote	Snake Venom

Mineral Antidote	Spider Venom
Mineral/Scorpion Antidote	Poison Gas
Spider Antidote	Scorpion Venom

Antidotes, like potions, can spoil and become useless if left too long. They will lose 10% of their potency for every 2 years that they are stored.

## Acid

Acids are corrosive liquids, either naturally-occurring (such as gorp flesh) or manufactured by alchemists. Acid causes immediate damage equal to its potency to whatever it touches, whether it be an object, a piece of armour, or the limb encased within. Acid can be of any potency between 1 and 20.

## Disease

Deadly disease is a pestilence that attacks a particular characteristic, gradually reducing it to zero if the victim cannot fight it off or find a cure. Characteristic loss from disease is permanent – it can only be restored through training, if possible. Although the result is the same, the symptoms and effects of each type of disease differ depending on the characteristic associated with it.

- STR: These diseases attack the muscles by physically wasting them away, paralysing them or causing them to grow useless and flabby. Once STR is reduced to zero, the victim is completely immobile and will quickly die of asphyxiation (see the Drowning rules in this chapter).
- CON: Diseases which affect CON wear away the victim's health, leaving him or her vulnerable to a host of lesser illnesses. Symptoms usually include chills, shortness of breath, and debilitating aches and pains. When CON drops to 2 or 1, the victim becomes comatose; once it reaches zero he or she dies.
- SIZ: This type of disease is rare, and usually incurable. The effect is that the victim is physically eaten away by the disease, or body parts begin to rot and fall away. Once SIZ has been reduced by a quarter, the victim is an immobile, agony-stricken lump of corruption. When SIZ is halved, he or she dies. Some diseases will continue to feast on the corpse, leaving nothing but putrid slime in a few days.
- INT: Some diseases attack the mind, gradually reducing the victim to a gibbering husk of not even animal intelligence. When INT reaches zero, the victim will lapse into unconsciousness and die shortly thereafter.
- POW: Not all diseases are physical. Those that affect a victim's POW work from within the spirit plane, and sap his or her soul until nothing is left. There may not be a mark on their body, but once a being's POW is reduced to zero it's spirit simply ceases to exist, leaving no hope of reincarnation or resurrection. With no soul to maintain it, the body usually dies soon after.
- DEX: Diseases affect DEX by reducing the victim's motor control. As the disease progresses, he or she is left with less and less control over muscles, movement and balance. When DEX reaches zero, he or she is simply a shaking, shivering mass of flesh. The victim won't die if looked after, but is incapable of any controlled action whatever.
- CHA: There are various diseases which attack CHA, some physical and some mental. They may result in disfiguring scarring, making the victim physically repulsive. Some are more insidious, and cripple the victim's ability to communicate coherently. These diseases do not kill their victims, but leave them unable to communicate once their CHA is reduced to zero.

## Contracting Diseases

Whenever a character is exposed to a disease, he or she must make either a CON x 5% roll or a total hit points x 5% roll, whichever is lower. If the roll is failed, the character has contracted the disease.

## Chronic Form

Once a disease is contracted, the character must attempt the same roll a second time. If the second roll *succeeds*, he or she has contracted the chronic form of the disease. While suffering from this form, the character is generally unaffected other than for the consequences of the characteristic loss itself. Every four weeks, the victim will lose 1 point from the affected characteristic. After each loss, the character may attempt the roll again and, if successful, he or she will recover (but any characteristic points lost remain lost).

If the second roll is *failed*, the character must make a third roll. If this *succeeds*, he or she has contracted the acute form of the disease.

### **Acute Form**

The acute form of the disease is much more virulent, and the character cannot recover without complete rest. This stage results in 1 point lost from the relevant characteristic every hour. After each loss, the victim may try to roll again if he or she has been resting for the last hour. If this roll succeeds, the character has overcome the disease; again, any characteristic point loss is permanent.

If the third roll *fails*, the unfortunate victim has entered the terminal phase of the disease.

### **Terminal Form**

The terminal form results in extremely rapid deterioration, and it is difficult for the victim to carry on any kind of activity. He or she will lose 1 point from the affected characteristic every full turn (5 minutes). Nothing short of divine intervention will prevent the disease from running its course, and even the gods are powerless to reverse its course.

### **Other Diseases**

Of course, the diseases given above are only the most serious. For every deadly disease there are a myriad of lesser ones, from common colds and infections to any other malaise the referee may imagine.

# SPIRITS

## Spirit Characteristics

Spirits only have three characteristics; INT, POW and DEX. INT and POW can vary widely among spirits, but DEX is always 20. If a spirit's former race is known, the usual racial INT and POW scores apply. If a random spirit is contacted, the table below should be applied:

### Spirit Characteristics Table

<i>D100</i>	<i>INT</i>	<i>POW</i>	<i>DEX</i>
01	deity	deity	deity
02	3D6+6	10d6+6	20
03	3D6+6	8d6+6	20
04	3D6+6	7d6+6	20
05	3D6+6	6d6+6	20
06-10	3D6+6	5d6+6	20
11-25	3D6+3	4d6+6	20
26-65	3D6	3d6+6	20
66-80	2D6+3	3d6	20
81-90	1D6	2d6	20
91-00	1D3	1d6	20

The attitude of deities to any character they deign to notice is shaped by his or her cult affiliations.

It is possible for a spirit to increase its POW if it overcomes another spirit in *spirit combat* (see below). If a spirit succeeds on the resistance table against one of equal or greater POW (whether disembodied, embodied or bound) it has a 5% chance of gaining a POW increase, as per the POW increase table in the Improvement section. Characteristic maximums are calculated based on the spirit's former race or the rolls on the spirit characteristics table above.

## Types of Spirit

**Embodied Spirits:** Normal living beings all have an embodied spirit. Embodied spirits can only interact with the spirit plane through special rituals or spells, or by being directly contacted by a disembodied spirit.

**Possessing Spirit:** A disembodied spirit can possess a living being if it overcomes the creature in spirit combat. This means the possessing spirit now has a body, while the original spirit is cast out into the spirit plane.

**Disembodied Spirits:** These spirits are generally unconcerned with the material world, although they can be drawn to certain physical places and they can enter the material world at will. Disembodied spirits lose any knowledge of battlemagic within one week of discorporation.

**Bound Spirits:** If a creature overcomes a disembodied spirit in spirit combat, it may be bound into certain objects or animal familiars using magic. The most commonly used objects are magic crystals (see the Treasure section), which need no other preparation to act as receptacles. Alternatively, spirits may be bound into animal familiars.

**Ghosts:** A ghost is a particular type of spirit bound to a physical location on the material plane, whether by some enchantment or because of a traumatic event (usually related to the death of its body). Ghosts are explained in more detail in the Creatures section.

**Allied Spirits:** Only runelords and rune priests may ally a spirit, and only one spirit may be allied at any time. They may be bound into objects or familiars, just as any other bound spirit. Allied spirits are dealt with in the Runemagic section.



## Spirit Senses

Spirits can observe the material world only through the senses of an embodied being, if they are in contact with one. However, they can sense any living being (embodied or not) at a range equivalent to 10 metres per point of the spirit's POW.

At a range of 1 metre per point of POW, spirits can gauge the POW of other beings to the nearest 10 points; they can also identify any runic (but not cult) links the creature may have. At this range, spirits can communicate telepathically with embodied beings.

If a spirit directly envelops a being, it becomes aware of the creature's INT, POW and CHA as well as any cult affiliations. A spirit must be in contact with a being in order to engage (or be engaged by) it in spirit combat.

## Spirit Combat

Combat between embodied and disembodied spirits can occur at the behest of the disembodied spirit, or under the instruction of a shaman or rune priest if a character seeks to bind or ally a disembodied spirit. Spirit combat is only possible between two individuals; a flock of spirits cannot gang up on one living being, nor can a group of characters fight a single spirit at once. It is possible for two disembodied spirits to engage in spirit combat.

Spirit combat prevents all telepathic communication for its duration, although such is restored once combat breaks off. This includes spells or the mental link between a character and his or her bound or allied spirits. Spirit combat also prevents an engaged character from performing any other actions, like fighting or even moving.

Once spirit combat is joined, both parties must make a POW vs., POW roll on the resistance table. Each combatant has a number of options to choose from upon a successful roll:

- *Disengage*: Only disembodied spirits may do this; a physical being has no way of escaping from a spirit.
- *Attack*: Either or both winners may choose to directly hurt their opponent's POW points. To determine the effect, roll on the POW increase table (Chapter XX: Improvement) and subtract the result from the opponent's power point total. POW points regenerate as normal, but a spirit reduced to zero POW points is destroyed permanently. This also means the death of the body, if any.
- *Possess*: A disembodied spirit may choose to attempt to possess the body of its opponent as long as its present power point total is higher than the character's. The likelihood of this should be determined by the referee based on the spirit's desires, although a friendly spirit summoned by a priest or shaman for the purposes of binding will almost never do so.
- *Binding*: If the character has the higher power point total at this time, he or she may attempt to bind the spirit using the appropriate spell or other magic item. Spirits must be bound into a prepared vessel such as a magical crystal or an animal.

A character has the option to ignore an attacking spirit. He or she will be able to act as normal, but cannot use his or her own POW points to cast spells. Other sources, such as bound spirits or magic crystals, may still be used if available. The character will not be able to attack the spirit in spirit combat, while the spirit can continue to do so.

### EXAMPLE

## Possession

When a spirit possesses a being, the original spirit (or the body's previous possessor) is cast out into the spirit plane. It is possible for the newly-disembodied spirit to initiate spirit combat again in order to re-take its body, but chances are slim as the possessing spirit by definition has already beaten the original once. As the experience of dispossession is extremely disorienting, it is unlikely the spirit will be able to locate its former body again in future.

The possessing spirit treats the body exactly as if it were its own. The personality of the character will change and only skills and magic known to the spirit will be available. If the spirit has spent any appreciable

time in the spirit plane before its possession, all physical skills and magic are likely to have been forgotten and the character will be back to base chance in everything. The referee will normally take over the character at this point.

For the purposes of maximum characteristic improvement, both are limited to their original INT and POW, but the possessing spirit takes on the other racial characteristics of its new body while the newly disembodied spirit gains a DEX of 20.

## Spirit Advancement

A spirit can make a POW gain roll on a roll of 01-05 on D100 if it overcomes an opponent in spirit combat or spell casting. This is subject to the same limits as for corporeal beings.

## Spirit Binding

To bind a spirit, the victor of the spirit combat must know the appropriate binding magic and a suitable vessel must be ready to receive the spirit. A spirit may be bound into a magical crystal or into an animal familiar. A bound spirit maintains a mental link with its master, but if they are ever separated by more than 5 kilometres the binding is broken and the spirit is set free. Bound spirits are also released if their master dies (even if resuscitated or resurrected later). Shamans are able to circumvent this latter restriction to some extent, as explained below.

### Magic Crystal

A spirit bound into a magic crystal fills the crystal entirely – no additional POW points or other magic may be stored in the crystal. The spirit loses all sense of the material world as well as the spirit plane. The spirit can be used as an extension of its master's INT when learning spells, and its POW points can be used to fuel spell casting. A bound spirit's POW points recover at the normal rate of (POW ÷ 24) points per hour, but if its POW points are ever drained to zero the spirit will be destroyed.

### Animal Familiar

Many cults have a supply of favoured animals to serve as receptacles for bound spirits. Failing this, any unintelligent creature will do. Animal familiars' INT and POW points are available for their master's use in the same way as crystal-bound spirits. The advantage of a familiar is that it may act independently (as commanded) and often functions as a spy or agent for the character. Familiars will fight to defend themselves, or when commanded. As with possession, the familiar will be at base chance in all its skills. Familiars should be played by the referee as NPCs, although they must always obey their masters' commands.

If the animal body is slain, even momentarily, the bound spirit is freed. If the spirit is destroyed, the body also dies. A familiar will never willingly travel more than 5 kilometres from its master, but if this happens and the bound spirit is released, it may either escape into the spirit plane (leaving its body to die) or it may elect to remain in the body exactly as if it had possessed it, no longer bound to its former master. The latter becomes more likely the longer the spirit has lived in its body.

### Binding Limitations

The number of bound spirits a character may control at any one time is limited to his or her CHA ÷ 3. If, for some reason, a character's CHA drops so that he or she has more bound spirits than can be maintained, one or more of the spirits may rebel:

Any time any demand is made of a bound spirit under these conditions (drawing POW points, casting a spell known through the spirit's INT, or just ordering a familiar to do something) the character must make a CHA x 5% roll to keep the spirit under control. If this fails, the spirit may engage the character in spirit combat or flee to the spirit plane, depending on their relative power point strength and whether or not the spirit is hostile to the character. Cult-supplied bound spirits normally just make their escape.

## Shamans

Found mainly among barbarians, primitives and nomads, shamans may be spiritual leaders or lone hermits. Some primitive cults have shamans instead of rune priests or lords. Shamans deal with the spirit world, spending much of their time travelling the spirit plane in disincorporate form.

## Requirements

The only way to become a shaman is to become the apprentice of one. Shamans rarely, if ever, take on followers from outside their tribe (or cult if there is one), although exceptions are possible. A character will be accepted on a D100 roll of Cha x 5% or less. Apprentices spend at least a year serving the shaman and learning all of the complex and personal practices and obligations of shamanhood. Much of this may be simply folklore handed down and distorted over the generations, but there is no way of knowing what is real and what is empty ritual. There will be no time for the character to do anything else during this apprenticeship, let alone learn other skills or adventure.

After a year, the apprentice must make a D100 roll of the average of POW and CHA x 5%. If the roll is failed, the character is rejected. If the shaman decides that his or her apprentice is worthy, the character may attempt to acquire a *fetch*. A fetch is similar to an allied spirit, but it is not bound to a particular object or familiar. It is, in effect, the shaman's image on the spirit plane, with all of the shaman's skills and knowledge.

The shaman will take his apprentice to a sacred place and perform a secret ritual to invoke a suitable spirit, which the apprentice must try to ally. It is not certain how powerful the spirit will be, or even that it will be well-disposed towards the would-be shaman.

## Fetch Table

D100	INT	POW	D100	Attitude
01-05	3D6	5D6+6	01-50	Favourable
06-15	3D6	4D6+6	51-90	Ambivalent
16-65	3D6	3D6+6	91-00	Malicious
66-90	3D6	3D6		
91-00	3D6	2D6		

Only a spirit with a favourable or ambivalent attitude may be allied as a fetch. To gain the spirit as a fetch, the character must pit the sum of his or her POW + CHA vs. the spirit's INT + POW on the resistance table. Success means the character has gained a fetch and recognition as a shaman. Failure means he must spend another year as an apprentice before being granted another opportunity.

If the spirit's attitude is favourable, it will depart if the attempt fails. An ambivalent spirit will attack if its POW is equal to or higher than the character's. A malicious spirit will attack immediately without allowing the character to attempt to ally it.

## Shamanic Benefits

In return for their absolute dedication to their duties, shamans have great powers over life, death and the spirits.

### 1. Support

A shaman need not work for a living outside his or her spiritual responsibilities, being supported by his or her clan, tribe or apprentices. Shamans are held in high esteem, lending their voices to councils and swaying decisions made by tribal leaders. If a shaman is captured, he or she is likely to be rescued or ransomed if possible.

### 2. Disembodiment

A shaman can leave his or her body to travel upon the spirit plane, seeking spirits to communicate or fight with. The shaman does this by exchanging places with his or her fetch, which temporarily possesses the shaman's body so that it does not die. The exchange is normally a long and complex ritual, so the switch cannot easily be made quickly.

### 3. Fetch

The fetch is key to the shaman's communication with the spirit plane:

- The fetch possesses its master's body when the latter travels to the spirit plane. As the fetch knows everything its master does, it is able to carry on whatever task the shaman was engaged in before leaving the material world. The INT and POW of the shaman are replaced by that of the fetch while it is

possession, although its effective POW will have an upper limit equal to the species maximum of the shaman's body.

- The INT and POW of a fetch act as a bound spirit's would; the shaman is able to draw on the fetch's power point and he or she can use its INT to store spells. Using all of the fetch's POW points would result in its destruction, but no shaman would contemplate such an act.
- A disembodied fetch can be directed to attack spirits or other beings in spirit combat, or it may do so of its own free will.
- A disembodied fetch can cast spells affecting the material world, which it is able to perceive through the shaman's senses.

#### 4. Stored POW

A shaman is able to move a portion of his or her POW to the spirit plane. He or she can then continue to increase POW to racial maximum, until again storing POW on the spirit plane. Stored POW has several uses.

- Stored POW counts towards a shaman's power point total in spirit combat. Thus, a POW 20 shaman with 6 points of POW stored on the spirit plane is effectively POW 26 in spirit combat.
- Stored POW can be drawn on to replace expended POW points at the rate of 1 point per 5 minutes. The shaman must meditate to do this, and can perform no other actions. The stored POW regenerates POW points at the normal rate (1/24<sup>th</sup> of the total per hour).
- Stored POW is not considered when calculating a shaman's hit point ability modifier (see Chapter XX: Characters).

#### 5. Cure Disease

Shamans are able to perform a ritual to cure a character of disease. To succeed, the shaman must make a D100 roll equal to or less than his or her current POW x 5%. Stored power counts as part of the shaman's total for this purpose, although a roll of 96-00 is still a failure as usual.

#### 6. POW Gain

For the purposes of POW gain rolls, human shamans are considered to have a racial maximum of 25 rather than 21 (see Chapter XX: Improvement). Their POW gain roll is thus:

$$25 - \text{current POW} \times 5\%$$

The shaman's stored POW is counted as part of his current total for the purposes of the POW gain roll.

#### 7. Spirit Pacts

The greater part of a shaman's duties and powers involve bargains struck in the spirit world. A shaman will venture onto the spirit plane to find spirits willing to make a deal. The INT and POW of spirits encountered is rolled on the spirit characteristics table, while its attitude to the shaman is determined on the fetch table. If the spirit is not hostile, the shaman may sacrifice 1 point of stored POW to the spirit for every 10 points of POW it possesses. In return, the spirit will act as the shaman's scout on the spirit plane. It will allow him or her to draw on its POW points and will engage in spirit combat if so required.

If at any point the controlled spirit's POW points are reduced to 5 or more points lower than its opponent in the course of spirit combat, the pact will be broken. It is also voided if the spirits POW points ever drop to 3 or less.

To make a pact with a spirit, the shaman must maintain at least 1 point of POW stored on the spirit plane. Thus he or she can only sacrifice stored POW over and above the number of spirits already controlled, plus the one being bargained with. If the shaman's stored POW ever drops below the number of controlled spirits, spirits are released at random until only as many remain as his or her points of stored POW.

### Shamanic Responsibilities

Shamans are not free to use their power for personal gain or adventure. They have many demanding responsibilities to their tribe, their cult, or even only to the spirits.

### **1. Time**

A shaman is obliged to use his or her knowledge for the benefit of the tribe or cult. Even a reclusive hermit must attend to an apprentice, and communion with the spirits. The only possible adventures are those undertaken in the pursuit of duty, and there is little time for even ordinary life.

### **2. Dedication**

Shamans are committed to the spirit world. Shamans who neglect their duties or fall from the path lose their fetch and the link to the spirit world that it provides, including access to stored POW and controlled spirits. Shamans cannot take a leave of absence, unlike even priests.

### **3. Recognition**

Their superhuman aura of POW as well as the conspicuous accoutrements of their calling mean that a shaman could never pretend to be anything but what he or she is. This makes them targets in tribal raids, and utterly unsuited to missions of stealth.

### **4. Physical Skills**

There is no time for training in a shaman's life, so all physical skills atrophy. They can only be increased through experience, and never beyond a score of DEX x 5%; any skills higher than this when a character becomes a shaman will quickly fall to this limit for lack of practice.

### **5. Characteristic Training**

Shamans have no time for characteristic training and are unable to improve STR, CON or DEX.

# BATTLEMAGIC

## POW Points

All characters start play with POW points equal to their POW characteristic score. A character's POW score also acts as a maximum limit for the amount of POW points a character can store at any one time.

## Regaining POW Points

Characters will automatically regain POW points equal to  $\frac{1}{4}$  of their POW every 6 hours

## Learning Battlemagic

Every spell in battlemagic is graded by its POW points, a score that indicates its relative power. Learning a battlemagic spell takes one week of full-time study with a cult.

## Battlemagic Spell Table

POW Points	Spell Name	Cost (silver)	Time to Learn
1	Befuddle	1500	1 week
1	Binding	1500	1 week
1	Demoralise	1500	1 week
1	Detect Detection	300	1 week
1	Detect Enemies	300	1 week
1	Detect Gold	300	1 week
1	Detect Life	300	1 week
1	Detect Magic	300	1 week
1	Detect Silver	200	1 week
1	Detect Spirit	300	1 week
1	Detect Undead	300	1 week
1	Disruption	500	1 week
1	Farsight	500	1 week
1	Ignite	500	1 week
1	Light	500	1 week
1	Mobility	1500	1 week
1	Silence	500	1 week
1	Speedart	500	1 week
1	Spirit Binding	1500	1 week
2	Coordination	1500	1 week
2	Darkwall	1500	1 week
2	Detect Gems	1000	1 week
2	Detect Traps	1000	1 week
2	Extinguish	1000	1 week
2	Firearrow	2000	1 week
2	Glamour	2000	1 week
2	Harmonise	1500	1 week
2	Repair	1500	1 week
2	Strength	1500	1 week
3	Invisibility	2500	1 week
4	Fireblade	2000	1 week
4	Lightwall	2000	1 week
4	Vigour	2000	1 week
1-4	Bladesharp	500 per point*	1 week each
1-4	Bludgeon	500 per point*	1 week each
1-4	Dullblade	500 per point*	1 week each
1-4	Ironhand	500 per point*	1 week each
1-4	Multimissile	500 per point*	1 week each
1-4	Protection	500 per point*	1 week each

1-4	Shimmer	500 per point*	1 week each
1+	Countermagic	500 per point*	1 week each
1+	Detection Blank	500 per point*	1 week each
1+	Dispel Magic	500 per point*	1 week each
1+	Fanaticism	500 per point*	1 week each
1+	Glue	500 per point*	1 week each
1+	Healing	500 per point*	1 week each
1+	Mindspeech	500 per point*	1 week each
1+	Spirit Screen	500 per point*	1 week each
1+	Xenohealing	500 per point*	1 week each

\* Variable spells are available at different POW point levels, and must be learned in sequence, i.e. Healing 1 must be known before Healing 2 can be learned, and so on. Thus the cost of a 3-point Healing is (3 x 500) 1,500 silver pieces, but in order to learn it the character must already have learned Healing 1 (500 sp) and Healing 2 (1,000 sp).

## Casting Battlemagic

To cast a spell, it must be readied and prepared. Casting takes time, and no other combat action may be taken while casting a spell. Distractions or attacks on the caster as he casts (e.g. if the caster is blinded or disarmed of his focus, or suffers damage) will automatically ruin the spell, but no POW points will be expended.

Spells are successfully cast on a roll of 01-96 on D100. If this roll fails, the spell does not go off and no POW points are expended. If the spell works and it was cast against an unwilling target, the caster must overcome the target's current POW points with his own on the Resistance Table. If the caster fails to overcome his opponent, the spell fails and the POW points are expended.

## Readying Battlemagic

A character can learn any number of battlemagic spells, but the POW points of battlemagic he may have ready to use is limited to his INT score. Swapping an unready spell for a readied one takes 1 hour per POW point to be switched.

## Battlemagic Strike Rank

Battlemagic spells are cast at a strike rank equal to the caster's DEX SR plus 1SR per POW point used. In addition, a character must prepare a readied spell for casting. This takes 5SR.

## Boosting POW points

A caster can expend POW points over and above those required for the spell in order to break through magical protection such as Countermagic. This will have no impact on the effect of the spell itself, e.g. casting Disruption with 4 POW points behind it will still only cause 1D3 points of damage if it succeeds.

## Battlemagic Range

Ranges given under the spell descriptions are for casting only. Once the spell takes effect, the target or caster can move beyond the maximum range without affecting the spell. Most spells can be cast at a distance, but some require the caster to touch the subject with his hand.

## Incompatible Battlemagic

If an incompatible spell is cast on a target, such as casting Bladesharp on a weapon already under a Fireblade, the second spell has no effect (although POW points are still expended).

## Battlemagic Characteristics

### Focussed

Focussed spells use a physical focus (a carving, a ring, a bag of bones, etc.) for normal casting. A character must look at the focus and then point it at the target in order to cast the spell. He can cast the spell without the focus, but this takes an additional melee round (12SR).

### **Unfocussed**

Unfocussed spells may be cast without a focus. Some focussed spells do not require a focus if targeted at the caster himself (e.g. Shimmer).

### **Active**

An active spell must be maintained throughout its duration. The caster can still act normally, even fight, but any sudden or unexpected event such as falling or taking damage will end the spell, as will attempting to cast another spell.

### **Passive**

Passive spells will run for their duration or until dispelled with no further attention after casting. The caster must still concentrate during the actual casting of a passive spell, however. All spells with a permanent duration are passive.

### **Duration**

Most battlemagic spells have a duration of 10 melee rounds unless otherwise stated. Instant spells last from the time they are cast until SR 12 of the same melee round. Permanent battlemagic effects do not expire except through outside circumstances. For example, Ignite will cause a torch to burn until its fuel is exhausted, it is put out, or someone casts Extinguish on it.

## **Battlemagic Spells**

### **Befuddle**

1 POW point, 80m range, focussed, passive, 10 rounds duration.

The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may defend and parry normally in combat, though it may not make any attacks unless it is attacked first.

### **Binding**

1 POW point, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell halves the target's MOV. A target's may not be reduced to below MOV 1 through use of this spell.

### **Bladesharp**

1-4 POW points, 80m range, focused, passive, 10 rounds duration.

This spell can be cast on any weapon with a blade. For every POW point, it increases the chance to hit with the weapon by 05% and deals 1 point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The weapon's base damage remains non-magical. A weapon under the effects of Bladesharp cannot benefit from Fireblade.

### **Bludgeon**

1-4 POW points, 80m range, focused, passive, 10 rounds duration.

This spell can be cast on any smashing weapon, such as a warhammer, club or mace. For every POW point, it increases the chance to hit with the weapon by 05% and deals 1 point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The weapon's base damage remains non-magical.

### **Coordination**

2 POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration

For every POW point of this spell, the target's DEX score increases by 2. A target cannot have its DEX score increased in this way beyond its species maximum.



## Countermagic

1+ POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell is used to counter spells cast against the target. It cannot be cast on a target at the same time as Protection, Shimmer or Spirit Screen. Casters of attacking spells will be aware if their spell has been blocked by Countermagic. A successful Countermagic disrupts the other spell and nullifies it:

Incoming Spell's POW Points	Effect
2 or more points weaker than Countermagic.	Incoming spell eliminated and Countermagic remains.
Equal to or within 1 point of Countermagic.	Both incoming spell and Countermagic eliminated.
2 or more points stronger than Countermagic.	Countermagic eliminated and incoming spell unaffected.

## Darkwall

2 POW points, 80m range, focussed, passive, 10 rounds duration

The Darkwall is 10m wide by 3m tall by 6cm thick in any shape the caster wishes. Light sources within this volume shed no light and normal sight through the wall is blocked from either side. Other senses such as a bat's sonar function normally. The caster may move the Darkwall at 3m per melee round by concentrating and performing no other action.

## Demoralise

1 POW point, 80m range, focussed, passive, 10 rounds duration.

The target of this spell has all attack chances halved and may not cast offensive spells. If this spell takes effect before combat begins, the target will try to avoid fighting unless ordered to and will either run or surrender when facing a superior opponent. The effects of this spell are automatically cancelled by the Fanaticism spell and vice versa, but is not affected if the target is attacked.

## Detect Detection

1 POW point, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell informs the caster whether the target is currently being detected through any magical means.

## Detect Enemies

1 POW point, 40m range, focussed (unfocussed on self), active (passive on self), instant.

This spell locates any beings within its range that intend to do ill either to a specific creature concentrated on by the caster, to the caster himself. The spell is stopped by metal or stone that is at least 3 metres thick.

## Detect Gems

2 POW points, 40m range, focussed, passive, instant.

This spell informs the caster the number and location of any gems within its range and causes them to glow visibly. The spell is stopped by metal or stone that is at least 3 metres thick.

## Detect Gold

1 POW point, 40m range, focussed, passive, instant.

This spell informs the caster of the amount (to the nearest 100 grams) and location of any gold within its range. The spell is stopped by metal or stone that is at least 3 metres thick.

## Detect Life

1 POW point, 40m range, focussed, passive, instant.

This spell informs the caster of the number and location of any sizeable living beings within its range. The caster will be aware of normal-sized (SIZ 3-21) and large (SIZ 22+) creatures, but nothing smaller. The spell is stopped by metal or stone that is at least 3 metres thick.

## Detect Magic

1 POW point, 40m range, focussed, passive, instant.

This spell informs the caster of the location of any spells, enchantments or magic items within its range and causes them to glow visibly. It provides no other information other than the fact that magic is present. The spell is stopped by metal or stone that is at least 3 metres thick.

## Detect Silver

1 POW point, 40m range, focussed, passive, instant.

This spell informs the caster of the amount (to the nearest 100 grams) and location of any silver within its range. The spell is stopped by metal or stone that is at least 3 metres thick.

## Detect Spirit

1 POW point, 40m range, focussed, passive, instant.

This spell informs the caster of the number and location of any disembodied or bound spirits within its range. The caster will be aware whether the spirit has a POW of up to 18 or 19 and above. The spell is stopped by metal or stone that is at least 3 metres thick.

## Detect Traps

1 POW point, 40m range, focussed (unfocussed on self), active (passive on self), instant.

This spell identifies the intent to trap, such as snares, ambushes or magical traps by causing a 3m circle centred on the trap to glow. It cannot identify natural dangers such as pitfalls or quicksand, nor will it pick up harmful substances such as poison (if a trap has a poisoned component, the trap will be detected but not the poison) or defensive spells. The spell is stopped by metal or stone that is at least 3 metres thick.

## Detect Undead

1 POW point, 40m range, focussed, passive, instant.

This spell informs the caster of the number and location of any sizeable undead within its range. The caster will be aware of normal-sized (SIZ 3-21) and large (SIZ 22+) undead, but nothing smaller. It will not identify the type of undead. The spell is stopped by metal or stone that is at least 3 metres thick.

## Detection Blank

1 POW point, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell is used to counter magical detection of the target. A successful Detection Blank disrupts detection spells and nullifies them without making the detecting caster aware of it:

Detection Spell's POW Points	Effect
2 or more points weaker than Detection Blank.	Detection spell eliminated and Detection Blank remains.
Equal to or within 1 point of Detection Blank.	Both detection spell and Detection Blank eliminated.
2 or more points stronger than Detection Blank.	Detection Blank eliminated and detection spell unaffected.

## Dispel Magic

1 POW point, 80m range, focussed, permanent.

This spell will attack and eliminate other spells. Dispel Magic will eliminate a spell equal to or weaker than its own POW points (runemagic counts as double POW points). The spell to be eliminated must be in effect on the strike rank when the Dispel Magic is cast.

## Disruption

1 POW point, 80m range, focussed, permanent.

Disruption literally pulls a target's body apart. If the caster overcomes the target's current POW points, it will suffer 1D3 points of damage to a random hit location, ignoring any armour points.

## **Dullblade**

1-4 POW points, 80m range, focused, passive, 10 rounds duration.

This spell can be cast on any weapon with a blade. For every POW point, it decreases the chance to hit with the weapon by 05% and deals 1 less point of damage. If a spirit is bound into the weapon, its current POW points must be overcome by the caster.

## **Extinguish**

1 POW point, 40m range, focussed, permanent.

This spell instantly puts out fires. It can extinguish a single large bonfire or put out every smaller flame within 10m of the target. Extinguished objects will be cold, as if they had never been on fire.

## **Fanaticism**

1+ POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell affects one being per POW point. The target will have all melee attack skills increased by half again, but may not attempt to parry or cast spells. The target will also have its defence halved. The effects of this spell are automatically cancelled by the Demoralise spell and vice versa.

## **Farsight**

1 POW point, touch range, focussed (unfocussed on self), passive, 4 hours duration.

This spell allows the caster to see things 10 times further than normal. The caster can switch between normal vision and farsight at will for the 4 hour duration of the spell.

## **Firearrow**

2 POW points, 80m range, focused, passive, instant.

Casting this spell on a normal missile will cause it to burst into flame when it is fired or thrown. When it hits a target, the missile will deal 3D6 points of fire damage instead of its normal damage, in addition to any normal damage modifier. This damage is not magical in itself and cannot be resisted by the target, although it will affect creatures which can only be harmed by magical weapons. An impaling Firearrow will add its normal maximum weapon damage to the roll. A missile under the effects of Firearrow cannot also benefit from Multimissile or Speedart. The missile will be consumed by the spell and cannot be re-used.

## **Fireblade**

4 POW points, 80m range, focused, active, 10 rounds duration.

For the duration of the spell, any bladed melee weapon under Fireblade will deal 3D6 magical fire damage instead of its normal damage, in addition to any normal damage modifier. This damage is not magical in itself and cannot be resisted by the target, although it will affect creatures which can only be harmed by magical weapons. An impaling or slashing Fireblade will use its normal weapon damage as the basis of the additional damage. A weapon under the effects of Fireblade cannot also benefit from Bladesharp. The weapon will not be harmed by the heat from the spell. Although it is possible to engage in melee combat with this spell, the caster must maintain concentration (and avoid being wounded) or it will cease.

## **Glamour**

2 POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell increases the target's CHA score by half again. A target cannot have its CHA increased in this way to more than its species maximum.

## Glue

1+ POW points, 80m range, focussed, passive, 10 rounds duration.

Each POW point creates 100 square centimetres of glue with a STR equal to the caster's remaining POW points after casting the spell. Alternatively, POW points can be used to increase the STR of the glue. Thus a Glue 3 could create either 300square centimetres of glue with a STR equal to the caster's current POW points, or 100 square centimetres with a STR three times the caster's POW points. Two objects that are in contact will be firmly Glued until the spell ends or the objects are forcibly separated in a STR vs. STR resistance test. Glue will not work on living beings (including their hair).

## Harmonise

2 POW points, 80m range, focussed, passive, 10 rounds duration.

This spell can only be cast on targets that share the same hit location table as the caster. If overcome, the target must exactly mimic the movements of the caster for the duration. Only one target may be harmonised at a time.

## Healing

1+ POW points, touch range, focussed (unfocussed on self), permanent.

For every POW point of this spell, the caster can repair one hit point of damage to one chosen hit location of either himself or another target of the same species. An individual hit location can only be Healed once every 5 melee rounds. Additional Healing spells cast in this period are wasted and the POW points lost, however, if a more powerful Healing spell is cast after another, the additional points are healed. For example, if a character receives a Healing 2 followed by a Healing 5, he will be Healed for 5 points of damage.

Healing 2 or higher will stop bleeding unless an impaling or slashing weapon is stuck in the wound. Healing 6 will re-attach a severed limb or heal a maimed one if applied within 2 full turns of the loss.

## Ignite

1 POW point, 40m range, focussed, permanent.

Ignite will set fire to anything flammable within range. Skin or flesh cannot be ignited and if the target is attached to a living being (such as hair, fur or clothes) then the caster must overcome the target in a POW vs. POW resistance test.

## Invisibility

3 POW points, 80m range, focussed (unfocussed on self), active, 10 rounds duration.

For the duration of the spell or until the caster loses concentration through wounding or some other unexpected mishap, the target of this spell will remain unnoticed by others. If the target attempts to attack with weapons or spells, or is attacked himself, the spell winks out.

## Ironhand

1-4 POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

All of the target's unarmed attacks are enhanced (not just his hands). For every POW point the spell increases the chance to hit by 05% and damage by 1 point. This extra damage is magical and will affect creatures that can only be hurt by magic. The base natural weapon damage remains non-magical.

## Light

1 POW point, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

Cast on a physical object (including living material), this spell causes the object to shed light in a 12 metre radius. This spell creates raw light, not equal to daylight but bright enough for reading.

## Lightwall

4 POW points, 80m range, focussed, passive, 10 rounds duration.

The Lightwall is 10m wide by 3m tall by 6cm thick in any shape the caster wishes. The wall sheds light to a distance of 15 metres from either face. The wall is transparent from the caster's side, but normal sight through the wall is blocked from the other side. The caster may move the Lightwall at 3m per melee round by concentrating and performing no other action.

## Mindspeech

1+ POW points, 160m range, focussed, 10 rounds duration.

This spell can affect one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have contact with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient, in the same language in which it was spoken.

## Mobility

1 POW point, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell doubles the MOV of the target.

## Multimissile

1-4 POW points, 80m range, focussed, passive, 10 rounds duration.

A missile enchanted with Multimissile remains charged until fired or the spell expires. When it is fired or thrown, 1 additional magical missile is created for every POW point of the spell. Each magical missile's attack is rolled for separately and each does the same damage as the original, which is rolled first. Magical missiles created through Multimissile will not cause critical hits, though the original missile can. Magical missiles created through Multimissile are magical and will affect creatures that can only be hurt by magic, though the original cannot. A missile under the effects of Multimissile cannot also benefit from Firearrow or Speedart.

## Protection

1-4 POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

For every POW point of the spell, 1 armour point is added to each hit location of the target. This stacks with any existing armour and is treated in the same way, including being ignored by critical hits.

## Repair

2 POW points, touch range, focussed, passive, permanent.

This spell will restore almost any damage to any one non-living target (such as a weapon, shield or piece of armour) as long as all the original parts are available. The spell will not mend any broken enchantments or return an escaped bound spirit to the fixed item.

## Shimmer

1-4 POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

Causing the target's image to blur and distort, every POW point of this spell increases the target's defence by 05%. It cannot be used at the same time as Protection, Countermagic or Spirit Screen.

## Silence

1 POW point, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell silences any noise created by the target while moving. However, it will not prevent the target from speaking.

## Speedart

1 POW point, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

Cast on a missile, this spell is triggered when it is fired. Speedart increases the chance to hit by 15% and damage by 3 points. This extra damage is magical and will affect creatures that can only be hurt by magic. The base natural weapon damage remains non-magical. A missile under the effects of Speedart cannot benefit from Firearrow or Multimissile.

## Spirit Binding

1 POW point, 80m range, focussed, permanent.

This spell allows the caster to bind spirits defeated in spirit combat into a suitable receptacle, such as a magical crystal or an animal familiar. The caster must overcome the spirit in a POW point vs. POW point contest. The spirit will remain bound until the death of the caster. See the section on Spirits for more details on binding spirits.

## Spirit Screen

1-4 POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell provides the recipient with spiritual armour to protect him from attacks by spirits. Each POW point of the spell subtracts 2 from the effective POW points of the attacking spirit for the duration. It cannot be cast on a character already engaged in spirit combat, but must be cast before. This spell is not compatible with Countermagic, Protection or Shimmer.

In addition, Spirit Screen allows a character to parry spirit attacks and also renders a recipient immune to spiritual domination (though it will not dislodge a currently dominating spirit). The spell is sometimes known as Spirit Shield.

## Strength

2 POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell increases the target's STR score by half again. A target cannot have its STR increased in this way to more than its species maximum. This spell cannot be cast on a target at the same time as Vigour.

## Vigour

2 POW points, 80m range, focussed (unfocussed on self), passive, 10 rounds duration.

This spell increases the target's CON score by half again. A target cannot have its CON increased in this way to more than its species maximum. This spell cannot be cast on a target at the same time as Strength.

## Xenohealing

1+ POW points, touch range, focussed, permanent.

For every POW point of this spell, the caster can repair one hit point of damage to one chosen hit location of any creature of a species other than his own. An individual hit location can only be Xenohealed once every 5 melee rounds. Additional Xenohealing spells cast in this period are wasted and the POW points lost, however, if a more powerful Xenohealing spell is cast after another, the additional points are healed. For example, if a horse receives a Xenohealing 2 followed by a Xenohealing 5, it will be Xenohealed for 5 points of damage.

Xenohealing 2 or higher will stop bleeding unless an impaling or slashing weapon is stuck in the wound. Xenohealing 6 will re-attach a severed limb or heal a maimed one if applied within 2 full turns of the loss.

# RUNEMAGIC

## Runes

Runes are representations of the rules and powers that define the game universe. There are different types of runes including elemental, form, condition and power. Runes may act alone or, more commonly, in combination. Cults are defined by the runes with which their gods are associated. The common runes are as follows:

Air  
Darkness  
Earth  
Fire  
Moon  
Water

Beast  
Chaos  
Dragonewt  
Man  
Plant  
Spirit

Infinity  
Magic  
Mastery

Death  
Disorder  
Fate  
Fertility  
Harmony  
Illusion  
Luck  
Movement  
Stasis  
Truth

## Runemagic

### Acquiring Runemagic

Runemagic is granted to the user directly by the deity. To learn a runemagic spell, an initiate, runelord or rune priest must sacrifice a number of points of characteristic POW equal to the points of the spell. This POW can only be regained through POW gain rolls (see the Improvement section). Initiates and runelords may only use the spell once, but rune priests retain the ability to cast the spell if it is reusable (see spell descriptions). It is possible to gain the same spell multiple times. This can negate the need to spend time worshipping to regain it every time it is cast or, in some cases, multiple points of the same spell can be combined to increase the effect (see below).

### Casting Runemagic

Runemagic is cast simply by reciting a phrase or keyword. There is no need to make a roll or physical gesture. Runemagic takes effect at SR 1. Only one runemagic spell may be cast per round, except for Extension which is cast at the same time as the spell which it is intended to affect. Runemagic does not require POW points to cast, although POW points may be expended to boost the spell's strength against magical defences (see Battlemagic). For the purposes of overcoming such defences, 1 point of runemagic is equivalent to 2 points of battlemagic.

## Recovering Runemagic

As stated in the spell descriptions, most runemagic is reusable for rune priests. However, once cast, the priest cannot use the same spell again until he has spent time worshipping at a shrine, temple or other place holy to his cult. 1 day of worship is required per point of runemagic to be regained. It is possible to sacrifice for the same spell multiple times to negate the need to spend time worshipping to regain it every time.

## Combining Runemagic

If a character has sacrificed for more than one point of the same spell, it may be possible to combine them in a single casting to increase the power of the spell. Only those spells listed as 'stackable' in their description may be so combined, and most have limits to the number of points which may be used at once.

## Runemagic Characteristics

### POW

This is the amount of characteristic POW that must be sacrificed to gain a single use of the spell.

### Limit

Multiple uses of some spells can be combined into one casting. Those that can usually have a limit to the number of uses that can be cast at once. If a spell cannot be stacked in this way, the limit will be the same as the base POW cost.

### Range

Most runemagic spells have a range of 160 metres. Those that do not are generally touch, or restricted to the caster only, i.e. have no range as such.

### Focussed/Unfocussed

Runemagic spells do not require a focus, unlike battlemagic.

### Active/Passive

All runemagic is passive unless otherwise stated.

### Duration

Most runemagic spells have a duration of 3 full turns (15 minutes) unless otherwise stated. Instant spells last from the time they are cast until SR 12 of the same melee round. Permanent runemagic effects do not expire except through outside circumstances. For example, Divine Intervention can bring a creature back to life, but it can be killed again as normal.

### Reusable/One Use

All runemagic is one-use for initiates and runelords. Most runemagic is reusable for rune priests, unless noted as 'one-use' in the spell description.

## Runemagic Spells

### Absorption

1 POW, 4 POW limit, 160m range, passive, 3 turns duration, reusable.

This spell absorbs incoming battlemagic spells aimed at the target or his equipment, converting their magical energy into POW points which are then available to the caster of the Absorption (even if it was cast on another character). Once cast on a subject, Absorption will attempt to absorb the effects of any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Absorption depend on the relative Magnitude of both itself and the incoming spell – see the Absorption Results table for more details. Any spell absorbed by this spell is cancelled and has no effect.

### Absorption Results

Incoming Spell's POW Points	Effect
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Up to 2 points per point of Absorption	Incoming spell absorbed and Absorption remains.
More than double points of Absorption	Absorption eliminated and incoming battlemagic takes effect.

A character may not accumulate more POW points than his POW while Absorption is in effect – excess POW points garnered through Absorption simply vanish. Absorption is incompatible with Reflection, Shield and Spirit Block.

## Concealment

2 POW, not combinable, 160m range, passive, 3 turns duration, reusable.

This spell makes the subject both invisible to onlookers and noiseless. It does not stop the subject from talking. A character under Concealment will be revealed on the SR that he makes a melee, missile or spell attack, but he will disappear again at the end of the same round if he can disengage.

## Disembodiment

1 POW, no limit, touch range, passive, 3 turns duration, reusable.

This spell shunts the physical form of the recipient into the spirit world. The recipient's corporeal body remains on the material plane in a comatose state. As a traveller in the spirit world, the recipient is treated exactly like any other disembodied spirit. He can travel instantaneously, up to a distance of 5km from his body for every point of POW combined in the casting. He can cast spells, but a roll of 00 when making a battlemagic attack will end the Disembodiment. When the spell's duration expires or if a sufficiently powerful Dispel magic is cast at his spirit or his body, the recipient's spirit returns to his body in the material world. If the body is killed while the character is disembodied, his spirit remains on the spirit plane.

## Dismiss Elemental 1-3

1-3 POW, not combinable, 160m range, passive, instant, reusable.

There are three versions of this spell ranging from 1 to 3 points of sacrificed POW. They are not combined spells, but must be sacrificed for separately. This spell can dismiss any type of elemental (see the Creatures section). The maximum size that can be dismissed depends on the POW of each spell. The 1 POW spell only affects small elementals, the 2 POW spell affects small and medium elementals, and the 3 POW spell affects small, medium and large elementals. An elemental cannot be dismissed until the summoning is complete. It will disappear at the end of the round in which it was dismissed, and loses any attacks during that round. This spell does not damage an elemental, but it will not return unless summoned again.

## Divination

1-POW, no combination, caster only, passive, instant, reusable.

Unlike most runemagic, Divination requires a lengthy ritual, typical lasting 1 hour, which must be performed in a cult holy place. It allows the caster to ask his god one question, which will be answered in the form of a very short sentence or vision. The caster has a POW x 5% chance of correctly understand the god's meaning, if he fails it is likely that he will believe his mistaken interpretation is correct. The god may give the wrong answer (96-00 on D100). Gods cannot tell the future.

## Divine Intervention

1 POW, no limit, unlimited range, passive, permanent, one-use.

This spell allows the caster to ask his god for direct help. The form of the intervention will be limited, and it will never extend to harming others, foretelling the future, improving skills, or the like. Gods have different prejudices and spheres of interest, which will influence the type of intervention which may be requested and the nature in which it manifests. Typical examples include resurrecting one dead character, or transporting a small group of people to safety. Divine Intervention is also used to enchant iron (see below). The chance of the caster's plea being answered is equal to 10% per point of POW combined in the casting.

## Extension 1-3

1-3 POW, not combinable, 160m range, passive, instant, reusable.

There are three versions of this spell ranging from 1 to 3 points of sacrificed POW. They are not combined spells, but must be sacrificed for separately. Extension and the spell it is extending must be cast simultaneously by the same caster. The effect of the spells depends on the POW sacrificed for each:

### Extension Effects

POW	Effect
1	Temporal battlemagic extended to 1 hour duration, active battlemagic becomes passive.
2	Temporal battlemagic extended to 6 hours, active battlemagic becomes passive, temporal runemagic extended to 1 hour.
3	Temporal battlemagic extended to 1 week, active battlemagic becomes passive, temporal runemagic extended to 6 hours.

### Matrix Enchantment

1 POW, no limit, touch range, passive, permanent, one-use.

This spell can be used to create matrices for battlemagic spells (see the Treasure section). The POW points of the battlemagic spell contained in the matrix are equal to the POW combined in the casting of the Matrix Enchantment. The caster must know the battlemagic spell at the desired level in order to make a matrix for it. If more than one battlemagic spell is to be contained in the same matrix, a separate Divine Intervention must be cast for every additional spell. The enchantment need not be cast at once; e.g. if a caster only has 1 POW sacrificed for this spell, he can still create a 4-point battlemagic matrix by re-casting the spell 4 times over several weeks, although the matrix will only function when the whole battlemagic spell is contained within. However, a variable battlemagic matrix can be built up over time in a similar way, with the lower-point versions of the spell usable up to the POW invested in the matrix so far.

### Mind Link

1 POW, no limit, 160m range, passive, 3 turns duration, reusable.

This spell allows the transmission of conscious thoughts, spell knowledge and POW points between participants. Additional points of POW combined in the casting allow multiple sets of people to be linked together, making the caster the central hub of a small Mind Link network. Only the caster is linked directly to other participants, others are not linked to one another. Participants must be in range of the spell when it is cast, but thereafter they may move beyond this and the Mind Link will stay intact. Any participant may sever their connection to the Mind Link at any time.

Mind Link must be cast upon all participants at the same time and is limited to consenting participants. Any participant in a Mind Link may use the spell knowledge and Magic Points of others they are linked to without consent.

Participants in a Mind Link have a special vulnerability to mind-affecting spells (e.g. Befuddle and Demoralise, but not Harmonise – the latter only affect the body). Such a spell cast against any member of a Mind Link will affect all those directly connected, though all participants are entitled to defend themselves individually.

Although participants in a Mind Link share POW points and conscious thought, they remain their own entity. Mind Link does not include hidden thoughts, memories, unconscious urges or permanent spell knowledge. Mind Link does not allow sharing of skills.

### Manyspell 1-3

1-3 POW, not combinable, 160m range, passive, instant, reusable.

There are three versions of this spell ranging from 1 to 3 points of sacrificed POW. They are not combined spells, but must be sacrificed for separately. Manyspell allows multiple battlemagic spells to be cast at the same time. The spells are not combined, except for Disruption; the latter can be combined so that multiple Disruptions cast at once affect a single hit location. The number of battlemagic spells which may be cast at once depends on the POW sacrificed for the Manyspell. Manyspell 1 allows 2 battlemagic spells to be cast at the same time, Manyspell 2 allows 3, and Manyspell 3 allows 4. The effect lasts for the duration of the Manyspell, so the caster can continue to cast multiple battlemagic until the Manyspell expires.

## Reflection

1 POW, 4 POW limit, 160m range, passive, 3 turns duration, reusable.

This spell reflects incoming battlemagic or runemagic spells aimed at the target or his equipment, redirecting the spell back at the original caster. Once cast on a subject, Reflection will attempt to reflect any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Reflection depend on the relative POW level of both itself and the incoming spell – see the Reflection Results table for more details. Reflection will not disappear if it is overcome by an incoming spell, but it can be dispelled by Dispel Magic of more than twice the POW of the Reflection. Reflection is incompatible with Absorption, Shield and Spirit Block.

### Reflection Results

Incoming Spell	Effect
Battlemagic up to twice Reflection POW	Incoming spell reflected and Reflection remains.
Battlemagic more than twice Reflection POW	Incoming spell takes effect but Reflection remains.
Runemagic up to Reflection POW	Incoming spell reflected and Reflection remains.
Runemagic more than Reflection POW	Incoming spell takes effect but Reflection remains.
Dispel Magic more than twice Reflection POW	Reflection eliminated.

## Shield

1 POW, 4 POW limit, 160m range, passive, 3 turns duration, reusable.

This spell protects the caster from physical and magical attacks. Each point of POW combined in one casting gives the caster 2 points of armour on all hit locations and provides a defence from magical attacks equal to 2 points of Countermagic. These effects are cumulative with most other spells, as well as any physical armour the caster is wearing. Shield is incompatible with Absorption, Reflection and Spirit Block.

## Spirit Block

1 POW, 4 POW limit, 160m range, passive, 3 turns duration, reusable.

This spell is cast before entering spirit combat. It effectively blocks 10 points of the attacking spirit's POW for every point of the spell combined in the casting. The recipient of Spirit Block may only engage with spirits if their effective POW is at least 1 after being blocked by the spell. Spirit Block is incompatible with Absorption, Reflection and Shield.

## Summon (Elemental) 1-3

1-3 POW, not combinable, 60m range, passive, 3 turns duration, reusable.

This spell represents a whole range of individual spells for summoning particular types of elemental of different sizes (see the Creatures section). There are three versions of this spell ranging from 1 to 3 points of sacrificed POW. They are not combined spells, but must be sacrificed for separately. 1 point spells summon small elementals, 2 point spells summon medium elementals and 3-point spells summon large elementals. Thus, a 3-point Summon Sylph would summon a large air elemental. Each spell only summons one particular elemental; if this is destroyed by reducing its POW to zero, the spell is useless and the caster must sacrifice more characteristic POW for a new elemental. Physically destroying the elemental's temporary form only returns it to its home plane.

Summoning an elemental requires a small amount of the appropriate element. The elemental will take the remainder of the round to take shape, during which it cannot attack. The caster is in Mind Speech with his elemental, and it takes 1 melee round to issue instructions simple enough for it to understand. These orders can be changed at any time while the elemental is still present on the material plane, but the elemental cannot take any other action while it is being instructed. Without orders an elemental will do nothing, although it will automatically attack any creature inside or in direct contact with it, including the caster. There is no limit to the number of elementals that can be controlled by the same caster at any one time, although he can only instruct one at a time.

## Teach Spell

1 POW, not combinable, touch range, passive, permanent, reusable.

This spell allows the caster to pass on knowledge of any battlemagic he knows to the target. The casting involves a week-long ritual which leaves no time for anything other than basic bodily functions. The ritual must take place in a holy place.

## **View**

2 POW, not combinable, 160m range, passive, 3 turns duration, reusable.

This spell provides the recipient with a 180-degree view of a specific area up to 240m distant. Once cast, the recipient can move the viewpoint up to 3 metres per melee round and rotate it by up to 180 degrees. The view will be the same as though seen through the recipient's eyes (other than the wide angle) and it will experience the same limitations. The recipient can switch between his normal vision and the View, but he cannot use both at the same time.

## **Wards**

1 POW, 4 POW limit, range as below, passive, permanent, reusable.

This spell must be cast on 4 wands of 15cm length. These Wards are then placed to cover an area of not more than 81 square metres (e.g. a 9m x 9m square). The area of effect of the spell will cover the area enclosed by the Wards, from ground level up to a height of 3 metres. The Wards themselves are included in the spell's area.

The Wards activate when an attack or an enemy of the caster crosses the boundary. 1 point of Wards acts as 1 point of Detect Enemy, 1 point of Countermagic, 1 point of Spirit Shield and 1 point of Disruption. The Detect Enemy determines whether the creature crossing the boundary is an enemy of the caster. The Countermagic acts against spells cast from outside the Wards. The Spirit Shield affects spirits hostile to the caster that cross the Wards. The Disruption attacks any enemies of the caster as they cross the boundary, with a strength equal to the POW of the caster. In addition, any enemies of the caster entering the Wards will set off a loud warning sound, which can be silenced by the caster. A Detection Blank, if powerful enough, will allow enemies to enter the area by bypassing the Detect Enemies effect.

Instead of protecting himself, the caster may set the Wards to protect an object. The Wards would then guard the area from anyone intending to harm or steal the object. The spell may also simply protect an area against attackers.

Additional uses of Wards combined in the same casting can extend the area covered by the spell or increase the power of the Disruption or Countermagic, in any combination. Each point can increase the area covered by another 81 square metres, or it can add another point to the Countermagic and Disruption effects. Multi-point Disruptions are combined into one attack as per Manyspell (see above). The Wards remain active until dismantled or deactivated with Dispel Magic. Anyone other than the caster will trigger the Wards by attempting to remove them.

## **Cults**

A cult represents organised worship of a spirit, a god or an entire pantheon. Cult centres vary from shrines without even an initiate in attendance to major temples employing many full-time rune priests and runelords. Gods derive their powers and tendencies from one or more runes.

## **Cult Membership**

There are several levels of cult membership, each with different responsibilities and benefits.

### **Lay Members**

Most common worshippers are lay members, some simply by being born into particular culture. Lay membership conveys no specific benefits, other than the fact that members of the same cult are more likely (but not guaranteed) to look favourably on one another compared to outsiders. On the other hand, most lay members have few responsibilities to their cult.

It is possible to be a lay member of any number of cults, as long as they are not mutually exclusive. However, a devout follower may find that many of his days are taken up with worship and ritual in honour of different gods.

### Initiate Membership

Worshippers must pass a test to be initiated into a cult. This may be played out in-game, or it can be abstracted as follows: take the character's total POW + CHA and add 1 for every 100 sp the character donates to the cult; divide this total by 3 and multiply the result by 5% to get the percentage chance of acceptance.

With the permission of his high priest, it is possible for an initiate to join more than one cult. However, the cost in time and income quickly mounts up and conflicts may arise when both cults call on the initiate at the same time.

### Benefits

1. **Divine Intervention:** Once per week, initiates are able to call on their god to directly aid them in some way by rolling equal to or less than their POW on D100. If the roll succeeds, the god intervenes in an appropriate fashion (which may not be exactly what the character had in mind). The result of the roll is deducted from the character's POW. If the roll is exactly equal to his POW the divine intervention still takes place but the character's POW is reduced to zero and he dies with no chance of resurrection; His spirit is taken into service by the god. Divine intervention is explained in detail below.
2. **One-use Runemagic:** Cults may, at their discretion, allow initiates to sacrifice characteristic POW to gain runemagic on a single-use basis. Once cast, the initiate must sacrifice more POW to gain the spell again. However, it is possible to save the spell until attaining priesthood, at which time the spell will become re-usable if applicable (some runemagic is one-use even for rune priests).
3. **Cult Training:** Initiates may receive training in cult skills or battlemagic at reduced cost. The exact types of training available and the size of the discount varies with each cult and depends on the availability of tutors.

### Responsibilities

1. **Obedience:** Initiates must obey their priests. They need only obey runelords if commanded to do so by their priests.
2. **Worship:** Initiates must attend cult worship on holy days, or lead it if there are no rune priests or runelords present.
3. **Tithe:** Initiates must donate part of their time and income for the upkeep of the cult. The exact amount varies from cult to cult, but 10% is the norm.

### Runelord Membership

To become a runelord, an initiate must possess a number of prerequisites. He must have been an initiate of good standing for at least 1 year; he must have a POW of at least 15; and he must be a master (90% or more) in 5 cult skills. The types of skill depend on the cult in question, but most require at least 1 or 2 weapon skills out of the 5.

If a rune priest has 15 or more points of reusable Runemagic, he may qualify as a runelord. He retains all of his priestly benefits, but no longer needs to act as a priest for his cult. Instead he trains his physical abilities and assumes the duties of a runelord of his cult. He is known as a rune priest-lord.

Runelords cannot join other cults.

### Benefits

1. **Divine Intervention:** Runelords can almost always rely on their god to get them out of trouble, if their need is genuine and if they don't abuse their privilege. A runelord can even call on his god in the melee round immediately after death. To determine the effect of divine intervention, the player rolls on the table below. The runelord loses characteristic POW as indicated. On a roll of 96-00 he loses no POW, but only because his plea has gone unheard and there is no effect.

D10	POW Cost
0	
01-05	0

06-10	1
11-20	2
21-30	3
31-40	4
41-50	5
51-60	6
61-70	7
71-80	8
81-90	9
91-95	10
96-00	0

2. **One-use Runemagic:** Runelords may sacrifice characteristic POW to gain runemagic on a single-use basis. Once cast, the runelord must sacrifice more POW to gain the spell again. However, it is possible to save the spell until attaining priesthood, at which time the spell will become re-usable if applicable (some runemagic is one-use even for rune priests).
3. **Allied Spirit:** A runelord has the opportunity to ally a spirit when he first takes up his rank. The rune priests will call a cult spirit with 3D6 INT and 3D6+6 POW. The runelord then attempts to persuade the spirit to become his ally. This is resolved by matching the runelord's POW + CHA vs. the spirit's POW + INT on the Resistance Table. If the runelord fails, the spirit departs and he must try again with a different spirit. If he succeeds, the spirit takes possession of a previously prepared cult animal or one of the runelord's personal items, such as a weapon or an amulet.
4. **Magic Resistance:** A runelord will always resist spells and other magic with his full characteristic POW, not his current POW points.
5. **Skills over 100%:** Runelords can continue to increase their skills beyond 100% through experience rolls. To do so, the player must roll his character's INT or lower on D100. There is no upper limit to this, other than time and practice. Although the chance of success will never be more than 00-95 on D100, other benefits will continue to accrue, such as improved critical and special results, multiple split attacks and parries, reduction of opponent's defence, etc. Runelords must still abide by other restrictions given in the Skills and Combat sections, such as cumulative SR.
6. **Iron Equipment:** Runelords are normally given enchanted iron equipment. In a bronze age world, this has several advantages as outlined in the Equipment section. The amount of iron depends on the wealth of the cult and the status of the new runelord. For the initial set of items, the runelord must sacrifice 1 point of characteristic POW. He can gain additional items later, but each item then requires an additional sacrifice of 1 POW. The enchantment will succeed on a roll of 00-95 on D100.
7. **Cult Training:** Runelords can use their tithe (see below) to pay for cult training. If the runelord is not in credit with his cult, he must pay in coin but still benefits from the same reduced rates as initiates.
8. **Cult Support:** In return for fulfilling his duties, cults normally supply their runelords with all of their needs, as far as these are practical and reasonable. At a minimum, runelords can rely on board and lodging at any temple of their god. Cults will also do their best to free captured runelords, whether by paying a ransom or making a direct rescue attempt. Ransoms are taken from the runelord's tithe, and must be paid back if the latter does not suffice.
9. **Leave of Absence:** A runelord must ask permission of his cult to spend any significant time away from cult duties. He must still give his tithe to the cult, and can only rely on the remaining income during the sabbatical.

### Responsibilities

1. **Obedience:** Runelords must obey their priests and live according to the tenets of their cult. Although they have more latitude than initiates, they must obey the call if it comes. A runelord who breaks his

vows is cast out and loses his allied spirit and access to divine intervention, although he retains any skills above 100% and may still use his iron equipment, if any. He will likely be subject to some form of punishment, such as a spirit of vengeance (see below).

2. **Worship:** Runelords must attend cult worship on holy days, and lead it if there are no priests present.
3. **Tithe:** Runelords must donate the greater part of their time and income for the upkeep of the cult. The exact amount varies from cult to cult, but 90% is the norm. All magic treasure is given to the cult if the runelord cannot make use of it himself.

## Runepriest Membership

A prospective candidate for priesthood must meet certain minimum requirements: he must have been an initiate in good standing, usually for at least one year; he must have a POW of 18 or more; and he must be able to read and write. In addition, he must convince his priests of his worthiness, either in play or through the following abstraction: take the character's total POW + CHA and add 1 for every 100 sp the character donates to the cult; divide this total by 3 and multiply the result by 5% to determine the percentage chance of acceptance.

If a runelord is literate and has a POW of 18 or higher, he may become a runepriest of his cult. He will not lose any of his physical skills, but he will no longer be able to improve them beyond the normal limits for a runepriest. He can no longer call on divine intervention as a runelord as he must maintain his POW at 18 or higher. He can still retain his enchanted iron equipment. Other than this, he assumes all the roles and responsibilities of a runepriest, and becomes known as runelord-priest.

Runepriests can attempt to join other cults as associate priests with the permission of their high priest. Associate priests can buy training directly from their new cult, and may learn specialist runemagic for a donation of 1,000 sp per point of the spell. In addition, they are entitled to free food and lodging. They receive no other benefits and have none of the duties of priesthood with regard to the associate cult.

## Benefits

1. **Authority:** Except for high priests, runepriests are the ultimate authority within their cult. Initiates and runelords are generally required to obey them, although there will likely be consequences if they abuse their power.
2. **Reusable Runemagic:** Runepriests may sacrifice characteristic POW in exchange for access to reusable Runemagic. In addition, all one-use runemagic previously acquired as an initiate or priest becomes reusable if applicable.
3. **Allied Spirit:** A runepriest has the opportunity to ally a spirit when he first takes up his rank. The cult will call a spirit with 3D6 INT and 3D6+6 POW. The runepriest then attempts to persuade the spirit to become his ally. This is resolved by matching the runepriest's POW + CHA vs. the spirit's POW + INT on the Resistance Table. If the runepriest fails, the spirit departs and he must try again with a different spirit. If he succeeds, the spirit takes possession of a previously prepared cult animal or one of the runepriest's personal items, such as a staff or an amulet.
4. **POW Gain:** A runepriest has an improved chance of POW gain through experience. He adds 4 points to his species maximum for the purpose of making POW gain rolls; thus, a human runepriest would have a  $25 - \text{POW} \times 5\%$  chance of gaining POW (see the Improvement section).
5. **Cult Training:** Runepriests can use their tithe (see below) to pay for training in the cult's oratory and knowledge skills at reduced rates. If the runepriest's tithes to date are not sufficient, he will be trained on credit.
6. **Cult Support:** In return for fulfilling his duties, cults supply their runepriests with all of their needs, as far as these are practical and reasonable. At a minimum, runepriests can rely on board and lodging at any temple of their god. Cults will also do their best to free captured runepriests, whether by paying a ransom or making a direct rescue attempt. Ransoms are taken from the runelord's tithe, and must be paid back if the latter does not suffice.
7. **Leave of Absence:** A runepriest must ask permission of his cult to spend any significant time away from cult duties. He must still give his tithe to the cult, and can only rely on the remaining income during the sabbatical. The leave will be for a maximum of one year, during which it is possible to train physical skills and characteristics. A runepriest on leave retains his runemagic, but loses all other benefits.

## Responsibilities

1. **Obedience:** Runepriests must obey their high priests and live according to the tenets of their cult. A runepriest who breaks his vows is cast out and loses his allied spirit and all runemagic, although he

retains any skills above 100% and may still use his iron equipment, if any. He will likely be subject to some form of punishment, such as a spirit of vengeance (see below).

2. **Worship:** Runepriests must lead cult worship on holy days. They spend much of their time divining and interpreting the wishes of their god, and have no time to maintain their physical skills; all weapon, manipulation and stealth skills are limited to a maximum of DEX x 5% and will drop to that level if they were higher.
3. **Tithe:** Runepriests must donate the greater part of their time and income to the upkeep of the temple. The exact amount varies from cult to cult, but 90% is the norm. All magic treasure is given to the cult if the rune priest cannot make use of it himself.

## High Priest Membership

There are generally only two ways to become a high priest. Either, the candidate must be the most senior rune priest in the temple at the time of succession, or he must set up a new temple by himself. To qualify for the latter, the rune priest must have at least 15 points of reusable runemagic at his command, including 5 or more points of Divination. He must be a master (90% or more) of at least 3 cult knowledge skills, and he must have sufficient funds and resources to set up the new temple. Finally, he must have the permission of his current high priest (which is not normally withheld).

## Benefits

1. **Authority:** High priests are completely independent in the world. They need not obey any other members of their cult. High priests are the ultimate authority over initiates, runelords and rune priests within their temple's area of influence. Their only duty is to the cult and their god.
8. **Reusable Runemagic:** High priests may sacrifice characteristic POW in exchange for access to reusable Runemagic. In addition, all one-use runemagic previously acquired as an initiate or priest becomes reusable if applicable.
9. **Allied Spirit:** A high priest retains the allied spirit he had as a rune priest.
10. **POW Gain:** A high priest has an improved chance of POW gain through experience. He adds 4 points to his species maximum for the purpose of making POW gain rolls; thus, a human high priest would have a 25 – POW x 5% chance of gaining POW (see the Improvement section).
11. **Cult Training:** High priests need not pay for training in the cult's oratory and knowledge skills. However, the opportunities for study will be few and far between.
12. **Temple Support:** Temples will normally do their utmost to free captured high priests, whatever it takes. Of course, this fervour does depend somewhat on the high priests standing among the other members of the temple and his popularity with the worshippers.
2. **Temple Treasury:** High priests may use the temple treasury as they see fit. Although it is intended to be used only for the upkeep of the temple and the benefit of the cult, it is far from unheard-of for high priests to indulge themselves in varying degrees.

## Responsibilities

4. **Duty:** There is no leave of absence for a high priest. All of his time and energy goes to the maintenance and advancement of his temple.
5. **Obedience:** High priests must live according to the tenets of their cult. A high priest who breaks his vows is cast out and loses his allied spirit and all runemagic, although he retains any skills above 100% and may still use his iron equipment, if any. He will almost certainly be subject to some form of punishment, such as a spirit of vengeance (see below).
6. **Worship:** Runepriests must lead cult worship on holy days. They spend most of their time divining and interpreting the wishes of their god and organising the running of their temple. They have no time to maintain their physical skills; all weapon, manipulation and stealth skills are limited to a maximum of DEX x 5% and will drop to that level if they were higher.

## Allied Spirits

An allied spirit is a special type of possessing spirit. Allied spirits can inhabit animal familiars or objects and are in many ways similar to bound spirits, but as noted above the compact between an allied spirit and a runelord or rune priest is voluntary. As well as all of the characteristics of bound spirits, allied spirits have the following abilities:

- An allied spirit is in permanent Mind Link with the runelord or rune priest.
- An allied spirit can learn knowledge skills.
- An allied spirit can learn and cast battlemagic spells.



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- An allied spirit of POW 18 or higher can learn and cast runemagic like a rune priest, although it is subject to none of the duties and receives no other benefits of a rune priest.
- An allied spirit that successfully overcomes an opponent in spirit combat or spell casting gets a POW improvement roll on a roll of 01-05 on D100. It's maximum characteristic POW is determined in the same way as racial maximums for corporeal beings, taking the spirit's POW roll as the base (i.e. 3D6+6 for a maximum of 28).
- If the object or animal in which the allied spirit resides is broken or killed, the spirit can no longer interact with the world directly. It will not leave its ally, and its INT and POW can still be used by him as if it were a bound spirit. An object can be repaired, or the spirit can enter a new object or animal after a week-long ritual.

### **Divine Intervention**

A cult member can call upon his deity for Divine Intervention whenever he faces a desperate situation and may even do so if dead or unconscious. The manner in which divine intervention is asked for and the cost to the worshipper differs for initiates, runelords and rune priests, but the results are the same. Divine Intervention can take many forms and the following can be considered guidelines:

- Allow the character to cast any cult spell at any POW level with any amount of extra POW points used for boosting it.
- Allow a cult spell to affect every worshipper of the god within the character's line of sight.
- Bring back to life a worshipper (who may not be the character calling for Divine Intervention).
- Teleport an entire party to another location.
- Various 'divine' effects are also possible. Examples could include creating a fog to allow the character to escape from enemies, double his STR to defeat a powerful enemy or cause a river to break its banks to stall an invading army.

Divine Intervention cannot be used to directly harm or slay mortal creatures. Gods will refuse to aid non-worshippers and their effects will be related to their sphere of influence.

# IMPROVEMENT

Characters can improve through training or experience. It is also possible to self-improve through study of secret texts or techniques, but such opportunities are extremely rare.

## Characteristic Improvement

STR, CON and DEX can be improved through training. POW can be improved through experience. CHA may change over time, as determined by the actions of the character and the decision of the referee. Characteristic training is dealt with under the section on guilds, below.

### POW Gain

The only way to improve POW is to successfully pit it against that of an opponent in a magical contest. The sections on Spirits, Battlemagic and Runemagic deal with these matters in detail.

Whenever a character has less than a 95% chance of overcoming another's POW with his or her own and succeeds, he or she gains an experience check. A POW gain roll can then be made at the end of the adventure. The chance of increasing POW is equal to:

$$\text{Racial maximum} - \text{current POW} \times 5\%$$

If the POW gain roll is successful, the player rolls on the POW increase table to determine how many points are gained. POW can never be increased beyond racial maximum.

### POW Increase Table

D100	Result
01-10	Add 3 points to POW
11-40	Add 2 points to POW
41-00	Add 1 point to POW

## Characteristic Maximums and Minimums

Characteristic maximums for each species are determined from the basic dice roll: the sum of the highest possible roll and the number of dice rolled. Any modifiers added to the roll count as one additional die for this purpose, no matter how high the actual modifier. Humans have a racial maximum of 21 in all characteristics – a maximum roll of 18 plus 3 for the number of dice rolled.

There are other limitations which apply to characteristic training. Both STR and CON can be improved, but neither of these can be raised higher than the highest of the three scores for STR, CON or SIZ. DEX, POW and CHA can be raised to species maximum. Characteristic training is detailed in the Improvement section.

The minimum score is simply the minimum possible roll, or 3 for humans. No creature can voluntarily reduce any characteristic below its racial minimum, although disease and other outside influences can cause them to drop below this. If any characteristic is ever reduced to zero for any reason, it usually means death for the creature in question.

## Experience

The fastest, cheapest and most dangerous way of improving skills is through experience. Whenever a character succeeds in a skill roll under stressful conditions, there is a chance that he or she may learn from the experience and increase his or her chance with that skill.

### Experience Checks

When a skill is used successfully, the player puts a tick next to the skill listing on his or her character sheet. Experience checks are made at the referee's discretion, usually after an adventure when the characters have had some time to think about what went right, and perhaps tried replicating their feat a few times to fix it in their mind. It doesn't matter whether the skill is used once or a dozen times, only one experience check can be made at a time for each skill. However, unlike training, any number of experience checks can be made after subsequent adventures; there is no need to train for 5% after each successful experience check.

To make an experience check, the player must roll on D100. The chance of success is equal to:

**100% – current skill + experience modifier**

If the player rolls equal to or less than this number, the character gains 5% in the relevant skill. The limit for skill learning by experience is 100%, although Runelords (see the Runemagic section) are able to advance beyond this by rolling equal to or under their INT in lieu of a normal experience check.

## Training

As well as experience, it is possible to learn and improve skills through training. This usually involves going to a guild and paying the required fee to be taught by its masters. It is also possible to acquire training from one's cult at half guild rates, albeit only in the cult specialty skills.

## Skill Mastery

A character is acknowledged as a master of a skill once he or she reaches 90% ability therein. Once this level is reached, it becomes possible to train others in the use of that skill, but never to a level higher than that of the master. Guild masters always possess at least 90% in the skills they teach.

## Limits to Training

Many skills can only be trained to a certain level (usually 75%), after which advancement can only take place through experience. For combat skills, once a character reaches 25% ability in a skill it is only possible to gain 5% through training at any one time. Thereafter, the character must gain at least 5% through experience before being able to purchase another 5% increment in training in that particular skill. Other skills do not face this limitation – if a character has the time and the money, he or she can train up to the limit given in the training tables without interruption. Some skills, such as alchemist skills, must be learned all at once.

## Training Time

Training takes time, and the time taken to gain another 5% increment increases with the character's ability in that skill. The basic formula is:

**100sp = 14 hours of training**

Training is always paid for by the week, not by the hour, so 100sp will buy 1 week at 2 hours per day, 200sp buys 1 week at 4 hours per day, and so on. The maximum a character can train is 8 hours per day, but at least 2 hours a day must be spent on any one skill. It is possible to split time between different skills, so that time is not wasted. Living costs must also be paid by the character during this time (see the Prices section).

## The Cults

Cults can be a cheap source of training for their members, although discounts are normally only given in the cult's specialist skills. Cult training varies widely and must be dealt with individually for every cult.

## The Guilds

There are innumerable guilds, but only a few are relevant to adventurers. These include the *fighting bands*, who teach weapons skills, the *alchemists*, *armourers*, *foresters*, *horsemasters*, the *mariners*, *players and minstrels*, the *sages* and *thieves*. Communication between guilds is excellent, and offending a guild in one area is likely to see the culprit at least shunned, if not actively persecuted, by guilds in other locations.

## Guild Credit

The main business of guilds is the practice of their craft and the training of apprentices. Many guilds, especially the fighting bands which teach the use of weapons, give credit to those who wish to be trained. The amount of credit granted depends on the guild's assessment of a character's innate abilities, which can be abstracted as a maximum of 100sp per point of the characteristic most important to that guild.

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This credit can be used to pay for training or to buy equipment. There is no interest charged by the guilds, but no further training will be given to that character by any guild until the debt has been paid in full. It may be possible for a character to outrun his debts, but even rival guilds will keep one another informed of credit defaulters so this can be a dangerous policy. Guilds are not known for their merciful treatment of such persons, although they are usually politically well-enough connected that they do not even need to get their own hands dirty.

Some guilds will train all comers, some may be picky about their customers. Some, like the alchemists and armourers, will only train those who become at least associate members and thus bind themselves to keep safe the guild secrets they are taught.

### The Training Tables

Each table lists the skill by name, type and base chance, followed by the cost in silver pieces for each 5% training increment. Training increments are broken into groups of 05-25, 30-50, 55-75 and 80-100. The groups encompass the *skill level to be achieved*; that is, when raising a skill from 25% to 30%, the '30-50' column should be used to determine the cost.

It is possible for the base chance with a particular skill to be negative if the character has a particularly poor ability modifier. In that case, the cost from the '05-25' column is used for each 5% increment until the character reaches 05% in the skill. Thereafter, cost is determined as normal.

Many skills can only be trained up to 75%; thereafter, all learning must be through experience. These skills are noted as 'N/A' in the 80-100 column of the training tables below.

### Alchemists

The Alchemists will never give credit, and will only train full or associate members.

Full membership requires an apprenticeship fee of 1,000sp and entails a lifetime dedicated to practicing and advancing the secret arts of alchemy. To become an associate member, a character must pay at least 5,000sp, plus another 500sp per point of CHA below 9. Associate membership confers no other benefits beyond learning how to make potions, for a price. The guild also requires utmost secrecy from its members, and has the means to ensure that careless or disloyal alchemists (and those who learned from them) do not live to tell the tale.

Alchemy skills must be learned at once or not at all. To find the cost of learning the recipe for a particular potion, a player looks at the entry for that potion, chooses the potency that his or her character wants or can afford, and calculates the total training time needed.

### Alchemy Skill Training

Skill	Cost per Point of Potency			POT	POW
	Training	Ingredients	Dose		
Acid	500sp	5sp	50sp	1-20	-
Antidote*	As poison	As poison	As poison	1-20	-
Blade Venom	1,000sp	10sp	100sp	1-20	-
Systemic Poison*	400sp	4sp	40sp	1-20	-
Battle Magic*	2,000sp	20sp	200sp	Spell	POT x 2
Healing	2,000sp	20sp	200sp	1-6	POT x 1
Restoring**	2,000sp	20sp	200sp	1-20	POT x 2
*	Each type of antidote or poison and each type of spell requires its own recipe.				
**	Restoring potions work only for the maker, restoring their POT in POW points when drunk.				

The Alchemists also provide CON training in the form of a regime of carefully controlled diet and exercise.

### CON Characteristic Training

Characteristic	Cost per Point	Upper Limit
CON	2,000sp	Highest of STR, CON or SIZ.

## Armourers

The armourers' guild subsumes a number of crafts such as metallurgy, smithing, leatherworking and woodworking into the manufacture of weapons, shields and armour. Although the armourers will give credit (up to STR x 100sp), they only teach their skills to apprentices or associate guild members.

Apprentices, as was noted under previous experience in the Adventurers section, are taught only in one of the three specialisations of the guild. Associate membership requires a donation of 5,000sp and allows characters to purchase training in any of the armourers' skills. Members are forbidden from passing on the secret arts of the guild to outsiders.

### Armourer Skill Training

Skill	Type	Base	Cost per 5% Training (sp)			
			05-25	30-50	55-75	80-100
Armour Making	Man.	0%	500	1,000	2,000	4,000
Shield Making	Man.	0%	500	1,000	2,000	4,000
Weapon Making	Man.	0%	500	1,000	2,000	4,000

## Fighting Bands

Fighting bands give credit freely, up to a limit of 100sp per point of the applicant's STR.

Every weapon skill, such as Broadsword, must be trained separately in attack and parry. If a character has skill in one weapon, in most cases other weapons of the same mode and type (e.g. one-handed cutting weapon, abbreviated as '1H Cutting' in the tables) can be used at ½ skill; some weapons are so unlike others in their use that this rule does not apply.

As noted before, continuous training in combat skills is only possible up to 25%. Thereafter, a character must gain at least 5% through experience before purchasing another 5% increment in training, followed by more experience, and so forth. No weapon skill may be trained beyond 75%, further advancement is only possible through experience. Combat skills are dealt with in detail in the Combat section.

### Melee Weapon Skill Training

Mode & Type	Weapon	Base	Cost per 5% (sp)**		
			05-25	30-50	55-75
1H Cutting	Axe	20%	300	500	1,000
	Sword	10%	300	500	1,000
2H Cutting	Axe	15%	300	600	1,200
	Sword	05%	500	1,000	2,000
1H Cut & Thrust	Rapier	05%	500	1,000	2,000
	Shortsword	15%	200	400	800
	Sickle	15%	200	400	800
1H Smashing	Hammer	20%	200	500	1,000
	Mace	25%	200	400	800
2H Smashing	Hammer	05%	300	600	1,500
	Maul	20%	200	600	1,200
1H Flexible*	Flail	15%	300	600	1,200
	Morning Star	05%	400	800	1,600
2H Flexible*	Flail	05%	400	800	1,600
1H Thrusting*	Spear	05%	200	500	1,000
2H Thrusting	Pike	10%	400	800	1,600
	Spear	20%	200	400	800
Unarmed	Butt	10%	100	500	1,000
	Dagger	25%	100	300	600
	Fist	25%	200	400	800
	Grapple	25%	200	500	1,200
	Kick	25%	200	400	1,000

*	The ½ skill rule does not apply to these weapons.
**	Training in Attack and Parry must be bought separately.
**	Training in Attack and Parry must be bought separately.

### Missile Weapon Skill Training

Mode & Type	Weapon	Base	Cost per 5% (sp)*		
			05-25	30-50	55-75
1H Projectile	Sling	10%	300	600	1,200
2H Projectile	Bow	10%	300	800	1,500
	Crossbow	20%	200	400	800
	Staff Sling	05%	400	800	1,600
Thrown	Axe	10%	300	600	1,200
	Dagger	15%	300	600	1,200
	Javelin	15%	300	600	1,200
	Rock	25%	100	300	800

\* Training in Attack and Parry must be bought separately.

### Shield Skill Training

Type	Skill	Base	Cost per 5% (sp)		
			05-25	30-50	55-75
Small Shield	Parry	05%	200	400	800
	Attack	05%	200	400	800
Medium Shield	Parry	10%	100	200	400
	Attack	05%	300	600	1,200
Large Shield	Parry	20%	50	100	200
	Attack	05%	400	800	1,600

\* Training in Shield Attack is not common; referees should use their discretion when determining its availability to characters.

The fighting bands also provide characteristic training in STR.

### STR Characteristic Training

Characteristic	Cost per Point	Upper Limit
STR	1,000sp	Highest of STR, CON or SIZ.

## Foresters

Many of the skills taught by foresters are duplicated by thieves, but they are the only readily available teachers of Tracking.

### Forester Skill Training

Skill	Type	Base	Cost per 5% Training (sp)			
			05-25	30-50	55-75	80-100
Camouflage	Ste.	10%	200	500	1,200	2,600
Climbing	Man.	15%	200	400	800	1,600
Hide in Cover	Ste.	05%	200	500	1,200	2,600
Move Quietly	Ste.	05%	200	600	1,200	N/A
Tracking	Per.	10%	200	400	800	N/A
Trap Set/Disarm	Man.	05%	400	800	1,600	3,200

## Horsemasters

Anyone with at least 50% Riding ability can train riding horses to the saddle; only horsemasters can train cavalry horses to stay calm in combat and war horses to fight with tooth and hoof.

### Horsemaster Skill Training

Skill	Type	Base	Cost per 5% Training (sp)
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			05-25	30-50	55-75
Riding	Man.	05%	100	500	1,000
Cavalry training*	–	–	1,000sp flat fee		
Bite*	Att.	05%	200	400	800
Kick*	Att.	05%	200	400	800
Rear & Plunge*	Att.	05%	200	400	800

\* This training is for the horse, not the rider.

## Mariners

The maritime brotherhood will teach characters the skill of Swimming for a fee.

### Mariner Skill Training

Skill	Type	Base	Cost per 5% Training (sp)			
			05-25	30-50	55-75	80-100
Swimming	Man.	15%	100	200	300	400

## Players and Minstrels

The players and minstrels can provide training in a wide range of skills useful to adventurers, as well as some less obviously valuable feats like Dancing and Playing Instruments. They also teach the unique skill of Tumbling, which combines both Climbing and Jumping into one acrobatic feat.

### Player and Minstrel Skill Training

Skill	Type	Base	Cost per 5% Training (sp)			
			05-25	30-50	55-75	80-100
Camouflage	Ste.	10%	200	500	1,200	2,600
Hide in Cover	Ste.	05%	200	500	1,200	2,600
Hide Item	Man.	10%	400	800	1,600	3,200
Listen	Per.	25%	200	400	800	N/A
Move Quietly	Ste.	05%	200	600	1,200	N/A
Oratory	Ora.	05%	500	1,000	3,000	N/A
Pick Pockets	Ste.	05%	400	800	1,600	N/A
Tumbling	Man.	0%	300	600	1,200	2,400

The players and minstrels also provide DEX training, up to the limit of species maximum for the trainee.

### DEX Characteristic Training

Characteristic	Cost per Point	Upper Limit
DEX	1,000sp	Species maximum.

## Sages

The sages provide training in all manner of knowledge, but those most important to adventurers are given below.

### Sage Skill Training

Skill	Type	Base	Cost per 5% Training (sp)			
			05-25	30-50	55-75	80-100
Evaluate Treasure	Kno.	05%	400	800	1,600	2,400
Map Making	Man.	10%	100	200	400	800
Oratory	Ora.	05%	500	1,000	3,000	N/A
Read & Write Own Language	Kno.	10%	200	400	800	1,600
Read & Write Other Language	Kno.	0%	400	800	2,000	4,000

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Speak Other Language	Kno.	0%	600	1,200	2,000	4,000
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There are other ways to learn a foreign tongue:

1. Pay a foreigner or other person with intimate knowledge of the language in question to act as a tutor. 200sp will pay for 2 weeks, 4 hours a day of language tuition, resulting in a 5% increase. The highest level of skill which may be attained this way is limited to 2D6+3 x 5%.
2. Alternatively, immersing oneself for at least 4 hours a day for 1 week by speaking to native speakers of the language will increase skill in that language by 5%. This usually means actually living in the country in question, or at least among a large expatriate population. This will also require an outlay of at least 20sp for drinks and such.

The sages have also developed a special programme to increase CON, although theirs relies more on exercise than on food.

### CON Characteristic Training

Characteristic	Cost per Point	Upper Limit
CON	2,000sp	Highest of STR, CON or SIZ.

### Thieves

If they can be located, and if they can be convinced of the character's trustworthiness, the thieves may agree to part with some of their lesser secrets.

Oratory	Ora.	05%	500	1,000	3,000	N/A
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### Thief Skill Training

Skill	Type	Base	Cost per 5% Training (sp)			
			05-25	30-50	55-75	80-100
Camouflage	Ste.	10%	200	500	1,200	2,600
Climbing	Man.	15%	200	400	800	1,600
Hide in Cover	Ste.	05%	200	500	1,200	2,600
Hide Item	Man.	10%	400	800	1,600	3,200
Jumping	Man.	15%	100	200	400	800
Listen	Per.	25%	200	400	800	N/A
Lock Picking	Man.	05%	500	1,000	2,000	4,000
Move Quietly	Ste.	05%	200	600	1,200	N/A
Pick Pockets	Ste.	05%	400	800	1,600	N/A
Spot Hidden Items	Per.	05%	200	600	1,000	N/A
Spot Trap	Per.	05%	200	600	1,000	N/A
Taste Analysis	Per.	0%	500	1,000	2,00	4,000
Trap Set/Disarm	Man.	05%	400	800	1,600	3,200

Thieves can provide characteristic training in DEX up to the character's species maximum (21 for humans).

### DEX Characteristic Training

Characteristic	Cost per Point	Upper Limit
DEX	1,000sp	Species maximum.



# CREATURES

## Creatures as Characters

It is possible to play characters of intelligent races other than human if desired. There are no previous experience rules given for the creatures below, but the average skills, spells and equipment can serve as a guide for those who may wish to create their own.

## Natural Weapon Attacks

Many creatures have natural weapon attacks such as bite and claw, or more exotic examples such as sting or trample. In most respects these are treated in the same way as unarmed combat (see the Combat section).

Unintelligent creatures may use all of their natural attacks at the SRs listed, instead of using the two-weapon fighting rules from the Combat section.

### Bite

Bite attacks only receive the creature's full damage modifier if it is built for biting. For example, a dragon would receive its full damage modifier, but a horse would only receive half of its damage bonus (or double its penalty, but few horses would be that small and weak). This will be seen in the weapons section of the statistic blocks below.

### Butt

A butt from any large creature may knock down its target. If this is noted in the statistics block, the knockback rules apply as well as normal damage from the attack.

### Gore

A gore from any large creature may knock down its target. If this is noted in the statistics block, the knockback rules apply as well as normal damage from the attack. Some gore attacks may also impale, as noted.

### Kick

A kick from any large creature may knock down its target. If this is noted in the statistics block, the knockback rules apply as well as normal damage from the attack. Most quadrupeds can only kick targets to their rear.

### Rear and Plunge

Only horses, horse-like creatures and creatures built like horses can rear and plunge, striking their target with both forefeet. Neither the creature nor its rider, if any, can make any other attack that round.

### Trample

Trample attacks may only be attempted against prone targets. Most unintelligent creatures will only trample when panicked, or if they have been trained and are directed to do so by their rider or handler. Trample attacks cause damage equal to twice the creature's damage bonus – a trample from a creature with no or a negative modifier would have no effect. Neither the creature nor its rider, if any, can make any other attack that round.

## Chaotic Features

D100	Chaotic Feature
01	Roll twice on this table.
02-03	CON + 2D6
04	CON + 4D6
05-07	DEX + 1D6

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<b>08-09</b>	DEX + 2D6
<b>10</b>	DEX + 3D6
<b>11-13</b>	POW + 1D6
<b>14-15</b>	POW + 2D6
<b>16</b>	POW + 3D6
<b>17-18</b>	SIZ + 2D6
<b>19</b>	STR + 4D6
<b>20-21</b>	Absorbs any 1 point spell, adding 1 point of POW up to species maximum.
<b>22-23</b>	Cannot be surprised.
<b>24-26</b>	Gives the impression of being very dangerous.
<b>27-28</b>	8 point skin.
<b>29-30</b>	10 point skin.
<b>31-32</b>	12 point skin.
<b>33-34</b>	Gives off foul stink, roll CONx5 or fall unconscious.
<b>35-36</b>	3D6 x 1,000L gem clearly visible on body.
<b>37</b>	Roll CHA on 5D6. Magically attacks with CHA vs. INT to charm opponent into joining its 1D6 devoted guardians. Enslaved creatures will attack former friends if required.
<b>38</b>	Invisible until attacking strike rank, visible thereafter.
<b>39-40</b>	2D10 potency systemic poison transmitted by touch on bare skin.
<b>41-42</b>	Potency 2D10 acid saliva, can spit up to 6m, 1D6 times each day.
<b>43-44</b>	Attacks killer after in spirit combat death with intent to possess.
<b>45-46</b>	CON - 2D6, regenerates 3 hit points per round until death.
<b>47-48</b>	Horrifying appearance, all opponents within sight must resist as if vs. POW 36 or be Demoralised.
<b>49</b>	Appears completely harmless unless attacked in hand-to-hand combat.
<b>50-51</b>	Reflects up to 1D6+2 POW spells back onto caster.
<b>52-53</b>	Reflects 1 point spells back onto caster.
<b>54-55</b>	Explodes upon death for 3D6 damage to all within 3m, armour protects as normal.
<b>56-57</b>	Can Befuddle one victim every turn in addition to normal actions.
<b>58</b>	Extremely confusing appearance acts as 40% defence.
<b>59-60</b>	Moves at class 12.
<b>61-62</b>	Can breathe fire at a single target, 1D6 times per day to 3m range for 3D10 damage.
<b>63-64</b>	Skin displays hypnotic patterns, victim must roll INTx5 on D100 to avoid being immobilised, even if attacked.
<b>65-66</b>	6 point skin.
<b>67-68</b>	Easily ignited, will set fire to anything within 3m once burning.
<b>69-71</b>	Regenerates 1 hit point per round while alive.
<b>72-73</b>	Very confusing appearance acts as 30% defence.
<b>74-76</b>	Emits hideous screams while in motion.
<b>77-79</b>	Confusing appearance acts as 20% defence.
<b>80-81</b>	Can jump distances of up to 10m.
<b>82-84</b>	Any damage taken is not visible until death.
<b>85-86</b>	Gemstone of 1D20 x 10,000L value located somewhere inside creature.
<b>87-89</b>	Regenerates 1D6 hit points per round while alive.
<b>90-91</b>	Becomes invisible at will.
<b>92-93</b>	Cannot be detected through magical means.
<b>94-96</b>	Absorbs any 1 or 2 point spells, adding to own POW points up to species maximum.
<b>97-98</b>	STR + 2D6
<b>99-00</b>	MOV 10

## Statistic Blocks

Each statistic block is divided into the following sections:

**Characteristics:** Both random and average Characteristic scores are listed here.

**Hit Locations:** As well as the random scores for determining which hit location is struck in combat, there are two scores listed – the first is the natural and/or worn armour points of the location (if any) and the second is its hit points.

**MOV / Treasure / HP:** This line lists the creature's MOV score, average treasure value and average total hit points. Treasure value is given even for some unintelligent creatures, although most are unlikely to have any valuables. Treasure value is explained in detail in the Treasure section.

**Weapons:** This features the creature's SR, attack skill and damage, as well as parry skill and weapon hit points, if any. Any special combat notes will be listed here.

**Other Notes:** Typical armour, spells, skills and special rules such are noted here. The skills are the basic skills for the creature type including average modifiers – individual creatures may well possess enhanced scores or additional skills.

## Baboon

Characteristics			Location	D20	Points
STR	3D6+6	(16-17)	Right leg	01-04	1/4
CON	3D6	(10-11)	Left leg	05-08	1/4
SIZ	3D6	(10-11)	Abdomen	09-11	1/4
INT	3D6	(10-11)	Chest	12	1/5
POW	2D6+6	(13)	Right arm	13-15	1/3
DEX	2D6+6	(13)	Left arm	16-18	1/3
CHA	3D6	(10-11)	Head	19-20	1/4
<b>Move:</b>	10	<b>Treasure:</b>	8	<b>HP:</b>	10-11
Weapon	SR	Attack	Damage	Parry	Points
Sling	2	35%	1D8	–	–
Spear	4	35%	1D6+1+1d4	35%	15
Bite	8	25%	1D8+1D4	–	–
Claw	8	35%	1D6+1D4	–	–
<b>Armour:</b>	1 point skin.				
<b>Spells:</b>	Ironhand; Protection; Speedart.				
<b>Skills:</b>	Move Quietly 25%; Spot Hidden Item 25%; Spot Traps 25%; Tracking 30%.				

## Basilisk

A basilisk can kill with a glance. In combat, the basilisk glares at a single opponent each round. If the basilisk overcomes the target in a POW point vs. POW point roll, the target dies instantly on SR 12 of the same round. Using the gaze attack costs no POW points, and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a 3-point runemagic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again.

Characteristics			Location	D20	Points
STR	2D6	(7)	R. hind leg	01-02	2/3-4
CON	3D6	(10-11)	L. hind leg	03-04	2/3-4
SIZ	2D6	(7)	Hindquarters	05-07	2/4-5
POW	1D6+1 2	(15-16)	Forequarters	08-10	2/4-5
DEX	2D6	(7)	R. wing	11-12	2/2-3
			L. wing	13-14	2/2-3
			R. foreleg	15-16	2/3-4
			L. foreleg	17-18	2/3-4
			Head	19-20	2/3-4
<b>Move:</b>	4/10	<b>Treasure</b> :	10	<b>HP:</b>	9-10
Weapon	SR	Attack	Damage		
Claw	10	25%	1D3		
Glance	1	100%	Death		
<b>Armour:</b>	2 point skin.				

## Bison

Characteristics			Location	D20	Points
STR	3D6+2 4	(34-35)	R. hind leg	01-02	3/5
CON	3D6	(10-11)	L. hind leg	03-04	3/5
SIZ	3D6+2 4	(34-35)	Hindquarters	05-07	3/7
POW	3D6	(10-11)	Forequarters	08-10	3/7
DEX	2D6	(7)	R. foreleg	11-13	3/5
			L. foreleg	14-16	3/5
			Head	17-20	3/6
<b>Move:</b>	12			<b>HP:</b>	16-17
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Butt <sup>1</sup>	8	50%	2D10+3D6		
Kick <sup>2</sup>	8	50%	1D8+3D6		
Trample <sup>3</sup>	8	50%	6D6		
<sup>1</sup>	A successful butt also counts as a knockback attempt.				
<sup>2</sup>	A successful kick also counts as a knockback attempt. Only opponents to the rear can be kicked.				
<sup>3</sup>	Only prone opponents can be trampled. No other attack can be made that round by the bison or its rider.				
<b>Armour:</b>	3 point skin.				

## Bolo Lizard

Characteristics			Location	D20	Points
STR	2D6+1 2	(19)	Tail	01	1/4-5
CON	3D6	(10-11)	Right leg	02-04	1/4-5
SIZ	2D6+1 2	(19)	Left leg	05-07	1/4-5
POW	3D6	(10-11)	Abdomen	08-09	1/4-5
DEX	1D6+1 2	(15-16)	Chest	10-12	1/5-6
			R. foreleg	13-14	1/3-4
			L. foreleg	15-16	1/3-4
			Head	17-20	1/4-5
<b>Move:</b>	12			<b>HP:</b>	12-13
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite	7	25%	1D6+1D6		
Kick	6	25%	1D8+1D6		
<b>Armour:</b>	1 point skin.				

## Broo

Characteristics			Location	D20	Points
STR	2D6+6	(11)	Right leg	01-04	2/6
CON	1D6+12	(15-16)	Left leg	05-08	2/6
SIZ	2D6+6	(13)	Abdomen	09-11	3/6
INT	3D6	(10-11)	Chest	12	3/7
POW	3D6	(10-11)	Right arm	13-15	2/5
DEX	3D6	(10-11)	Left arm	16-18	2/5
CHA	2D6	(7)	Head	19-20	3/6
<b>Move:</b>	9	<b>Treasure:</b>	12	<b>HP:</b>	16-17
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Club	8	25%	1D8+1D4	25%	15
Spear	5	25%	1D6+1+1d4	25%	15
Butt	9	35%	1D6+1D4	—	—
<b>Armour:</b>	2 point leather limbs, 3 point boiled leather body, 3 point head.				
<b>Skills:</b>	Tracking 40%.				
<b>Chaos:</b>	A broo has a chance equal to POW x 3% of bearing a chaotic feature.				
<b>Disease</b> :	50% of broos will carry a random disease on their person and gear.				

## Centaur

Characteristics	Location	D20	Points
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STR	3D6+6	(16-17)	R. hind leg	01-02	2/4
CON	3D6	(10-11)	L. hind leg	03-04	2/4
SIZ	4D6+12	(26)	Hindquarters	05-06	2/6
INT	3D6	(10-11)	Forequarters	07-09	2/6
POW	3D6	(10-11)	R. foreleg	10-11	2/4
DEX	3D6+3	(13-14)	L. foreleg	12-13	2/4
CHA	3D6	(10-11)	Chest	14	2/6
			Right arm	15-16	0/4
			Left arm	17-18	0/4
			Head	19-20	3/5
<b>Move:</b>	12	<b>Treasure:</b>	11	<b>HP:</b>	14-15
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Self Bow	2	40%	1D6+1	–	–
Broadsword	4	25%	1D8+1+2D6	20%	20
Kick <sup>1</sup>	6	30%	1D8+2D6	–	–
Lance	2	30%	1D10+1+2D6	–	20
Rear <sup>2</sup>	7	05% <sup>5</sup>	2D8+2D6		
Trample <sup>3</sup>	6	30%	4D6	–	–
M. Shield	6	10%	1D6+2D6	25%	12
<sup>1</sup>	A successful kick also counts as a knockback attempt. Only opponents to the rear can be kicked.				
<sup>2</sup>	A rearing and plunging attack also counts as a knockback attempt. Rearing and plunging precludes any other attacks that round.				
<sup>3</sup>	Only prone opponents can be trampled. No other attack can be made that round.				
<b>Armour:</b>	2 point leather body and legs, 3 point composite helm.				
<b>Spells:</b>	Binding; Healing 2; Mobility.				
<b>Skills:</b>	Play Instrument 75%; Tracking 50%.				

## Cliff Toad

A cliff toad's tongue has a range of 3 metres for every D6 of the creature's SIZ. A cliff toad's tongue does damage equal to the toad's Damage Modifier. The creatures continue to grow throughout their lives, from 2D6 as a tadpole up to 12D6 for a grizzled adult toad. Cliff toads have a STR and SIZ range of 2D6 to 12D6.

Characteristics			Location	D20	Points
STR	2-12D6	(7-42)	R. hind leg	01-02	0/2-6
CON	3D6	(10-11)	L. hind leg	03-04	0/2-6
SIZ	2-12D6	(7-42)	Hindquarters	05-07	0/4-8
POW	3D6	(10-11)	Forequarters	08-10	0/4-8
DEX	3D6	(10-11)	R. foreleg	11-13	0/2-6
			L. foreleg	14-16	0/2-6
			Head	17-20	0/3-7
<b>Move:</b>	1-12/2-24			<b>HP:</b>	8-20
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Tongue <sup>1</sup>	4	35%	1-4D6		
Swallow <sup>2</sup>	4	35%	2-24 points		
<sup>1</sup>	A cliff toad's tongue has a reach of 3 metres per D6 of SIZ.				
<sup>2</sup>	One round after the tongue hits, the victim is pulled to the cliff toad's mouth. If the swallow attack fails, the victim still takes 1D6 + bonus constriction damage from the tongue. The cliff toad will attempt to swallow every round unless killed or the victim is freed. Damage from swallowing is due to digestive acid, equal to potency 2 per D6 of SIZ.				

## Cockatrice

Characteristics			Location	D20	Points
STR	2D6	(19)	Tail	01	2/3-4
CON	3D6	(10-11)	Right leg	02-04	2/3-4
SIZ	2D6	(19)	Left leg	05-07	2/3-4
POW	1D6+1 2	(10-11)	Abdomen	08-09	2/3-4
DEX	2D6+6	(15-16)	Chest	10-12	2/4-5
			Right wing	13-14	2/2-3
			Left wing	15-16	2/2-3
			Head	17-20	2/3-4
<b>Move:</b>	8/12		<b>HP:</b>	9-10	

Weapon	SR	Attack	Damage		
Peck <sup>1</sup>	8	30%	1D10 + petrification		
<sup>1</sup> If the peck causes damage, the cockatrice makes a POW vs. POW attack against the victim. If it succeeds, the victim turns to stone by the end of the second round after injection, as with a systemic poison.					
<b>Armour:</b>	2 point skin.				

## Demi-Bird

Characteristics			Location	D20	Points
STR	3D6+1 8	(28-29)	Right leg	01-04	2/6
CON	2D6+6	(13)	Left leg	05-08	2/6
SIZ	3D6+1 2	(12-23)	Abdomen	09-10	2/6
POW	3D6	(10-11)	Chest	11-13	2/7
DEX	2D6+6	(13)	Right wing	14-15	2/5
			Left wing	16-17	2/5
			Head	18-20	2/6
<b>Move:</b>	12			<b>HP:</b>	16
Weapon	SR	Attack	Damage		
Kick	6	45%	1D12		
Peck	6	45%	1D8		
<b>Armour:</b>	2 point feathers.				

## Dragon

Characteristics			Location	D20	Points
STR	6-20D6	(21-70)	R. hind leg	01-02	4-10/5-9
CON	3D6	(10-11)	L. hind leg	03-04	4-10/5-9
SIZ	6-20d6	(21-70)	Tail	05-06	4-10/4-8
INT	4D6	(14)	Hindquarters	07-08	4-10/5-9
POW	4D6	(14)	Forequarters	09-10	4-10/6-10
DEX	3D6	(10-11)	Right wing	11-12	4-10/4-8
			Left wing	13-14	4-10/4-8
CHA	3D6	(10-11)	R. foreleg	15-16	4-10/5-9
			L. foreleg	17-18	4-10/5-9
			Head	19-20	4-10/5-9
<b>Move:</b>	12	<b>Treasure:</b>	11	<b>HP:</b>	13-26
Weapon	SR	Attack	Damage		
Bite <sup>1</sup>	7	40-100%	1D8+2-8D6		
Claw <sup>1</sup>	7	40-100%	1D6+2-8D6		
Acid <sup>2</sup>	3	40-100%	Potency = POW		
Fire <sup>2</sup>	3	40-100%	Damage = POW		
Lightning <sup>2</sup>	3	40-100%	Damage = POW		
Poison gas <sup>2,3</sup>	3	40-100%	Potency = POW		
<sup>1</sup> A dragon can use either a claw or bite attack in one round. If it bites, it cannot also breathe fire, etc., in the same round.					
<sup>2</sup> Breath weapons are generally a 1m wide and 15m long jet, but could be any shape.					
<sup>3</sup> This is a systemic poison which must overcome the CON of the victim(s) to take effect.					
<b>Armour:</b>	4-10 point skin (2D4+2).				
<b>Spells:</b>	Binding; Healing 4; Mobility.				
<b>Skills:</b>	Tracking 50%.				

## Dragonewt

### First Stage Dragonewt

Characteristics			Location	D20	Points
STR	2D6	(7)	Right leg	01-03	1/4
CON	3D6	(10-11)	Left leg	04-06	1/4
SIZ	2D6	(7)	Tail	07-08	1/3
INT	3D6	(10-11)	Abdomen	09-11	1/4
POW	2D6	(7)	Chest	12	1/5
DEX	2D6+6	(13)	Right arm	13-15	1/3
CHA	3D6	(10-11)	Left arm	16-18	1/3

			Head	19-20	1/4
<b>Move:</b>	9	<b>Treasure</b>	12	<b>HP:</b>	9-10
		:			
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Javelin	2	25%	1D10	15%	10
Self Bow	2	25%	1D6+1	15%	10
Sling	2	25%	1D8	–	–
Short sword	7	25%	1D6+1	25%	20
S. Shield	7	05%	1D4	25%	8
<b>Armour:</b>	1 point skin; armour is worn if available.				
<b>Spells:</b>	Disruption; Healing 2; Mobility; Shimmer; Speedart.				
<b>Skills:</b>	Camouflage 25%; Hide in Cover 25%; Move Quietly 25%.				

## Second Stage Dragonewt

Characteristics <sup>1</sup>			Location	D20	Points
STR	+12	(19)	Right leg	01-03	3/6-7
CON	+6	(16-17)	Left leg	04-06	3/6-7
SIZ	+12	(19)	Tail	07-08	3/5-6
INT	+0	(10-11)	Abdomen	09-11	3/6-7
POW	+0	(12-14)	Chest	12	3/7-8
DEX	+0	(13)	Right arm	13-15	3/5-6
CHA	+0	(10-11)	Left arm	16-18	3/5-6
<sup>1</sup> Adjustment to 1 <sup>st</sup> stage.			Head	19-20	3/6-7
<b>Move:</b>	7	<b>Treasure:</b>	15	<b>HP:</b>	18-19
		:			
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Javelin	2	50%	1D10	20%	10
Self Bow	2	50%	1D6+1	20%	10
Sling	2	50%	1D8	–	–
Klanth <sup>2</sup>	5	25%	1D10+1+1D6	25%	20
Short sword	7	50%	1D6+1+1D6	50%	20
S. Spear (1H)	4	25%	1D6+1+1D6	25%	15
M. Shield	7	15%	1D6+1D4	25%	8
<sup>2</sup> A klanth is a wooden 'blade' studded with obsidian cutting edges along both sides. It is used like a bastard sword.					
<b>Armour:</b>	3 point skin; armour is worn if available.				
<b>Spells:</b>	Bladesharp; Binding; Disruption; Fireblade; Healing 2; Mobility; Repair; Shimmer; Speedart.				
<b>Skills:</b>	Camouflage 50%; Hide in Cover 50%; Move Quietly 50%; Ride Demi-Bird 75%.				

## Third-Stage Dragonewt

Characteristics <sup>1</sup>			Location	D20	Points
STR	- 6	(13)	Right leg	01-03	2/6
CON	- 0	(16-17)	Left leg	04-06	2/6
SIZ	- 6	(13)	Tail	07-08	2/5
INT	- 0	(10-11)	Abdomen	09-11	2/6
POW	- 0	(18+)	Chest	12	2/7
DEX	- 0	(13)	Right arm	13-15	2/5
CHA	- 0	(10-11)	Left arm	16-18	2/5
<sup>1</sup> Adjustment to 2 <sup>nd</sup> stage.			Head	19-20	2/6
<b>Move:</b>	8	<b>Treasure:</b>	25	<b>HP:</b>	17-18
		:			
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Javelin	2	65%	1D10	15%	10
Self Bow	2	65%	1D6+1	15%	10
Sling	2	65%	1D8	–	–
Klanth <sup>2</sup>	5	65%	1D10+1+1D4	65%	20
Pole Axe	5	65%	3D6+1D4	65%	15
Short sword	7	65%	1D6+1+1D4	65%	20
S. Spear (1H)	4	65%	1D6+1+1D4	65%	15
M. Shield	7	10%	1D6+1D4	65%	8
<sup>2</sup> A klanth is a wooden 'blade' studded with obsidian cutting edges along both sides. It is used like a bastard sword.					
<b>Armour:</b>	2 point skin.				
<b>Runemagic:</b>	1D10 rune magic spells.				
<b>Spells:</b>	Bladesharp; Binding; Disruption; Fireblade; Healing				

	2; Mobility; Repair; Shimmer; Speedart.
<b>Skills:</b>	Camouflage 50%; Hide in Cover 50%; Move Quietly 50%; Ride Demi-Bird 75%.

### Fourth-Stage Dragonewt

Characteristics <sup>1</sup>			Location	D20	Points
STR	x2	(26)	Right leg	01-03	2/7
CON	+0	(16-17)	Left leg	04-06	2/7
SIZ	x2	(26)	Tail	07-08	2/6
INT	+0	(10-11)	Abdomen	09-11	2/7
POW	+1D6	(21-22)	Chest	12	2/8
DEX	+0	(13)	Right arm	13-15	2/6
CHA	+0	(10-11)	Left arm	16-18	2/6
<sup>1</sup>	Adjustment to 3 <sup>rd</sup> stage.		Head	19-20	2/7
<b>Move:</b>	10	<b>Treasure:</b>	25	<b>HP:</b>	20-21
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Javelin	2	90%	1D10	20%	10
Self Bow	2	65%	1D6+1	20%	10
Sling	2	65%	1D8	–	–
Klanth <sup>2</sup>	5	90%	1D10+1+1D4	90%	20
Pole Axe	5	90%	3D6+1D4	90%	15
Short sword	7	65%	1D6+1+1D4	65%	20
S. Spear (1H)	4	90%	1D6+1+1D4	90%	15
M. Shield	7	40%	1D6+1D4	90%	8
<sup>2</sup>	A klanth is a wooden 'blade' studded with obsidian cutting edges along both sides. It is used like a bastard sword.				
<b>Armour:</b>	2 point skin.				
<b>Runemagic:</b>	1D10 rune magic spells.				
<b>Spells:</b>	Bladesharp; Binding; Disruption; Fireblade; Healing 2; Mobility; Repair; Shimmer; Speedart.				
<b>Skills:</b>	Camouflage 50%; Hide in Cover 50%; Move Quietly 50%; Ride Demi-Bird 75%.				

### Dragonsnail

Characteristics			Location 1 head	D20	Points
STR	4D6+12	(26)	Shell	01-08	8/8
CON	3D6	(10-11)	Forebody	09-14	4/7
SIZ	4D6+12	(26)	Head	15-20	4/7
POW	3D6	(10-11)			
DEX	2D6	(7)	<b>Location 2 heads</b>		
			Shell	01-08	8/8
			Forebody	09-14	4/7
			Head 1	15-17	4/7
			Head 2	18-20	4/7
<b>Move:</b>	3	<b>Treasure :</b>	13	<b>HP:</b>	16-17
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite	8	40%	1D6+2D6		
<b>Chaos:</b>	1D3 chaos features.				
<b>Armour:</b>	8 point shell; 4 point body and head(s).				

### Dryad

Characteristics			Location	D20	Points
STR	2D6	(7)	Right leg	01-04	0/3-4
CON	3D6	(10-11)	Left leg	05-08	0/3-4
SIZ	2D6	(7)	Abdomen	09-11	0/3-4
INT	4D6	(14)	Chest	12	0/4-5
POW	2D6+8	(15)	Right arm	13-15	0/2-3
DEX	2D6+6	(13)	Left arm	16-18	0/2-3
CHA	3D6	(10-11)	Head	19-20	0/3-4
<b>Move:</b>	9	<b>Treasure :</b>	9	<b>HP:</b>	9-10
<b>Skills:</b>	Camouflage 40%; Hide in Cover 40%; Identify Plant 80%; Listen 40%; Move Quietly 40%.				



<b>Spells:</b>	Detect Life; Harmonise; Healing 4; Strength; Vigour.
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## Duck

Characteristics			Location	D20	Points
STR	2D6+1	(8)	Right leg	01-04	0/4
CON	2D6+6	(13)	Left leg	05-08	0/4
SIZ	1D6+2	(5-6)	Abdomen	09-11	3/4
INT	3D6	(10-11)	Chest	12	3/5
POW	3D6	(10-11)	Right arm	13-15	0/3
DEX	2D6+6	(13)	Left arm	16-18	0/3
CHA	2D6	(7)	Head	19-20	3/4
<b>Move:</b>	5/9	<b>Treasure</b>	6	<b>HP:</b>	12
		:			
Weapon	SR	Attack	Damage	Parry	Points
Short sword	8	30%	1D6+1-1D4	30%	20
Sling	2	30%	1D8	–	–
Small shield	9	10%	1D4-1D4	30%	8
<b>Armour:</b>	3 point boiled leather body; 3 point composite helm				
<b>Skills:</b>	Hide in Cover 40%; Swimming 90%.				

## Dwarf

Characteristics			Location	D20	Points
STR	4D6	(14)	Right leg	01-04	4/4
CON	2D6+6	(13)	Left leg	05-08	4/4
SIZ	2D6	(7)	Abdomen	09-11	5/4
INT	3D6	(10-11)	Chest	12	5/5
POW	3D6	(10-11)	Right arm	13-15	4/3
DEX	3D6	(10-11)	Left arm	16-18	4/3
CHA	3D6	(10-11)	Head	19-20	4/4
<b>Move:</b>	6	<b>Treasure</b>	10	<b>HP:</b>	12
		:			
Weapon	SR	Attack	Damage	Parry	Points
Battle axe	7	25%	1D8+2	25%	15
Crossbow <sup>1</sup>	3	25%	2D4+2	5%	6
Small shield	9	5%	1D4	25%	8
Warhammer	8	25%	1D6+1	25%	15
<sup>1</sup>	This is a repeating crossbow, able to fire once per round until its 5-bolt magazine is exhausted. It will disintegrate if a non-dwarf tries to fire it.				
<b>Armour:</b>	5 point scale hauberk; 4 point ringmail limbs; open helm.				
<b>Skills:</b>	Armouring 40%; Disarm Trap 50%; Evaluate Treasure 50%; Spot Hidden Item 25%; Spot Trap 50%.				
<b>Spells:</b>	Bladesharp; Detect Gems; Detect Gold; Detect Magic; Detect Silver; Disruption.				

## Elementals

Elementals are dimly intelligent entities that lack CON. An elemental's SIZ is represented as a volume rather than a number, as these nebulously formed creatures have no set proportions. For example, an elemental may be described as having a SIZ of three cubic metres. When a numerical value is needed for an elemental's SIZ, the elemental's normal hit points may be used as its SIZ. For example, if an elemental with 10 hit points climbed into a box and was lifted by an adventurer, its SIZ could be treated as if it was 10. Normally, however, salamanders, shades and sylphs have little or no mass, composed as they are of fire, darkness and air.

All elementals, no matter their composition, may be struck and damaged with normal weapons, breaking up their physical construction and eventually disrupting them. Elementals have only one hit location and no armour. When an elemental is reduced to zero hit points, its body immediately dissipates (or collapses, in the case of gnomes and undines) and its spirit returns to the other world. The spirit may be summoned again to inhabit another vessel of the appropriate type. If an elemental's POW is somehow reduced to zero, it is destroyed permanently.

A successful attack roll is always required to strike an elemental, even if the striking character is currently engulfed by one. Elementals come in three sizes; small, medium or large.

### Gnome (Earth Elemental)

A gnome uses its volume to engulf its opponents, opening a pit beneath a foe with a depth of about 1 metre. It simply engulfs the legs (or lower third of the body) of the victim, although if the latter is small enough, it may engulf him up to his neck or even swallow him completely, covering all hit locations. In this instance, the victim will begin to suffocate.

Once a gnome has buried its victim, the gnome closes the pit, inflicting 4D6 points of damage to each hit locations engulfed. Armour protects against this damage. A gnome can only make this crushing attack one time in a given area – after the initial attack, the soil is too pulverised for it to mount a second attack in that spot. However, the gnome can still open holes and engulf enemies, no matter what the consistency of the soil. A gnome will continue to hold its victim unless commanded otherwise. To escape, the victim must succeed in STR x 5% roll.

Characteristic	Small	Medium	Large
Width x Depth x Height (metres)	3 x 3 x 3	3 x 3 x 6	3 x 3 x 9
STR	2D6+6	3D6 +12	4D6+18
Hit Points	3D6+18	6D6+36	9D6+54
MOV	3	3	3

### Salamander (Fire Elemental)

A salamander will ignite any flammable object it touches. It will heat (and eventually melt) metal, bake stone, set fires and, naturally, burn people. In combat, a salamander engulfs its foes in flame. Every round, a salamander inflicts 3D6 heat damage directly to the CON of its victim. If the victim successfully makes a CON vs. Damage resistance roll, this damage is halved. Armour does not protect against this damage, although magical protection will.

Characteristic	Small	Medium	Large
Width x Depth x Height (metres)	3 x 3 x 3	3 x 3 x 6	3 x 3 x 9
STR	1D6+6	2D6 +12	3D6+18
Hit Points	2D6+12	4D6+24	6D6+36
MOV	6	6	6

### Shade (Darkness Elemental)

For anyone engulfed within a, sight is impossible unless that character is able to see in total darkness. A shade's primary method of attack is fearshock. The shade must engulf the victim to use this ability. Fearshock is a direct assault on the victim's psyche, presenting him with images of alien horror so terrible that, in the most extreme cases, they may cause instant death. When a shade uses fearshock on a victim, it matches its POW against the victim's CON on the Resistance Table. Whether the attack succeeds or fails, the Shade Fearshock Effect table determines the result.

#### Shade Fearshock Table

Successful Attack		Failed Attack	
D100	Outcome	D100	Outcome
01-05	Victim flees in fear for 20 minus CON rounds. Will fight as per Fanaticism if cornered.	01-50	No effect.
06-35	Victim cowers helplessly for 20 minus CON rounds and cannot attack with weapons or magic.	51-55	Victim flees in fear for 20 minus CON rounds. Will fight as per Fanaticism if cornered.
36-65	Victim collapses catatonically for 20 minus CON rounds.	56-85	Victim cowers helplessly for 20 minus CON rounds and cannot attack with weapons or magic.
66-95	Victim collapses for 20 minus CON turns	85-00	Victim collapses catatonically for 20 minus

	and must make a successful CON x 5% roll or die.		CION rounds.
96-00	Victim dies.		

A shade can only use fearshock on a given victim when it is first engulfed. As long as the being remains within the shade, and it survives the first attack, it is immune to further fearshock.

Creatures inside a shade must succeed in an INT x 5% roll every round if they want to attack it. The shade will attack any creature that assaults it in this way, using its normal attack chance and causing 1D6 points of damage if successful. Countermagic or Shield can negate this attack for the duration of the spell. 1 point of Countermagic will stop a small shade, 3 points will stop a medium shade and 5 points will stop a large shade.

Characteristic	Small	Medium	Large
Width x Depth x Height (metres)	3 x 3 x 3	3 x 3 x 6	3 x 3 x 9
STR	1D6+6	2D6 +12	3D6+18
Hit Points	1D6+6	2D6 +12	3D6+18
MOV	12	12	12

### Sylph (Air Elemental)

A small sylph can carry 1 human-sized creature of SIZ 20 or less; a medium sylph can carry 1 such creatures; and a large sylph can carry 3. The sylph must be commanded to do so, and cannot fight or engage in any other activity while transporting other beings.

A sylph's primary form of attack is by picking up and dropping its enemies. It can seize and lift a victim to its full height. The victims take 1D6 damage for every 3 metres of the sylph's height. Normal falling rules are used to determine damage (see the Adventure section above).

A victim can resist being lifted by a sylph by matching his STR vs. the sylph's on the Resistance Table. A sylph can lift multiple targets by dividing its STR between them, with each target resisting separately. Alternatively, a victim may try to destroy the sylph through damage before the elemental can throw him into the air, taking only ½ damage if successful.

Characteristic	Small	Medium	Large
Width x Depth x Height (metres)	3 x 3 x 3	3 x 3 x 6	3 x 3 x 9
STR	1D6+6	2D6 +12	3D6+18
Hit Points	1D6+6	2D6 +12	3D6+18
MOV	12	12	12

### Undine (Water Elemental)

On land, an undine attacks by engulfing its victim and forcing itself into the victim's lungs. Each round the victim must succeed in an INT x 5% roll to resist, otherwise he immediately begins to drown (see the drowning rules in the Adventuring section above). If the INT x 5% roll is successful, the victim may attempt to escape from the undine's embrace by making a DEX x 5% roll.

In the water, an undine can take the form of a waterspout and lift creatures into the air in the same way as a sylph.

Characteristic	Small	Medium	Large
Width x Depth x Height (metres)	3 x 3 x 3	3 x 3 x 6	3 x 3 x 9
STR	1D6+6	2D6 +12	3D6+18
Hit Points	2D6+12	4D6+24	6D6+36
MOV	6	6	6

### Elf

Characteristics			Location	D20	Points
STR	2D6+2	(9)	Right leg	01-04	0/4
CON	3D6	(10-11)	Left leg	05-08	0/4

SIZ	2D4+4	(9)	Abdomen	09-11	0/4
INT	4D6	(14)	Chest	12	0/5
POW	2D6+6	(13)	Right arm	13-15	0/3
DEX	3D6+3	(13-14)	Left arm	16-18	0/3
CHA	3D6	(10-11)	Head	19-20	0/4
<b>Move:</b>	9	<b>Treasure</b>	14	<b>HP:</b>	10-11
		:			
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Elf bow <sup>1</sup>	2	35%	1D8+1	30%	6
Javelin	2	35%	1D10	30%	10
Short sword	7	35%	1D6+1	30%	20
Short spear	5	35%	1D6+1	30%	15
Small shield	8	10%	1D4	30%	8
<sup>1</sup> An elf bow is a living plant. It will wilt and die in the hands of non-elves. Xenohaling, not Repair, must be used to fix it.					
<b>Skills:</b>	Camouflage 35%; Hide in Cover 35%; Listen 35%; Move Quietly 35%; Spot Hidden Item 30%.				
<b>Spells:</b>	Healing 2; Speedart.				

## Gargoyle

Characteristics			Location	D20	Points
STR	1-5D6+12	(15-32)	Right leg	01-03	6/4-5
CON	3D6	(10-11)	Left leg	04-06	6/4-5
SIZ	1-5D6	(93-20)	Abdomen	07-09	6/4-5
INT	1D6	(3-4)	Chest	10	6/5-6
POW	3D6	(10-11)	Right wing	11-12	6/3-4
DEX	3D6	(10-11)	Left wing	13-14	6/3-4
CHA	1D6	(3-4)	Right arm	15-16	6/3-4
			Left arm	17-18	6/3-4
			Head	19-20	6/4-5
<b>Move:</b>	5/9	<b>Treasure</b>	11	<b>HP:</b>	8-13
		:			
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Claw x 2	8	25%	1-3D6	–	–
Javelin	3	35%	1D10	–	–
<b>Armour:</b>	6-point skin.				
<b>Spells:</b>	Speedart.				

## Ghost

D100	INT	POW	DEX
01	Any <sup>1</sup>	Any <sup>1</sup>	20
02	3D6+6	10D6+6	20
03	3D6+6	8D6+6	20
04	3D6+6	7D6+6	20
05	3D6+6	6D6+6	20
06-10	3D6+6	5D6+6	20
11-25	3D6+6	4D6+6	20
26-65	3D6	3D6+6	20
66-71	2D6+3	3D6	20
81-90	1D6	2D6	20
91-00	1D3	1D6	20

<sup>1</sup> These ghosts can be unimaginably powerful, to the level of divinity.

## Ghoul

Characteristics			Location	D20	Points
STR	4D6	(14)	Right leg	01-04	0/4
CON	3D6	(10-11)	Left leg	05-08	0/4
SIZ	3D6	(10-11)	Abdomen	09-11	0/4
INT	2D6	(7)	Chest	12	0/5
POW	2D6+6	(13)	Right arm	13-15	0/3
DEX	3D6	(10-11)	Left arm	16-18	0/3

CHA	1D3	(2)	Head	19-20	0/4
<b>Move:</b>	8	<b>Treasure:</b>	9	<b>HP:</b>	10-11
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite <sup>1</sup>	9	25%	1D6		
Claw	9	25%	1D6		
Howl <sup>2</sup>	3	—	As Demoralise spell		
<sup>1</sup>	A ghoul's saliva contains a systemic poison with a potency equal to its CON, which will paralyse its victim if it successfully overcomes the latter's CON. Once immobile, the victim will lose 1 point of CON every day until dead. The poison can be counteracted with spider antidote.				
<sup>2</sup>	To take effect, the most powerful ghoul's POW must overcome each target's INT. It is not entirely magical in nature, and will not be stopped by Countermagic or Shield. If any one target resists successfully for 5 consecutive rounds, he or she will be immune until one week passes without hearing it.				

## Giant

Giants tend to use mighty clubs (and sometimes even tree trunks) in battle. Because of the sheer size of a giant, characters of SIZ 20 or less only roll 1D10 to determine hit location when attacking it in close combat. Young giants have 3D6+18 STR and SIZ, gaining an average of 1 point in each characteristic until fully grown.

Characteristics			Location	D20	Points
STR	3-23D6+18	(9)	Right leg	01-04	12/7-13
CON	1D6+12	(15-16)	Left leg	05-08	12/7-13
SIZ	3-23D6+18	(9)	Abdomen	09-11	6/7-13
INT	3D6	(110-11)	Chest	12	6/8-14
POW	3D6	(10-11)	Right arm	13-15	6/6-12
DEX	3D6	(10-11)	Left arm	16-18	6/6-12
CHA	3D6	(10-11)	Head	19-20	6/7-13
<b>Move:</b>	9	<b>Treasure:</b>	14-68	<b>HP:</b>	19-39
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Maul	3	40-110%	2D8+2-12D6	40%	15
<b>Armour:</b>	6 point skin; sometimes 6 point leg armour.				
<b>Chaos:</b>	There is a chance equal to a giant's POW on D100 that he or she will have a chaotic feature.				

## Gorp

A gorp can only be killed by fire or magic. Normal weapons merely pass through the gorp's rancid tissue without causing damage (though they themselves will be damaged by the gorp's acid). Because of a gorp's caustic nature, acid has no effect on it. Only fire or magic have any effect.

A gorp attacks by moving next to its intended victim and attempting to envelop him. The target may attempt a DEX x 5% roll to avoid the gorp. A gorp's attack may not be parried – the creature will simply slide around the parrying weapon to engulf its foe. A gorp will wrap itself around one of its victim's hit locations.

Every round a creature's hit location is enmeshed by a gorp, that creature will take 8 points of acid damage to that location. Armour will protect against this damage until it is dissolved by the gorp. A character caught by a gorp may attempt to escape by making another DEX x 5% roll.

Characteristics			Location	D20	Points
CON	3D6	(10-11)	Body	01-20	13-14
SIZ	4D6+12	(26)			
POW	3D6	(10-11)			
<b>Move:</b>	3	<b>Treasure:</b>	13	<b>HP:</b>	13-14
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Envelop <sup>1</sup>	1	100%	POT 8 acid		
<sup>1</sup>	A gorp will move next to a target in the movement phase. The victim must succeed in a DEX x 5% roll or one hit location will be enveloped. The victim may attempt another DEX roll next round				

	in order to escape.
<b>Chaos:</b>	Roll POW or less on D100 for a chaotic feature.

## Great Llama

Characteristics			Location <sup>1</sup>	D20	Points
STR	2D6+2 4	(31)	R. hind leg	01-02	2/5
CON	3D6	(10-11)	L. hind leg	03-04	2/5
SIZ	3D6+2 4	(34-35)	Hindquarters	05-07	2/7
POW	3D6	(10-11)	Forequarters	08-10	2/7
DEX	2D6	(7)	R. foreleg	11-13	2/5
			L. foreleg	14-16	2/5
			Head	17-20	2/6
<b>Move:</b>	12			<b>HP:</b>	16-17
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite <sup>2</sup>	8	25%	2D8		
Kick <sup>2,3</sup>	8	45%	3D6		
Trample <sup>4</sup>	7	25%	6D6		
<sup>1</sup> Because of its height, opponents on foot roll 1D10 for hit location when attacking a high llama. High llama riders roll 1D10+10 when attacking enemies on foot.					
<sup>2</sup> A high llama can bite and kick 1 or 2 targets at once.					
<sup>3</sup> Only opponents to the front can be kicked.					
<sup>4</sup> Only prone opponents can be trampled. No other attack can be made that round by the horse or its rider.					
<b>Armour:</b>	2 point skin.				

## Griffin

Characteristics			Location	D20	Points
STR	8D6	(28)	R. hind leg	01-02	4/6
CON	2D6+6	(13)	L. hind leg	03-04	4/6
SIZ	8D6	(28)	Hindquarters	05-07	4/7
INT	2D6+6	(13)	Forequarters	08-10	4/7
POW	2D6+6	(13)	Right wing	11-12	4/5
DEX	3D6	(10-11)	Left wing	13-14	4/5
CHA	3D6	(10-11)	R. foreleg	15-16	4/6
			L. foreleg	17-18	4/6
			Head	19-20	4/6
<b>Move:</b>	8/12	<b>Treasure:</b>	11	<b>HP:</b>	13-26
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Claw <sup>1</sup>	7	40-100%	1D6+2-8D6		
Peck <sup>1</sup>	7	40-100%	1D8+2-8D6		
<sup>1</sup> A griffin can attack up to 3 opponents per round using two claws and its beak at the same time.					
<b>Armour:</b>	4 point skin.				
<b>Spells:</b>	13 points of battle magic.				

## Horse

Characteristics			Location	D20	Points
STR	3D6+1 8	(28-29)	R. hind leg	01-02	1/5
CON	3D6	(10-11)	L. hind leg	03-04	1/5
SIZ	4D6+1 2	(26)	Hindquarters	05-07	1/7
POW	3D6	(10-11)	Forequarters	08-10	1/7
DEX	3D6	(10-11)	R. foreleg	11-13	1/5
			L. foreleg	14-16	1/5
			Head	17-20	1/6
<b>Move:</b>	12			<b>HP:</b>	18
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite <sup>1</sup>	7	05% <sup>5</sup>	1D10		
Kick <sup>2</sup>	7	05% <sup>5</sup>	1D8+2D6		
Rear <sup>3</sup>	7	05% <sup>5</sup>	2D8+2D6		
Trample <sup>4</sup>	7	25%	4D6		
<sup>1</sup> A horse will only bite appendages like limbs, tails, wings, etc. –					

	never the head or body.
<sup>2</sup>	A successful kick also counts as a knockback attempt. Only opponents to the rear can be kicked.
<sup>3</sup>	A rearing and plunging attack also counts as a knockback attempt. Rearing and plunging precludes any other attacks that round.
<sup>4</sup>	Only prone opponents can be trampled. No other attack can be made that round by the horse or its rider.
<sup>5</sup>	War horses fighting on their own have a 25% attack chance. When fighting with its rider, attacks must be trained up from a base chance of 05%, to a maximum of 75%. Horses lack the intellect to advance further.
<b>Armour:</b>	1 point skin.

## Impala

Characteristics			Location	D20	Points
STR	2D6+6	(13)	R. hind leg	01-02	0/4
CON	3D6	(10-11)	L. hind leg	03-04	0/4
SIZ	3D6+6	(13)	Hindquarters	05-07	0/5
POW	3D6	(10-11)	Forequarters	08-10	0/5
DEX	2D6+6	(13)	R. foreleg	11-13	0/4
			L. foreleg	14-16	0/4
			Head	17-20	0/5
<b>Move:</b>	12			<b>HP:</b>	11-12
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Kick <sup>1</sup>	8	25%	2D4		
<sup>1</sup>	A successful kick also counts as a knockback attempt. Only opponents to the rear can be kicked.				

## Jack O'Bear

Each combat round, the jack o'bear may attempt to overcome one of its foes in POW point vs. POW point test. If the target is overcome, he is immobilised – frozen in place and helpless until the jack o'bear dies or the effects are dispelled. It may hold a number of victims equal to half its POW immobile.

This paralysis attack does not cost the jack o'bear any POW points, though it may be boosted, which costs the jack o'bear POW points just as if the creature were casting a spell. The immobilisation effect counts as a 2 point spell for purposes of Dispel Magic or against magical defences.

Characteristics			Location	D20	Points
STR	3D6+6	(16-17)	Right leg	01-04	3/5
CON	2D6+6	(13)	Left leg	05-08	3/5
SIZ	3D6+6	(16-17)	Abdomen	09-11	3/5
INT	2D6	(7)	Chest	12	3/6
POW	4D6	(14)	Right arm	13-15	3/4
DEX	3D6	(10-11)	Left arm	16-18	3/4
CHA	3D6	(10-11)	Head	19-20	0/5
<b>Move:</b>	10	<b>Treasure</b>	10	<b>HP:</b>	15
		:			
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Claw <sup>1</sup>	8	25%	1D6+1		
<sup>1</sup>	A jack o'bear will attack with both claws at once.				
<b>Armour:</b>	3 point fur.				
<b>Chaos:</b>	There is a 05% chance that a jack o'bear will have a chaotic feature in addition to its immobilisation ability.				

## Lycanthrope

Lycanthropes can change form at will, an act that requires one melee round to complete. On nights of a full moon, lycanthropes have no choice but to assume beast form. The bite of a lycanthrope does not cause the recipient of the bite to become a lycanthrope, to the contrary of much popular belief.

While in beast form, lycanthropes are immune to most damage. Only magic, fire, poison or weapons made of pure silver will harm them – all other blows simply bounce off harmlessly. If a normal sword with a Bladesharp 3 spell cast on it is used against a lycanthrope, only the 3 points of damage from the spell will affect the creature; the weapon's normal damage, as well as the attacker's damage modifier, do not count.

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The lycanthrope's thick hide, which grants the beast one point of armour, would reduce the Bladesharp spell's damage to 2. If the entire weapon is enchanted, such as with a Fireblade spell, the entire damage rolled will count, though the wielder's damage modifier will still be ignored.

Werewolves can be poisoned, so long as the poison can be introduced to the creature's body. They are living entities who require oxygen, and thus may be asphyxiated or drowned.

### Werebear

Characteristics (Human)			Location	D20	Points
STR	2D6+6	(13)	Right leg	01-04	0/4
CON	3D6	(10-11)	Left leg	05-08	0/4
SIZ	1D6+1 2	(15-16)	Abdomen	09-11	0/4
INT	3D6	(10-11)	Chest	12	0/5
POW	3D6	(10-11)	Right arm	13-15	0/3
DEX	3D6	(10-11)	Left arm	16-18	0/3
CHA	3D6	(10-11)	Head	19-20	0/4
Characteristics (Bear)			Location	D20	Points
STR	x 2	(26)	R. hind leg	01-04	1/3
CON	x 1	(10-11)	L. hind leg	05-08	1/3
SIZ	x 1	(15-16)	Hindquarters	09-11	1/5
INT	x 2/3	(7)	Forequarters	12	1/5
POW	x 1	(10-11)	R. foreleg	13-15	1/3
DEX	x 1	(10-11)	L. foreleg	16-18	1/3
CHA	x 1	(10-11)	Head	19-20	1/4
<b>Move:</b>	8/10	<b>Treasure</b> :	8	<b>HP:</b>	11-12
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite <sup>1</sup>	8	30%	1d10+2d6		
Claw <sup>1</sup>	8	40%	1D6+2D6		
Hug <sup>1</sup>	8	20%	4D6		
<sup>1</sup> A werebear can only use 1 attack at a time					
<b>Armour:</b>	1 point fur in bear form.				
<b>Skills:</b>	Hide in Cover 40%; Move Quietly 50%; Spot Hidden Item 50%; Spot Trap 50%; Track by Smell 50%.				

### Wereboar

Characteristics (Human)			Location	D20	Points
STR	2D6+6	(13)	Right leg	01-04	0/4
CON	3D6	(10-11)	Left leg	05-08	0/4
SIZ	2D6+6	(13)	Abdomen	09-11	0/4
INT	3D6	(10-11)	Chest	12	0/5
POW	3D6	(10-11)	Right arm	13-15	0/3
DEX	3D6	(10-11)	Left arm	16-18	0/3
CHA	3D6	(10-11)	Head	19-20	0/4
Characteristics (Boar)			Location	D20	Points
STR	x 2	(26)	R. hind leg	01-04	1/3
CON	x 1	(10-11)	L. hind leg	05-08	1/3
SIZ	x 1	(15-16)	Hindquarters	09-11	1/5
INT	x 1/2	(5-6)	Forequarters	12	1/5
POW	x 1	(10-11)	R. foreleg	13-15	1/3
DEX	x 2/3	(7)	L. foreleg	16-18	1/3
CHA	x 1	(10-11)	Head	19-20	1/4
<b>Move:</b>	8/12	<b>Treasure</b> :	8	<b>HP:</b>	11-12
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Gore <sup>1</sup>	10	30%	2D6+1D6		
Trample <sup>2</sup>	10	30%	1D6+2D6		
<sup>1</sup> If the gore attack succeeds, roll for knockback.					
<sup>2</sup> If a victim has been knocked down, the wereboar will trample him in the following round.					
<b>Armour:</b>	1 point fur in boar form.				
<b>Skills:</b>	Hide in Cover 50%, Move Quietly 30%; Sniff out Food 90%.				



## Weretiger

Characteristics (Human)			Location	D20	Points
STR	3D6	(10-11)	Right leg	01-04	0/4
CON	3D6	(10-11)	Left leg	05-08	0/4
SIZ	2D6+6	(13)	Abdomen	09-11	0/4
INT	3D6	(10-11)	Chest	12	0/5
POW	3D6	(10-11)	Right arm	13-15	0/3
DEX	2D6+6	(13)	Left arm	16-18	0/3
CHA	3D6	(10-11)	Head	19-20	0/4
Characteristics (Tiger)			Location	D20	Points
STR	x 2½	(25-28)	R. hind leg	01-04	1/3
CON	x 1	(10-11)	L. hind leg	05-08	1/3
SIZ	x 1	(13)	Hindquarters	09-11	1/5
INT	x ½	(5-6)	Forequarters	12	1/5
POW	x 1	(10-11)	R. foreleg	13-15	1/3
DEX	x 1	(13)	L. foreleg	16-18	1/3
CHA	x 1	(10-11)	Head	19-20	1/4
<b>Move:</b>	8/10	<b>Treasure</b> :	8	<b>HP:</b>	11-12
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite <sup>1</sup>	8	30%	2D6+1D6		
Claw <sup>2</sup>	8	40%	1D6+2D6		
<sup>1</sup> If a claw hit in the preceding round, the weretiger will bite. Once a bite penetrates armour, he or she will hold fast and inflict damage every round while also attacking with two hind claws each round.					
<sup>2</sup> Attacks with 2 claws at the same time.					
<b>Armour:</b>	1 point fur in tiger form.				
<b>Skills:</b>	Hide in Cover 50%; Move Quietly 50%; Spot Hidden Item 40%; Spot Trap 40%; Track by Smell 40%.				

## Werewolf

Characteristics (Human)			Location	D20	Points
STR	3D6	(10-11)	Right leg	01-04	0/4
CON	3D6	(10-11)	Left leg	05-08	0/4
SIZ	3D6	(10-11)	Abdomen	09-11	0/4
INT	3D6	(10-11)	Chest	12	0/5
POW	3D6	(10-11)	Right arm	13-15	0/3
DEX	3D6	(10-11)	Left arm	16-18	0/3
CHA	3D6	(10-11)	Head	19-20	0/4
Characteristics (Wolf)			Location	D20	Points
STR	x 2	(20-22)	R. hind leg	01-04	1/3
CON	x 1	(10-11)	L. hind leg	05-08	1/3
SIZ	x 1	(13)	Hindquarters	09-11	1/5
INT	x ½	(5-6)	Forequarters	12	1/5
POW	x 1	(10-11)	R. foreleg	13-15	1/3
DEX	x 1	(13)	L. foreleg	16-18	1/3
CHA	x 1	(10-11)	Head	19-20	1/4
<b>Move:</b>	8/12	<b>Treasure</b> :	7	<b>HP:</b>	10-11
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite <sup>1</sup>	8	40%	1D6+2D6		
<sup>1</sup> A werewolf will attempt knockback with every bite attack until the victim is knocked down.					
<b>Armour:</b>	1 point fur in wolf form.				
<b>Skills:</b>	Hide in Cover 50%; Move Quietly 50%; Spot Hidden Item 50%; Spot Trap 50%; Track by Smell 60%.				

## Manticore

Characteristics			Location	D20	Points
STR	4D6+12	(26)	R. hind leg	01-02	4/6
CON	2D6+6	(13)	L. hind leg	03-04	4/6
SIZ	4D6+12	(26)	Tail	05-06	4/5
INT	2D6	(7)	Hindquarters	07-08	4/6
POW	3D6	(10-11)	Forequarters	09-10	4/7
DEX	2D6+3	(10)	Right wing	11-12	4/5
CHA	2D6	(7)	Left wing	13-14	4/5

			R. foreleg	15-16	4/6
			L. foreleg	17-18	4/6
			Head	19-20	4/6
<b>Move:</b>	9/10	<b>Treasure</b> :	15	<b>HP:</b>	17
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Claw <sup>1</sup>	7	35%	1D6+2D6		
Sting <sup>1,2</sup>	7	35%	1D6+2D6		
<sup>1</sup> Both claw and sting strike at once, at one or two opponents.					
<sup>2</sup> The sting injects a systemic poison equal to the manticore's CON in potency.					
<b>Armour:</b>	4 point skin.				

## Minotaur

Characteristics			Location	D20	Points
STR	3D6+1 2	(16-17)	Right leg	01-04	5/6
CON	2D6+6	(13)	Left leg	05-08	5/6
SIZ	3D6+1 2	(16-17)	Abdomen	09-11	5/6
INT	2D6	(7)	Chest	12	5/7
POW	3D6	(10-11)	Right arm	13-15	5/5
DEX	3D6	(10-11)	Left arm	16-18	5/5
CHA	2D6	(7)	Head	19-20	3/6
<b>Move:</b>	10	<b>Treasure</b> :	10	<b>HP:</b>	16
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Great axe	4	30%	2D6+2+2D6	25%	15
<b>Armour:</b>	3 point skin; 2 point leather on limbs and body.				

## Morokanth

Any skills requiring manual dexterity (including wielding weapons) are difficult for morokanth both because of their physiology and because such things are simply not part of their culture. Therefore, all morokanth have a base of 5% in all such skills, no matter what an individual's characteristics may be.

Characteristics			Location	D20	Points
STR	3D6+6	(16-17)	R. hind leg	01-02	6/3-4
CON	3D6	(10-11)	L. hind leg	03-04	6/3-4
SIZ	3D6+6	(16-17)	Hindquarters	05-07	6/5-6
INT	3D6	(10-11)	Forequarters	08-10	6/5-6
POW	3D6	(10-11)	R. foreleg	11-13	6/3-4
DEX	2D6+3	(10)	L. foreleg	14-16	6/3-4
CHA	3D6	(10-11)	Head	17-20	6/4-5
<b>Move:</b>	8	<b>Treasure</b> :	12	<b>HP:</b>	12-13
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Claw	9	25%	1D6+1D4	—	—
L. Spear, 2H	4	25%	1D10+1+1D4	25%	15
<b>Armour:</b>	4 point skin; 2 point leather limbs & body; 2 point cap.				
<b>Spells:</b>	Countermagic; Healing 2; Ironhand; Mobility.				
<b>Skills:</b>	Hide in Cover 50%; Tracking 75%.				

## Newtling

Newtlings are far better equipped than humans to master the language of dragonewts, and may attain a skill of 50% in that tongue.

Characteristics			Location	D20	Points
STR	3D6	(10-11)	Right leg	01-03	2/4
CON	3D6	(10-11)	Left leg	04-06	2/4
SIZ	2D6	(7)	Tail	07-08	2/3
INT	3D6	(10-11)	Abdomen	09-11	2/4
POW	3D6	(10-11)	Chest	12	2/5
DEX	2D6+6	(13)	Right arm	13-15	2/3
CHA	3D6	(10-11)	Left arm	16-18	2/3
			Head	19-20	2/4

<b>Move:</b>	6/9	<b>Treasure:</b>	5	<b>HP:</b>	9-10
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Sling	2	30%	1D8	–	–
Trident <sup>1</sup>	5	25%	1D6+1	30%	12
S. Shield	7	05%	1D4	25%	8
<sup>1</sup>   Tridents function essentially the same as short spears.					
<b>Armour:</b>	2 point leather body and limbs; 2 point cap.				
<b>Skills:</b>	Hide in Cover 50%; Spot Traps 50%; Swimming 80%; Tracking 50%.				

## Ogre

Characteristics			Location	D20	Points
STR	2D6+1 2	(19)	Right leg	01-04	3/5
CON	2D6+6	(13)	Left leg	05-08	3/5
SIZ	3D6	(10-11)	Abdomen	09-11	4/5
INT	3D6	(10-11)	Chest	12	4/6
POW	2D6+6	(13)	Right arm	13-15	2/4
DEX	3D6	(10-11)	Left arm	16-18	2/4
CHA	3D6	(10-11)	Head	19-20	4/5
<b>Move:</b>	8	<b>Treasure:</b>	13	<b>HP:</b>	13
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Any	4+	35%	Any +1D4	30%	Any
<b>Armour:</b>	2 point leather as a minimum; usually more.				
<b>Chaos:</b>	Ogres have a 05% chance of possessing a chaotic feature.				
<b>Skills:</b>	Disguise 50%; Move Quietly 35%.				
<b>Spells:</b>	As for humans.				

## Pixie

Characteristics			Location	D20	Points
STR	2D4	(5)	Right leg	01-04	0/3
CON	3D6	(10-11)	Left leg	05-08	0/3
SIZ	1D6	(3-4)	Abdomen	09-11	0/3
INT	3D6	(10-11)	Chest	12	0/4
POW	2D6+6	(13)	Right arm	13-15	0/2
DEX	4D6	(14)	Left arm	16-18	0/2
CHA	3D6	(10-11)	Head	19-20	0/3
<b>Move:</b>	6/9	<b>Treasure</b>	14	<b>HP:</b>	8-9
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Sling	2	30%	1D8	–	–
<b>Skills:</b>	Set/Disarm Trap 40%; Spot Hidden Item 40%; Move Quietly 50%.				
<b>Spells:</b>	Befuddle; Disruption.				

## Pygmy

Characteristics			Location	D20	Points
STR	2D6	(7)	Right leg	01-04	2/3-4
CON	3D6	(10-11)	Left leg	05-08	2/3-4
SIZ	2D6	(7)	Abdomen	09-11	2/3-4
INT	3D6	(10-11)	Chest	12	2/4-5
POW	3D6	(10-11)	Right arm	13-15	2/2-3
DEX	3D6	(10-11)	Left arm	16-18	2/2-3
CHA	3D6	(10-11)	Head	19-20	2/3-4
<b>Move:</b>	8	<b>Treasure:</b>	13	<b>HP:</b>	9-10
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Sling	2	35%	1D8	–	–
S. Spear	7	25%	1D6+1	25%	15
S. Shield	9	05%	1D4	35%	8
<b>Armour:</b>	2 point leather body and limbs, 2 point cap.				
<b>Skills:</b>	Riding 75%; Tracking 40%.				
<b>Spells:</b>	Healing 2; Mobility.				

## Rhino

Characteristics			Location	D20	Points
STR	2D6+3 0	(33)	R. hind leg	01-02	5/5
CON	3D6	(10-11)	L. hind leg	03-04	5/5
SIZ	2D6+3 0	(37)	Hindquarters	05-07	5/7
POW	3D6	(10-11)	Forequarters	08-10	5/7
DEX	2D6	(7)	R. foreleg	11-13	5/5
			L. foreleg	14-16	5/5
			Head	17-20	5/6
<b>Move:</b>	12			<b>HP:</b>	17-18
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite	8	50%	1D8+3D6		
Butt <sup>1</sup>	8	50%	2D10+3D6		
Trample <sup>3</sup>	8	50%	6D6		
<sup>1</sup> A successful butt also counts as a knockback attempt.					
<sup>2</sup> Only prone opponents can be trampled. No other attack can be made that round by the rhino or its rider.					
<b>Armour:</b>	3 point skin.				

## Rock Lizard

Characteristics			Location	D20	Points
STR	2D6+6	(13)	Tail	01-02	3/4
CON	2D6+6	(13)	R. hind leg	03-04	3/4
SIZ	4D6	(14)	L. hind leg	05-06	3/4
POW	3D6	(10-11)	Hindquarters	07-09	3/5
DEX	2D6+6	(13)	Forequarters	10-12	3/5
			R. foreleg	13-14	3/4
			L. foreleg	15-16	3/4
			Head	17-20	3/5
<b>Move:</b>	4	<b>Treasure</b> :	8	<b>HP:</b>	14
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bit <sup>1</sup>	8	25%	1D10+1D4		
Claw <sup>1</sup>	8	25%	1D6+1D4		
<sup>1</sup> Both claws attack at once until one hits. Thereafter the lizard will hold on, striking with one claw and biting.					
<b>Armour:</b>	3 point skin.				

## Rubble Rat

Characteristics			Location	D20	Points
STR	1D6	(3-4)	R. hind leg	01-02	2/2
CON	3D6	(10-11)	L. hind leg	03-04	2/2
SIZ	1D4	(2-3)	Hindquarters	05-07	2/4
POW	3D6	(10-11)	Forequarters	08-10	2/4
DEX	2D6+6	(13)	R. foreleg	11-13	2/2
			L. foreleg	14-16	2/2
			Head	17-20	2/3
<b>Move:</b>	6	<b>Treasure</b> :	5	<b>HP:</b>	8-9
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite	10	10-25%	1D6		
<b>Armour:</b>	2 point skin.				

## Runner

Characteristics			Location	D20	Points
STR	2D4	(5)	Right leg	01-04	0/3
CON	3D6	(10-11)	Left leg	05-08	0/3
SIZ	1D6	(3-4)	Abdomen	09-11	0/3
INT	3D6	(10-11)	Chest	12	0/4
POW	2D6+6	(13)	Right arm	13-15	0/2
DEX	4D6	(14)	Left arm	16-18	0/2
CHA	3D6	(10-11)	Head	19-20	0/3
<b>Move:</b>	9	<b>Treasure</b> :	14	<b>HP:</b>	8-9

Weapon	SR	Attack	Damage	Parry	Points
Whipwand <sup>1</sup>	7	30%	1D6	30%	10
<sup>1</sup> A hit to a limb location binds that limb. A hit to a head location will strangle unless rigid neck armour is worn (see Drowning rules).					
<b>Skills:</b>	Camouflage 30%; Hide in Cover 30%; Listen 30%; Move Quietly; Spot Hidden Item 30%.				

## Sable

Characteristics			Location	D20	Points
STR	3D6+1 2	(21-22)	R. hind leg	01-02	1/4-5
CON	3D6	(10-11)	L. hind leg	03-04	1/4-5
SIZ	3D6+1 2	(21-22)	Hindquarters	05-07	1/6-7
POW	3D6	(10-11)	Forequarters	08-10	1/6-7
DEX	2D6+6	(13)	R. foreleg	11-13	1/4-5
			L. foreleg	14-16	1/4-5
			Head	17-20	1/5-6
<b>Move:</b>	12			<b>HP:</b>	12-13
Weapon	SR	Attack	Damage		
Bite <sup>1</sup>	7	25%	2D4		
Butt <sup>1</sup>	7	35%	1D12+2D6		
Kick <sup>1</sup>	7	35%	1D6+2D6		
<sup>1</sup> Sables may bite and kick in the same round; or they may use their horns to butt.					
<b>Armour:</b>	1 point skin.				

## Scorpion Man

Characteristics			Location	D20	Points
STR	2D6+12	(19)	R. hind leg	01	3/2-3
CON	3D6	(10-11)	L. hind leg	02	3/2-3
SIZ	2D6+12	(19)	R. centre leg	03	3/2-3
INT	2D6	(7)	L. centre leg	04	3/2-3
POW	3D6	(10-11)	R. foreleg	05-06	3/2-3
DEX	3D6+3	(13-14)	L. foreleg	07-08	3/2-3
CHA	3D6	(10-11)	Tail	09-10	3/4-5
			Thorax	11-12	3/4-5
			Chest	13-14	3/5-6
			Right arm	15-16	3/3-4
			Left arm	17-18	3/3-4
			Head	19-20	3/4-5
			<b>Move:</b>	8	<b>Treasure</b> :
Weapon	SR	Attack	Damage	Parry	Points
Club <sup>1</sup>	6	35%	1D10+1D6	35%	12
Sting <sup>1</sup>	7	40%	1D8 + systemic poison = CON		
Sling	3	35%	1D8	—	—
<sup>1</sup> Both club and sting can strike the same opponent at once.					
<b>Armour:</b>	3 point carapace.				
<b>Skills:</b>	Climbing 50%; Seat Trap 40%.				

## Shadow Cat

Characteristics			Location	D20	Points
STR	1D6	(3-4)	R. hind leg	01-02	0/3
CON	3D6	(10-11)	L. hind leg	03-04	0/3
SIZ	1D4	(2-3)	Hindquarters	05-07	0/5
POW	3D6	(10-11)	Forequarters	08-10	0/5
DEX	2D6+6	(13)	R. foreleg	11-13	0/3
			L. foreleg	14-16	0/3
			Head	17-20	0/4
<b>Move:</b>	10	<b>Treasure</b> :	6	<b>HP:</b>	11
Weapon	SR	Attack	Damage		
Bite	8	40%	1D6		

Rip	8	80%	2D6		
<b>Skills:</b>	Hide in Cover 50%; Move Quietly 60%.				
<b>Special:</b>	Shadow cats have a natural defence bonus of 20%.				

## Skeleton

Characteristics			Location	D20	Points
STR	1D4+8	(10-11)	Right leg	01-04	0/1
SIZ	3D6	(10-11)	Left leg	05-08	0/1
POW	1	(1)	Abdomen	09-11	0/1
DEX	3D6	(10-11)	Chest	12	0/1
			Right arm	13-15	0/1
			Left arm	16-18	0/1
			Head	19-20	0/1
<b>Move:</b>	8	<b>Treasure:</b>	3	<b>HP:</b>	N/A
Weapon	SR	Attack	Damage	Parry	Points
Scimitar <sup>1</sup>	7	50-55%	1D8+1	50-55%	20
Self bow <sup>1</sup>	3	50-55%	1D6+1	50-55%	10
Small shield	9	50-55%	1D4	50-55%	8
<sup>1</sup> These weapons are typical. Skeletons fight at their DEX x 5 in the weapons they are given at creation; they are incapable of learning or advancing in skill.					
<b>Armour:</b>	Any.				

## Sky Bull

Characteristics			Location	D20	Points
STR	4D6+1 2	(26)	R. hind leg	01-02	3/7
CON	2D6+6	(13)	L. hind leg	03-04	3/7
SIZ	8D6+1 2	(40)	Hindquarters	05-07	3/8
POW	3D6	(10-11)	Forequarters	08-10	3/8
DEX	2D6	(7)	Right wing	11-12	3/6
			Left wing	13-14	3/6
			R. foreleg	15-16	3/8
			L. foreleg	17-18	3/8
			Head	19-20	3/7
<b>Move:</b>	11/11	<b>Treasure</b> :	12	<b>HP:</b>	20
Weapon	SR	Attack	Damage		
Butt <sup>1</sup>	8	35%	2D10+3D6		
Kick <sup>2</sup>	8	35%	1D8+3D6		
Stomp <sup>3</sup>	8	35%	2D6+3d6		
<sup>1</sup> A butt will knock down any target of SIZ 10 or less, with 10% less chance for every 6 points of SIZ larger.					
<sup>2</sup> There is a 60% chance the kick will knock down a target of SIZ 12 or less, with 10% less chance for every 6 points of SIZ larger.					
<sup>3</sup> Sky bulls can stomp any opponent on the ground by swooping down from above.					
<b>Armour:</b>	3 point skin.				

## Snake

Characteristics			Location	D20	Points
STR	1D6	(3-4)	Tail	01-06	0/4
CON	2D6+6	(13)	Body	07-14	0/5
SIZ	1D6	(3-4)	Head	15-20	0/4
POW	1D6+6	(9-10)			
DEX	3D6	(10-11)			
<b>Move:</b>	4	<b>Treasure</b> :	6	<b>HP:</b>	11

## Fang Snake

Weapon	SR	Attack	Damage
Bite <sup>1</sup>	10	25%	1D4 + blade venom

<sup>1</sup>	If the fang penetrates armour, it injects blade venom of 1D6 potency into the wound.
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## Spit Snake

Weapon	SR	Attack	Damage
Bite	10	10%	1D4
Spit <sup>1,2</sup>	8	25%	See below
<sup>1</sup>	Male spit snakes spit acid of 1D6 potency.		
<sup>2</sup>	Female spit snakes spit powerfully stinking oil which is impossible to wash off; it will wear out after a few days but in the meantime makes the victim impossible company for any being with a sense of smell.		

## Stake Snake

Weapon	SR	Attack	Damage
Spring <sup>1</sup>	6	25%	1D6+1

## Weapon Snake

Weapon	SR	Attack	Damage	Parry	Points
Sword (male)	9	25%	1D6+1	25%	12
Mace (female)	10	25%	1d6	25%	12

## Troll

There are several types of troll, some more common than others.

### Cave Troll

Characteristics		Location	D20	Points	
STR	3D6+1 2	(22-23)	Right leg	01-04 3/6	
CON	2D6+6	(13)	Left leg	05-08 3/6	
SIZ	4D6+1 2	(26)	Abdomen	09-11 3/6	
INT	2D6	(7)	Chest	12 3/7	
POW	2D6	(7)	Right arm	13-15 3/5	
DEX	2D6+3	(10)	Left arm	16-18 3/5	
CHA	1D6	(3-4)	Head	19-20 3/6	
<b>Move:</b>	7	<b>Treasure:</b>	12	<b>HP:</b> 17	
Weapon	SR	Attack	Damage	Parry	Points
Club	5	35%	2D8+2D6	25%	20
Claw	7	35%	1D6+2D6	—	—
<b>Armour:</b>	3 point skin.				
<b>Chaos:</b>	Regenerate 1 point of damage in each location unless location is fully destroyed. Damage by fire or taken in daylight will not regenerate.				

### Dark Troll

Characteristics		Location	D20	Points	
STR	3D6+6	(16-17)	Right leg	01-04 5/4	
CON	3D6	(10-11)	Left leg	05-08 5/4	
SIZ	3D6+6	(16-17)	Abdomen	09-11 6/4	
INT	3D6	(10-11)	Chest	12 6/5	
POW	3D6	(10-11)	Right arm	13-15 5/3	
DEX	3D6	(10-11)	Left arm	16-18 5/3	
CHA	3D6	(10-11)	Head	19-20 6/4	
<b>Move:</b>	8	<b>Treasure:</b>	12	<b>HP:</b> 12	
Weapon	SR	Attack	Damage	Parry	Points
Any	4+	25%	Any+2D6	25%	Any
<b>Armour:</b>	1 point padding; 4 point open helm; 3 point boiled leather limbs; 4 point ringmail hauberk; plus 1 point skin.				
<b>Skills:</b>	Any.				
<b>Spells:</b>	5 points of battlemagic.				

## Great Troll

Characteristics			Location	D20	Points
STR	4D6+1 2	(26)	Right leg	01-04	7/7
CON	1D4+1 4	(16-17)	Left leg	05-08	7/7
SIZ	4D6+1 2	(26)	Abdomen	09-11	7/7
INT	2D6+2	(9)	Chest	12	7/8
POW	3D6	(10-11)	Right arm	13-15	7/6
DEX	3D6	(10-11)	Left arm	16-18	7/6
CHA	2D6	(7)	Head	19-20	6/7
<b>Move:</b>	7	<b>Treasure:</b>	12	<b>HP:</b>	20-21
Weapon	SR	Attack	Damage	Parry	Points
Broadsword	5	25%	1D8+1+2D6	10%	20
Greatsword	4	40%	2D8+2D6	25%	15
Poleaxe	4	40%	3D6+2D6	25%	15
<b>Armour:</b>	4 point open helm; 5 point chainmail body and limbs; plus 1 point skin.				
<b>Spells:</b>	At least 1 point of battle magic.				

## Mother Troll

Characteristics			Location	D20	Points
STR	4D6+6	(20)	Right leg	01-04	10/6
CON	2D6+6	(13)	Left leg	05-08	10/6
SIZ	3D6+1 2	(22-23)	Abdomen	09-11	9/6
INT	2D6+6	(13)	Chest	12	9/7
POW	4D6	(14)	Right arm	13-15	10/5
DEX	2D6+6	(13)	Left arm	16-18	10/5
CHA	3D6	(10-11)	Head	19-20	10/6
<b>Move:</b>	9	<b>Treasure:</b>	17	<b>HP:</b>	17
Weapon	SR	Attack	Damage	Parry	Points
Any	2+	75%	Any+2D6	75%	Any
<b>Armour:</b>	2 point leather padding; 6 point full helm; 6 point plate limbs, 5 point chainmail hauberk; plus 2 point skin.				
<b>Skills:</b>	Camouflage 75%; Oratory 75%; Set Traps 60%; Spot Hidden Items 60%; Spot Traps 60%.				
<b>Spells:</b>	Battle magic up to INT limit; 1D10 Rune magic spells (if POW 18+).				

## Trollkin

Characteristics			Location	D20	Points
STR	2D6+3	(10)	Right leg	01-04	1/4
CON	3D6	(10-11)	Left leg	05-08	1/4
SIZ	1D6+6	(9-10)	Abdomen	09-11	1/4
INT	2D6+3	(10)	Chest	12	1/5
POW	2D6	(7)	Right arm	13-15	1/3
DEX	3D6+3	(13-14)	Left arm	16-18	1/3
CHA	2D6	(7)	Head	19-20	1/4
<b>Move:</b>	6	<b>Treasure:</b>	6	<b>HP:</b>	10-11
Weapon	SR	Attack	Damage	Parry	Points
Sling	2	30%	1D8	—	—
Light Mace	7	300%	1D6+2	30%	20
Short Spear	5	30%	1D6+1	30%	12
Small Shield	8	10%	1D4	30%	8
<b>Armour:</b>	1 point skin.				
<b>Skills:</b>	Spot Hidden Item 45%				
<b>Spells:</b>	1 battle magic spell.				

## Tusk Rider

Characteristics			Location	D20	Points
STR	2D6+6	(13)	Right leg	01-04	2/5
CON	2D6+6	(13)	Left leg	05-08	2/5



SIZ	3D6	(10-11)	Abdomen	09-11	2/5
INT	3D6	(10-11)	Chest	12	2/6
POW	3D6	(10-11)	Right arm	13-15	2/4
DEX	3D6	(10-11)	Left arm	16-18	2/4
CHA	1D6	(3-4)	Head	19-20	3/5
<b>Move:</b>	8	<b>Treasure:</b>	7	<b>HP:</b>	13
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Lance	3	25%	1D10+2D6	–	12
Long Spear	5	25%	1D10+1	25%	12
<b>Armour:</b>	2 point leather body and limbs; 3 point composite helm.				
<b>Skills:</b>	Camouflage 40%; Riding 90%; Spot Traps 50%; Tracking 50%.				
<b>Spells:</b>	Demoralise; Healing 2.				

## Tusker

Characteristics			Location	D20	Points
STR	3D6+1 2	(22-23)	R. hind leg	01-02	4/6
CON	1D6+1 2	(15-16)	L. hind leg	03-04	4/6
SIZ	4D6+1 2	(26)	Hindquarters	05-07	4/8
POW	3D6	(10-11)	Forequarters	08-10	4/8
DEX	1D6	(3-4)	R. foreleg	11-13	4/6
			L. foreleg	14-16	4/6
			Head	17-20	4/7
<b>Move:</b>	10			<b>HP:</b>	19-20
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Gore <sup>1</sup>	8	50%	2D6+2D6		
Trample <sup>3</sup>	8	75%	4D6		
<sup>1</sup> A gore will knock down any target of SIZ 8 or less, with 10% less chance for every 6 points of SIZ larger.					
<sup>2</sup> Only prone opponents can be trampled.					
<b>Armour:</b>	4 point skin.				

## Unicorn

Characteristics			Location	D20	Points
STR	2D6+2 4	(31)	R. hind leg	01-02	1/5
CON	2D6+6	(13)	L. hind leg	03-04	1/5
SIZ	2D6+1 8	(25)	Hindquarters	05-07	1/7
INT	3D6	(10-11)	Forequarters	08-10	1/7
POW	2D6+1 2	(19)	R. foreleg	11-13	1/5
DEX	2D6+6	(13)	L. foreleg	14-16	1/5
			Head	17-20	1/6
<b>Move:</b>	12			<b>HP:</b>	18
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite <sup>1</sup>	6	40%	1D10		
Gore	6	50%	1D10+3D6		
Kick <sup>2</sup>	6	40%	1D8+3D6		
Rear <sup>3</sup>	6	40%	2D10+3D6		
Trample <sup>4</sup>	6	75%	3D6		
<sup>1</sup> A unicorn will only bite appendages like limbs, tails, wings, etc. – never the head or body. A unicorn can bite and kick at the same time.					
<sup>2</sup> A successful kick also counts as a knockback attempt. Only opponents to the rear can be kicked.					
<sup>3</sup> A rearing and plunging attack also counts as a knockback attempt. Rearing and plunging precludes any other attacks that round.					
<sup>4</sup> Only prone opponents can be trampled. No other attack can be made that round by the unicorn or its rider.					
<b>Armour:</b>	1 point skin.				

<b>Magic:</b>	A unicorns can heal 1 point of damage by touching the wound with its horn and expending 1 POW point, up to the limit of its remaining POW. This ability functions on any living creature.
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## Vampire

Vampires have the ability to shape shift into mist at will,. The vampire (and every non-living item on his person) dissolves into a thin, greenish fog approximately the same SIZ as he was in the flesh. As a mist, the vampire is immune to all types of physical damage, but cannot take any action except movement. In mist form, a vampire moves at MOV 1 and is unaffected by strong winds. Additionally, vampires in mist form still take damage from sunlight as normal.

Vampires will assume mist form if any hit location or its total hit points reach zero. If its head is reduced to zero hit points, a vampire will fall to the ground, insensible, and cannot turn to mist or regenerate. To destroy a vampire, its head must be cut off. Driving a wooden stake into its heart will also prevent it from coming back.

As well as the ability to transform into mist, vampires manifest the ability to shape shift into wolves or bats.

Vampires cannot stand the touch of natural sunlight, and are unable to cross running water. Vampires are unable to attack beings tied to the Death Rune.

Vampires can only regain POW points by draining them from their victim. These are added to their characteristic POW, limited to species maximum. Victims regain drained POW points as normal, if they survive.

Characteristics (Humanoid Form)			Location	D20	Points
STR	3D6x2	(20-22)	Right leg	01-04	0/10
CON	2D6+6	(13)	Left leg	05-08	0/10
SIZ	3D6	(10-11)	Abdomen	09-11	0/10
INT	3D6	(10-11)	Chest	12	0/12
POW	2D6+6	(13)	Right arm	13-15	0/8
DEX	3D6	(10-11)	Left arm	16-18	0/8
CHA	3D6	(10-11)	Head	19-20	0/10
<b>Move:</b>	+2	<b>Treasure:</b>	15	<b>HP:</b>	13
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite <sup>1</sup>	9	50%	1D4+1D4		
Touch <sup>2</sup>	9	50%	1D4		
<sup>1</sup> If a vampire's bite causes damage, it will stay attached and drain blood until either the victim dies or the vampire is destroyed. The victim will lose 1D6 points of STR per round.					
<sup>2</sup> If a vampire touches a victim, a POW vs. POW attack is made just as in spirit combat. Any POW drained is added to the vampire's total. Armour does not protect.					
<b>Magic:</b>	A vampire can employ an effect identical to the battlemagic spell Harmonise, with no loss of POW points, provided it can catch the victim's eye. The victim can avoid the vampire's gaze by rolling POW x 5% or less.				

Characteristics (Wolf Form)			Location	D20	Points
STR	3D6x2	(20-22)	R. hind leg	01-04	1/8
CON	2D6+6	(13)	L. hind leg	05-08	1/8
SIZ	3D6	(10-11)	Hindquarters	09-11	1/12
INT	3D6	(10-11)	Forequarters	12	1/12
POW	2D6+6	(13)	R. foreleg	13-15	1/8
DEX	3D6	(10-11)	L. foreleg	16-18	1/8
			Head	19-20	1/10
<b>Move:</b>	12	<b>Treasure</b>	7	<b>HP:</b>	13
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Bite	9	50%	1D6+1D4		
<b>Armour:</b>	1 point fur in wolf form.				

## Walktapus

A walktapus regenerates 1 hit point every full turn. Not only will its wounds heal, but even severed body parts will eventually creep back together to reform the creature. Fire cannot stop this process, but it can slow it by several days. Walktapi can only be destroyed by Disruption spells or exotic runemagic. Though they are certainly creatures of chaos, walktapi do not possess any additional chaotic features.

Characteristics			Location	D20	Points
STR	2D6+1 8	(25)	Right leg	01-02	4/6
CON	2D6+6	(13)	Left leg	03-04	4/6
SIZ	2D6+1 8	(25)	Abdomen	05	4/6
POW	3D6	(10-11)	Chest	06	4/7
DEX	3D6	(10-11)	Right arm	07-08	4/5
			Left arm	09-10	4/5
			Tentacle 1	11	4/5
			Tentacle 2	12	4/5
			Tentacle 3	13	4/5
			Tentacle 4	14	4/5
			Tentacle 5	15	4/5
			Tentacle 6	16	4/5
			Tentacle 7	17	4/5
			Tentacle 8	18	4/5
			Head	17-20	4/6
<b>Move:</b>	7	<b>Treasure</b> :	18	<b>HP:</b>	17-18
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>		
Tentacle <sup>1</sup>	7	40%	2D6		
Constrict <sup>2</sup>	7	100%	4D6		
Mist <sup>3</sup>	3	100%	Systemic poison = CON		
<sup>1</sup>	4 tentacles can attack at once, striking 1-4 targets.				
<sup>2</sup>	If 2 tentacles hit the same target, they will latch on and begin to constrict. Armour protects until it is overcome, crushed by cumulative damage.				
<sup>3</sup>	Mist is sprayed in a 3m diameter circle, consisting of systemic poison with POT equal to the walktapus's CON.				
<b>Armour:</b>	4 point skin.				
<b>Chaos:</b>	Regenerate 1 hit point per turn.				

## Wind Child

Characteristics			Location	D20	Points
STR	2D6	(7)	Right leg	01-03	0/4
CON	3D6	(10-11)	Left leg	04-06	0/4
SIZ	2D6	(7)	Abdomen	07-09	0/4
INT	3D6	(10-11)	Chest	10	0/5
POW	2D6+6	(13)	Right wing	11-12	0/3
DEX	2D6+6	(13)	Left wing	13-14	0/3
CHA	3D6	(10-11)	Right arm	15-16	0/3
			Left arm	17-18	0/3
			Head	19-20	0/4
<b>Move:</b>	6/12	<b>Treasure:</b>	6	<b>HP:</b>	9-12
<b>Weapon</b>	<b>SR</b>	<b>Attack</b>	<b>Damage</b>	<b>Parry</b>	<b>Points</b>
Lance	3	25%	1D10+2D6	—	12
Long Spear	5	25%	1D10+1	25%	12
<b>Armour:</b>	None.				
<b>Skills:</b>	Defence 5%; Flight 90%.				
<b>Spells:</b>	Disruption; Healing 2; Speedart.				

## Wurm

Characteristics			Location	D20	Points
STR	10D6	(35)	Tail	01-04	8/7
CON	3D6	(10-11)	Abdomen	05-08	8/7
SIZ	10D6	(35)	Chest	09-12	8/8
INT	3D6	(10-11)	Right wing	13-14	8/6
POW	3D6+6	(16-17)	Left wing	15-16	8/6

DEX	3D6	(10-11)	Head	17-20	8/7
CHA	3D6	(10-11)			
Move:	6/10	Treasure:	18	HP:	17-18
Weapon	SR	Attack	Damage		
Bite	7	50%	1D10+3D6		
Armour:	8 point skin.				

## Wyvern

Characteristics			Location	D20	Points
STR	4D6+1 2	(26)	Right leg	01-03	6/6
CON	2D6+6	(13)	Left leg	04-06	6/6
SIZ	2D6+2 4	(31)	Abdomen	07-08	6/6
INT	2D6	(7)	Chest	09-11	6/7
POW	3D6	(10-11)	Tail	12	6/6
DEX	2D6+6	(13)	Right wing	13-14	6/5
CHA	2D6	(7)	Left wing	15-16	6/5
			Head	17-20	6/6
Move:	6/10	Treasure:	19	HP:	18
Weapon	SR	Attack	Damage		
Bite	6	40%	1D8+3D6		
Sting <sup>1</sup>	6	60%	1D6+3D6 + systemic poison		
<sup>1</sup> The sting attacks any opponent in reach, at the same time as the bite. The systemic poison POT is equal to the wyvern's CON.					
Armour:	6 point skin.				

## Zebra

Characteristics			Location	D20	Points
STR	3D6+1 8	(28-29)	R. hind leg	01-02	1/5
CON	3D6	(10-11)	L. hind leg	03-04	1/5
SIZ	4D6+1 2	(26)	Hindquarters	05-07	1/7
POW	3D6	(10-11)	Forequarters	08-10	1/7
DEX	3D6	(10-11)	R. foreleg	11-13	1/5
			L. foreleg	14-16	1/5
			Head	17-20	1/6
Move:	12			HP:	18
Weapon	SR	Attack	Damage		
Bite <sup>1</sup>	7	05%	1D10		
Kick <sup>2</sup>	7	05%	1D8+2D6		
Rear <sup>3</sup>	7	05%	2D8+2D6		
Trample <sup>4</sup>	7	25%	4D6		
<sup>1</sup> A horse will only bite appendages like limbs, tails, wings, etc. – never the head or body.					
<sup>2</sup> A successful kick also counts as a knockback attempt. Only opponents to the rear can be kicked.					
<sup>3</sup> A rearing and plunging attack also counts as a knockback attempt. Rearing and plunging precludes any other attacks that round.					
<sup>4</sup> Only prone opponents can be trampled. No other attack can be made that round by the horse or its rider.					
Armour:	1 point skin.				

## Zombie

Characteristics			Location	D20	Points
STR	3D6x1½	(15-17)	Right leg	01-04	2/5-6
CON	3D6x1½	(15-17)	Left leg	05-08	2/5-6
SIZ	3D6	(10-11)	Abdomen	09-11	2/5-6
POW	1	(1)	Chest	12	2/6-7
DEX	2D6	(7)	Right arm	13-15	2/4-5
			Left arm	16-18	2/4-5
			Head	19-20	2/5-6
Move:	6	Treasure:	9	HP:	15-17
Weapon	SR	Attack	Damage	Parry	Points

Maul	7	35%	2D8+1D4	20%	15
<b>Armour:</b>	Any, usually 2 point leather.				

## Random Encounters

### Encounter Chance

Lands	Roll	Chance
Chaos	1/6 hrs	85%
Cultivated	1/1 hr	75%
Dwarf	1/6 hrs	80%
Elf	1/6 hrs	80%
Marsh	1/3 hrs	45%
Mountain	1/6 hrs	20%
Open	1/6 hrs	60%
Plains	1/6 hrs	40%
River	1/6 hrs	30%
Ruins	1/3 hrs	85%
Town	1/1 hr	85%
Troll	1/6 hrs	80%
Woods	1/6 hrs	15%

### Encounter Tables

1D20	Chaos Nexus	Cultivated Land	Dwarf Lands	Elf Forest	Marshland	Mountains
1	Basilisk	Adventurers	Cliff Toad	Adventurers	Cliff Toad	Adventurers
2	Broos	Centaur	Dwarves	Centaur	Dragon	Broos
3	Broos	Elf Raiders	Dwarves	Dryads	Dragonewts	Cliff Toad
4	Dragonewts	Elf Raiders	Dwarves	Dryads	Dragon Snail	Dark Trolls
5	Dragon Snail	Local Militia	Dwarves	Dwarf Raiders	Ducks	Dark Trolls
6	Ghosts	Local Militia	Dwarves	Elf Warparty	Ducks	Dwarves
7	Ghouls	Local People	Dwarves	Elf Warparty	Ghosts	Dwarves
8	Jack O' Bear	Local People	Dwarves	Elves	Ghosts	Dwarves
9	Ogres	Local People	Dwarves	Elves	Ghouls	Gargoyles
10	Scorpion Folk	Local People	Dwarves	Elves	Gorps	Ghosts
11	Scorpion Folk	Local People	Dwarves	Elves	Newtlings	Giants
12	Scorpion Folk	Local Soldiers	Elf Raiders	Elves	Rock Lizards	Giants
13	Skeletons	Mounted Bandits	Gargoyles	Ghosts	Skeletons	Great Trolls
14	Vampire	Ogres	Giants	Pixies	Snakes	Griffins
15	Walktapus	Rubble Rats	Griffins	Pixies	Snakes	Rock Lizards
16	Werebear	Rubble Rats	Rock Lizards	Runners	Snakes	Sky Bulls
17	Wereboar	Snakes	Sky Bulls	Runners	Vampire	Trollkin
18	Weretiger	Thieves	Troll Raiders	Runners	Walktapus	Trollkin
19	Werewolf	Troll Raiders	Wind Children	Troll Raiders	Wyrms	Wind Children
20	Zombies	Wyrms	Wyverns	Werebear	Zombies	Wyverns

1D20	Open Country	Plains	River	Ruins	Town	Troll Lands
1	Adventurers	Baboons	Adventurers	Adventurers	Assassin	Adventurers
2	Baboons	Bison Tribe	Cave trolls	Baboons	Constabulary	Cave Trolls
3	Centaur	Bison Tribe	Cliff Toad	Broos	Constabulary	Cave Trolls
4	Dragon	Centaur	Cliff Toad	Cave Trolls	Locals	Cliff Toad
5	Dragonewts	Dragon/Wyrm	Ducks	Dark trolls	Locals	Dark Trolls
6	Dragonewts	Griffin	Ducks	Dragon Snail	Locals	Dark Trolls
7	Dragonewts	High Llama Tribe	Dragonewts	Gargoyles	Locals	Dark Trolls

THIS MATERIAL IS OPEN GAME CONTENT

8	Giants	High Llama Tribe	Dragonewts	Ghouls	Locals	Dwarf Raiders
9	Locals	Horse Nomads	Dragonewts	Ghosts/Vampire	Locals	Elf Raiders
10	Locals	Impala Tribe	Dragon Snails	Gorps	Locals	Great Trolls
11	Locals	Impala Tribe	Fisherfolk	Manticore/Wyrm	Locals	Great Trolls
12	Locals	Morocanth	Fisherfolk	Rock Lizards	Local Toughs	Jack O'Bear
13	Manticore/Griffin	Morocanth	Fisherfolk	Rubble Rats	NPC Friend	Mother Troll
14	Morocanth	Newtlings	Newtlings	Scorpion Folk	Outsider Toughs	Trollkin
15	Minotaurs	Rhino Tribe	Newtlings	Shadow Cats	Pickpocket	Trollkin
16	Ogres	Sable Tribe	Newtlings	Skeletons	Priest & Company	Trollkin
17	Sky Bulls	Sable Tribe	Newtlings	Snakes	Priest & Company	Trollkin
18	Thieves	Wild Herd	Snakes	Weretiger	Robber	Troll Warparty
19	Werewolf	Wyverns	Snakes	Werewolf	Vampire	Troll Warparty
20	Wyrm/Wyvern	Zebra Tribe	Wyrm	Zombies	Weretiger	Wyrm

1D20	Woodland	1D20	Woodland
1	Adventurers	11	Outlaws
2	Baboons	12	Pixies
3	Cockatrice	13	Runners
4	Dark Trolls	14	Shadow Cat
5	Dragonewt	15	Snakes
6	Dragonewt	16	Trollkin
7	Dragonewt	17	Tusk Riders
8	Dryad	18	Werebear
9	Elves	19	Wereboar
10	Jack O'Bear	20	Werewolf

## Response Table

Roll D100 and consult the table below to determine the response of friendly, neutral or hostile parties towards the characters:

Friendly	Neutral	Hostile	Response
01-15	01-10	01-05	Very well disposed towards party and willing to co-operate.
16-75	11-30	06-15	Will not molest party if unmolested.
76-85	31-70	16-25	Uncertain reaction, will try to avoid action as long as possible.
86-95	71-90	26-85	Bad reaction resulting in a strong antithesis towards the party.
96-00	91-00	86-00	Extremely poor response with no attempt to hide dislike or contempt for the party.

# EQUIPMENT

## Currency

5 lead pieces = 1 copper piece

10 copper pieces = 1 silver piece

20 silver pieces = 1 gold piece

## Weapons and Armour

### Melee Weapons

Mode <sup>1</sup>	Type <sup>1</sup>	Weapon <sup>2</sup>	STR <sup>3</sup>	DEX <sup>3</sup>	SR	Damage	HP	ENC	Base	
1H Cutting	Axe	Hand Axe	7	7	4	1D6+1	15	1	20%	
		Battle Axe	13	9	3	1D8+2	15	2	20%	
	Sword	Broadsword	9	7	2	1D8+1	20	1	10%	
		Scimitar	9	9	2	1D8+1	20	1	10%	
		Bastard Sword	13	9	2	1D10+1	20	1	10%	
2H Cutting	Axe	Battle Axe	9	7	3	1D8+2	15	1	15%	
		Great Axe	11	7	2	2D6+2	15	2	15%	
		Rhomphaia	11	9	2	2D6+2	12	2	15%	
		Pole Axe	13	9	1	3D6	12	3	15%	
2H Cutting	Sword	Bastard Sword	9	9	2	1D10+1	20	1	05%	
		Greatsword	11	13	1	2D8	15	2	05%	
1H Cut-and-Thrust	Rapier	Rapier	7	13	2	1D6+1	12	1	05%	
	Sickle	Sickle	–	–	3	1D6+1	15	1	15%	
	Shortsword	Shortsword	–	–	3	1D6+1	20	1	15%	
Hand-to-Hand	Fist	Fist	–	–	4	1D3	–	–	25%	
		Light Cestus	7	–	4	1D3+1	5	½	25%	
		Claw	7	9	4	1D4+1	5	1	25%	
		Heavy Cestus	11	–	4	1D3+2	10	1	25%	
	Head-butt	Head-butt	–	–	4	1D4	–	–	10%	
		Kick	Kick	–	–	4	1D6	–	–	25%
	Grapple	Grapple <sup>4</sup>	–	–	4	Special	–	–	25%	
		Dagger	Dagger <sup>5</sup>	–	–	4	1d4+2	12	¼	25%
	1H Smashing	Hammer	War Hammer	11	9	3	1D6+2	20	1	20%
			War Pick	11	9	3	1D6+2	20	1	20%
Mace		Singlestick	–	9	4	1D6	10	½	25%	
		Light Mace	7	7	3	1D6+2	20	1	25%	
		Heavy Mace	13	7	3	1D8+2	20	2	25%	
Flail		Grain Flail	9	–	3	1D6	8	1	15%	
		War Flail	11	–	3	1D6+2	12	2	15%	
		Morning Star	Morning Star Flail	11	7	2	1D10+1	12	2	05%
2H Smashing	Hammer	Great Hammer	9	9	1	2D6+2	15	3	05%	
		Maul	9	9	3	1D8	15	2	20%	
	Flail	Heavy Mace	9	7	0	1D8+2	20	2	20%	
		Maul	11	7	1	2D8	15	3	20%	
		Military Flail	9	–	0	2D6+2	15	3	05%	

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Mode <sup>1</sup>	Type <sup>1</sup>	Weapon <sup>2</sup>	STR <sup>3</sup>	DEX <sup>3</sup>	SR	Damage	HP	ENC	Base
1H Thrusting	Spear	Short Spear <sup>6</sup>	9	7	2	1D6+1	15	2	10%
		Long Spear <sup>6</sup>	11	9	1	1D8+1	15	3	10%
		Lance <sup>7</sup>	9	7	0	1D10+1	20	3	10%
2H Thrusting	Spear	Short Spear <sup>6</sup>	9	7	1	1D8+1	15	2	20%
		Long Spear <sup>6</sup>	7	7	0	1D10+1	15	3	20%
	Pike	Pike	11	7	0	2D6+1	15	3	10%

<sup>1</sup> Weapons of the same mode and type may be used at ½ skill if the character has training in one of the weapons in that group.

<sup>2</sup> This is the name of the individual weapon skill, further divided into attack and parry.

<sup>3</sup> The minimum STR and/or DEX required to wield the weapon effectively. A character can substitute SIZ for DEX on a 2:1 basis if he or she does not meet the minimum DEX requirement. Thus, a STR 13, DEX 8 character would still be able to use a 2-handed long spear as normal.

<sup>4</sup> See the grappling rules above for resolving grapple attacks.

<sup>5</sup> Daggers can impale on a special result rolled when attacking.

<sup>6</sup> Spears must be held closer to the midpoint of the shaft when used one-handed, hence the higher SR than for 2-handed use of the same weapon.

<sup>7</sup> These statistics assume that the lance is held couched under one arm while mounted and charging at a target, in which the damage modifier of the mount applies, not the character's. Otherwise it is treated as a long spear.

## Missile Weapons

Mode <sup>1</sup>	Type <sup>1</sup>	Weapon <sup>2</sup>	STR <sup>3</sup>	DEX <sup>3</sup>	Rate <sup>4</sup>	Range <sup>5</sup>			Damage <sup>6</sup>	HP	ENC	Attack <sup>7</sup>	Parry <sup>8</sup>
1H Projectile	Sling	Sling	–	9	3SR	80	120	160	1D8	–	1	10%	–
2H Projectile	Sling	Staff Sling	9	9	1MR	100	150	200	1D10	10	2	05%	20%
	Bow	Self Bow	9	9	3SR	80	120	160	1D6+1	6	2	10%	20%
		Composite Bow	13	9	3SR	100	150	200	1D8+1	10	2	10%	20%
	Crossbow	Light Crossbow	7	7	1MR	100	150	200	2D4+2	6	1	20%	20%
		Heavy Crossbow	11	7	3MR	120	180	240	2D6+2	10	2	20%	20%
		Arbalest	13	7	5MR	150	225	300	3D6+1	10	3	20%	20%
1H Thrown	Rock	Rock	–	–	3SR	20	–	–	1D4	–	¼	25%	–
	Dagger	Throwing Dagger	–	9	3SR	20	–	–	1D4	12	¼	15%	25%
	Axe	Throwing Axe	9	11	3SR	20	–	–	1D6	15	1	10%	20%
	Javelin	Dart	–	9	3SR	20	–	–	1D6	8	½	15%	–
		Javelin	9	9	1MR	20	–	–	1D10	10	1	15%	10%

<sup>1</sup> Weapons of the same mode and type may be used at ½ skill if the character has training in one of the weapons in that group.

<sup>2</sup> This is the name of the individual weapon attack skill.

<sup>3</sup> The minimum STR and/or DEX required to wield the weapon effectively.

<sup>4</sup> Rate of fire: Time taken to reload for another shot, assuming a reload is to hand; SR = strike rank and MR = melee round.

<sup>5</sup> Effective, medium and long range in metres for the weapon. Thrown weapons cannot reach beyond effective range. The chance of hitting at medium range is ½, at long range it drops to ¼.

<sup>6</sup> Projectile weapons cause the listed damage. Thrown weapons apply ½ of the user's damage modifier to the roll.

<sup>7</sup> Base attack chance for the weapon.

<sup>8</sup> Base parry chance for the weapon. Daggers, axes and javelins parry as their melee counterparts. No training is available for parrying with projectile weapons.

## Shields



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Mode <sup>1</sup>	Type <sup>1</sup>	Shield <sup>2</sup>	STR <sup>3</sup>	DEX <sup>3</sup>	SR <sup>4</sup>	Damage	HP	ENC	Attack <sup>5</sup>	Parry <sup>6</sup>
1H Smashing	Shield	Small Shield	5	–	4	1D4	8	1	05%	05%
		Medium Shield	9	–	4	1D6	12	2	05%	10%
		Large Shield	12	–	4	1D8	16	3	05%	20%
<sup>1</sup> Shields of other sizes may be used at ½ skill if the character has training in one other size.										
<sup>2</sup> This is the name of the individual shield skill, further divided into attack and parry.										
<sup>3</sup> The minimum STR and/or DEX required to wield the shield effectively.										
<sup>4</sup> SR only applies to shield attacks. Parrying takes place at the same SR as the incoming attack.										
<sup>5</sup> Base attack chance for the shield.										
<sup>6</sup> Base parry chance for the shield.										

## Armour

Hit Location	Type	Material	AP	ENC	Move Quietly <sup>1</sup>
Legs	Greaves	Soft Leather <sup>2</sup>	1	½	–
		Boiled Leather	3	1	–
		Plate	6	2	–15%
Legs and Abdomen	Trews	Soft Leather <sup>2</sup>	1	½	–
		Stiff Leather <sup>2</sup>	2	1	–
		Chainmail	5	3	–15%
Abdomen	Skirts	Soft Leather <sup>2</sup>	1	½	–
		Stiff Leather <sup>2</sup>	2	1	–
		Linen	3	1	–05%
		Light Scale	4	2	–35%
Abdomen and Chest	Hauberk	Heavy Scale	5	3	–30%
		Chainmail	5	2	–25%
		Soft Leather <sup>2</sup>	1	½	–
		Stiff Leather <sup>2</sup>	2	1	–
		Linen	3	2	–05%
		Ringmail	4	2	–15%
		Light Scale	4	2	–35%
Chest	Byrnie	Heavy Scale	5	3	–30%
		Chainmail	5	2	–25%
		Soft Leather <sup>2</sup>	1	½	–
		Stiff Leather <sup>2</sup>	2	1	–
		Ringmail	4	1	–05%
	Cuirass	Chainmail	5	1	–15%
		Linen	3	1	–05%
		Boiled Leather	3	1	–05%
		Heavy Scale	5	3	–25%
		Brigandine	5	2	–15%
		Plate	6	3	–15%

Hit Location	Type	Material	AP	ENC	Move Quietly <sup>1</sup>
Arms	Sleeves	Chainmail	5	2	-15%
	Vambraces	Soft Leather <sup>2</sup>	1	0	-
		Boiled Leather	3	1	-
		Plate	6	2	-10%

<sup>1</sup> The wearer's Move Quietly chance is modified as shown. The modifiers are not cumulative; only the highest is used.

<sup>2</sup> Soft or stiff leather, or alternatively thick felt or padded cloth, can be worn under other armour to serve as padding. Encumbrance and AP are cumulative.

## Helmets

Type	AP	ENC
Hood <sup>1</sup>	1	¼
Cap	2	½
Composite Helm	3	½
Open Helm	4	1
Closed Helm	5	1
Full Helm	6	2

<sup>1</sup> May be worn as padding under helmets. AP and ENC are cumulative.

## General Items Equipment

Small sack	2cp	Adventurer's Pack (backpack, small sack, wine skin, 30m rope, hand axe, hammer, stakes, fish hooks & line, belt knife, bandages, cooking utensils, blanket)	25sp
Large sack	5cp		
Backpack	1sp		
Rope (15m)	5sp		
Pole (3m)	-		
Wooden spike	1cp		
Torches	-		
Lamp or lantern	5sp		
Lamp oil (2 hours)	5cp		

## Tools

Hammer	2cp	Fishing gear	5cp
Mallet	5cp	Writing utensils	10sp
Climbing gear	20sp	Papyrus/vellum (sheet)	5cp

## Camping Gear

Cooking utensils	2sp	Tent, small	1-man	10sp
Fire starter	1sp	Tent, medium	3-man	25sp
Blanket	2cp	Tent, large	5-man	40sp

## Containers

Wine skin	(1 l)	1sp	Cask	(5 l)	5sp
Flask	(1 l)	1sp	Keg	(15 l)	15sp
Clay jug	(2 l)	2sp	Barrel	(50 l)	25sp

## Musical Instruments

Bagpipes	10-25sp	Lur horn	25sp
Bugle	5sp	Lyre	20-100sp
Harp	10-50sp	Reed pipes	1-5sp

## Animals & Transportation

Horse, cart	50sp	Cart, 2-wheeled	35sp
Horse, riding	100sp	Cart, 4-wheeled	85sp
Horse, cavalry	1,500sp	Riding gear	20-200sp
Horse, war	5,000sp		

## Food & Lodging

### Food

Cheap meal	2cp	Ale/beer, cup	½cp
Good meal	5cp	Ale/beer, cask	5cp
Banquet	1sp	Ale/beer, keg	15cp
Trail rations	5sp/week	Wine, cup	2cp
		Wine, cask	2sp
		Wine, keg	6sp

### Lodging

Common room	1cp/day	Stable	1cp/day
Dormitory	5cp/day	Stable & fodder	5cp/day
Shared room	1sp/day	Stable & care	1sp/day
Private room	2sp/day		
Luxuries (hot water, etc.)	2cp/day		

# TREASURE

Most creatures in the preceding chapter have an entry for “treasure” in their statistic block. This number determines which column of the treasure table below is used to generate the hoard for that creature. If there is more than one foe, simply add the numbers together before consulting the table. If the total is greater than 100, divide it into groups of 100 or less and roll individually for each group.

## Treasure Table

T	cp		sp		gp		Gems		Special	
<b>01-10</b>	75%	1-100	75%	1-10	50%	1-6	50%	1	05%	1
<b>11-20</b>	85%	2-200	85%	1-100	65%	1-10	65%	1	10%	1
<b>21-30</b>	95%	3-300	95%	2-200	75%	1-12	75%	1	15%	1
<b>31-40</b>	95%	5-500	95%	3-300	90%	1-20	90%	1	20%	1
<b>41-50</b>	95%	8-800	95%	4-400	95%	2-40	95%	1	25%	1
<b>51-60</b>	95%	10-1,000	95%	5-500	95%	3-60	95%	1	30%	1
<b>61-70</b>	95%	15-1,500	95%	6-600	95%	5-100	95%	2	35%	1
<b>71-80</b>	95%	20-2,000	95%	8-800	95%	2-200	95%	2	50%	1
<b>81-90</b>	95%	25-2,500	95%	10-1,000	95%	3-300	95%	2	45%	1
<b>91-100</b>	95%	30-3,000	95%	20-2,000	95%	4-400	95%	3	50%	1

**T** denotes the value given for treasure in the creature descriptions, added up to give the total number for the hoard. The die roll given for each treasure type indicates the amount of treasure found.

The percentage number is the percentile roll needed for that type of treasure to be present. For example, a treasure value of 13 has an 85% chance for 1D100 sp. This is treated exactly like a skill roll in that it is possible not only to succeed or fail, but also to achieve a critical, special or fumble. The treasure table lists minimum values that will be found if the percentile roll for that particular type is a simple success. Other results are possible:

<i>Critical</i> :	Multiply the rolled amount by 10.
<i>Special</i> :	Multiply the rolled amount by 5.
<i>Success</i> s:	The rolled amount is found.
<i>Fail</i> :	No treasure of this type is present.
<i>Fumble</i> e:	Referee’s choice – treasure may be cursed, fake, or anything else worse than not finding any treasure at all.

## Gems

Gems encompass all forms of precious stones, jewellery, silverware, relics and treasures; anything with monetary worth (but not magical powers or other value). To randomly determine the value of gems found, roll on the table below:

D100	Value (sp)
<b>01</b>	Roll on Special Item Table
<b>02</b>	Roll on Crystal Table
<b>03</b>	10,000 – 200,000
<b>04-05</b>	3,000 – 18,000
<b>06-10</b>	1,000 – 10,000
<b>11-15</b>	1,000 – 6,000

<b>16-20</b>	300 – 1,800
<b>21-30</b>	12 – 1,200
<b>31-40</b>	6 – 600
<b>41-50</b>	10 – 200
<b>51-60</b>	2 – 200
<b>61-70</b>	5 – 100
<b>71-80</b>	1 – 100
<b>81-90</b>	1 – 20
<b>91-95</b>	1 – 10
<b>96-00</b>	No value

## Special Items

<b>D100</b>	<b>Item</b>
<b>01-10</b>	Magic Crystal
<b>11-30</b>	Battlemagic Matrix
<b>31-60</b>	Text
<b>61-00</b>	Potion

## Magic Crystals

<b>D100</b>	<b>Crystal Type</b>
<b>01</b>	Roll twice and combine powers
<b>02</b>	Re-roll and add 1D6 POW/INT/POW points
<b>03-04</b>	Spell Knowledge (1D4 INT) spell storing
<b>05-06</b>	Power Enhancing (1D4 POW) spell reinforcing
<b>07-08</b>	Spell Boosting (1D4 POW) spell strengthening
<b>08-09</b>	Spell Resistance (1D4 POW) spell resisting
<b>10-11</b>	Spirit Resistance (1D4 POW) spirit supporting
<b>12-14</b>	Spell Enhancing (1D8 POW) power enhancing
<b>15-17</b>	Extra Healing (1D8 POW) healing focussing
<b>18-20</b>	Detection (1D8 POW) sensitivity
<b>21-23</b>	Powered (2D8 POW) twice POW

<b>24-94</b>	Blank (2D6+3 POW points)
<b>95-00</b>	Flawed

## Living Crystals

Most magic crystals are blank crystals (see below), empty vessels that can be used to store POW points or bound spirits by anyone who picks them up. A few crystals, however, have a life of their own. To use one of these living crystals, the character must bind it to him by overcoming the crystal's POW (or INT) with his POW in a week-long ritual. This is the only way to discover the nature of the crystal. Only one living crystal may be so used by a character at any one time; a character must abandon his link before attempting to attune another. Failing in the attempt is dangerous, and costs the character characteristic POW:

<b>D100</b>	<b>Characteristic Loss</b>
<b>01-10</b>	3 POW
<b>11-40</b>	2 POW
<b>41-00</b>	1 POW

## Types of Crystals

### Spell Knowledge Crystal

A spell knowledge crystal possesses INT instead of POW. This may be used solely as extra INT for the memorising of battlemagic spells by the owner, and not for other purposes.

### Power Enhancing Crystal

This crystal adds its POW to that of the user for the purposes of overcoming an opponent's POW on the Resistance Table when casting a spell, possibly surpassing his normal species maximum.

### Spell Boosting Crystal

This crystal boosts the POW points of spells for the purposes of overcoming magical defences like Countermagic and Shield. The crystal adds 1 POW point for every point of the spell cast, up to the limit of its POW.

### Spell Resistance Crystal

This crystal adds its POW to that of the user for the purposes of resisting an opponent's POW on the Resistance Table against an incoming spell, possibly surpassing his normal species maximum.

### Spirit Resistance Crystal

This crystal adds its POW to that of the user for the purposes of resisting a spirit's POW on the Resistance Table when engaged in spirit combat, possibly surpassing his normal species maximum.

### Spell Enhancing Crystal

This crystal doubles the effectiveness of any variable battlemagic spells cast by a character, up to the normal limit of the spell and up to the limit of its POW (i.e. an enhanced Bladesharp is still limited to a maximum of 4 points, and a POW 3 crystal can only boost variable spells to a maximum of 6 points). It has no effect on Healing or Xenohealing.

### Extra Healing

This crystal doubles the effectiveness of any Healing or Xenohealing spells cast by the character, limited only by its POW (i.e. at most a POW 4 crystal can double Healing 4, healing 8 points of damage).

### Detection Crystal

This crystal makes any 1-point detection spells known by a character free to cast without POW point cost. Any 2-point detection spells known may be cast for 1 POW point. This power can be used once per day for every point of the crystal's POW.

### Powered Crystal

This crystal's POW may be drawn on as POW points when casting spells. The crystal will regenerate POW points as a normal living being, i.e. it will 1/24 of its total POW points every hour. However, if the crystal is drained to zero POW points it is destroyed (it does not become a blank crystal, it becomes completely worthless).

### Blank Crystal

Blank crystals are repositories – anyone can use any number of them with no restriction. They have two uses; POW point storage and spirit binding. A character can store POW points up to the crystal's POW limit by simply casting them into the crystal. The POW points remain available indefinitely until he draws on them to power spells. They cannot be used to recharge his own depleted POW points.

Blank crystals can also serve as a vessel for bound spirits, requiring no other preparation. The crystal's POW does not limit the POW of the spirit that can be bound into it, but a crystal can only hold 1 spirit at a time and it cannot be used to store POW points as well.

### Flawed Crystal

A flawed crystal is unique, and can manifest almost any imaginable powers. The most common type is one of the above, but which also has some limitation or cost to its use – perhaps it drains POW points (or characteristic POW) when used, it prevents other crystals from being used by the character, etc. It may also be wholly detrimental to its user, for example attracting hostile spirits to engage him in spirit combat. The most rare types of flawed crystal are those that have unique, sometimes very powerful beneficial abilities, such as granting the power to continually regenerate 1 point of damage per day, even re-growing limbs. The referee should endeavour to make every flawed crystal a unique experience.

## Battlemagic Matrices

Matrices are created through the runemagic spell Matrix Enchantment. A battlemagic matrix is an item that confers the ability to cast a particular battlemagic spell. The user does not learn the spell; if he loses the matrix, he loses knowledge of the spell. He must also provide the POW points to cast the spell. However, he need not allocate INT to memorise the spell. Matrices can take any shape or form.

To randomly determine the POW for variable spell matrices, roll a 1D4 or 1D6 as appropriate. The battlemagic spells given as 1-6 POW can go beyond six points, so the referee may place an unusually high POW Healing matrix, for example. However, 1-6 is the normal range for such spells.

It is unusual to combine more than one spell in the same matrix, but it is possible (see the Runemagic section). Such matrices should be specially placed by the referee if desired.

D100	POW	Spell Name
01-02	1	Befuddle
03-04	1	Binding
05-06	1	Demoralise
07-08	1	Detect Detection
09-10	1	Detect Enemies
11-12	1	Detect Gold
13-14	1	Detect Life
15-16	1	Detect Magic
17-18	1	Detect Silver

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19-20	1	Detect Spirit
21-22	1	Detect Undead
23-24	1	Disruption
25-26	1	Farsight
27-28	1	Ignite
29-30	1	Light
31-32	1	Mobility
33-34	1	Silence
35-36	1	Speedart
37-38	1	Spirit Binding
39-40	2	Coordination
41-42	2	Darkwall
43-44	2	Detect Gems
45-46	2	Detect Traps
47-48	2	Extinguish
49-50	2	Firearrow
51-52	2	Glamour
53-54	2	Harmonise
55-56	2	Repair
57-58	2	Strength
59-60	3	Invisibility
61-62	4	Fireblade
63-64	4	Lightwall
65-66	4	Vigour
67-68	1-4	Bladesharp
69-70	1-4	Bludgeon
71-72	1-4	Dullblade
73-74	1-4	Ironhand
75-76	1-4	Multimissile
77-	1-4	Protection



78		
79-80	1-4	Shimmer
81-82	1-6	Countermagic
83-84	1-6	Detection Blank
85-87	1-6	Dispel Magic
88-89	1-6	Fanaticism
90-91	1-6	Glue
92-94	1-6	Healing
95-96	1-6	Mindspeech
97-99	1-6	Spirit Screen
99-00	1-6	Xenohealing

## Texts

Texts are any type of written material. The most common are scrolls or tablets, but the writing could also be inscribed on walls, woven into cloth, painted on ceramic or carved into a cliff. Texts may have monetary worth in themselves, they may contain useful or valuable information, or they may contain secret teachings for skill or characteristic improvement. Text types may be randomly determined on the table below, but each text is unique and referees are encouraged to make up their own.

<b>D100</b>	<b>Text Type</b>
<b>01</b>	Unusual
<b>02</b>	Secret Teachings (Knowledge)
<b>03</b>	Secret Teachings (Manipulation)
<b>04-05</b>	Secret Teachings (Perception)
<b>06-07</b>	Secret Teachings (Stealth)
<b>08-12</b>	Secret Teachings (STR)
<b>13-17</b>	Secret Teachings (CON)
<b>18-22</b>	Secret Teachings (DEX)
<b>23-27</b>	Secret Teachings (CHA)
<b>28-50</b>	Secret Teachings (Skill)
<b>51-65</b>	Map
<b>66-75</b>	Valuable
<b>76-00</b>	Useless

## Types of Texts

### Unusual Text

## THIS MATERIAL IS OPEN GAME CONTENT

This type of text is unique, and can be anything the referee imagines. It should be of great worth in one way or another, perhaps even magical.

### **Secret Teachings (Knowledge/Manipulation/Perception/Stealth)**

This is a lengthy treatise describing training techniques which, if followed correctly, grant a permanent 1D4 x 5% increase in the relevant ability with a consequent bonus to all skills tied to that ability. The techniques take 1D20 weeks to master.

### **Secret Teachings (STR/CON/DEX/CHA)**

These teachings allow the user to raise the relevant characteristic by 1 point, subject to the normal limits for improving characteristics. The increase, once gained, is permanent. The techniques take 1D20 weeks to master.

### **Secret Teachings (Skills)**

These texts allow the user to raise one particular skill (chosen by the referee or picked at random) by 1D4 x 5%, subject to the normal limits for improving skills. The increase, once gained, is permanent. The techniques take 1D20 weeks to master.

### **Map**

This text is a map, not necessarily obvious as such, showing a location which is of interest in some way. It could be the location of a treasure, a plan of secret tunnels under an enemy citadel, a map of a lost oasis, or anything else that fit with the referee's campaign world.

### **Valuable Text**

This text may be valuable for any number of reasons – it may be an ancient treatise from a lost empire, the writings of a great prophet, a deed promising riches to the bearer, or a precious work of art. The worth should be determined by the referee, but it could be randomly determined by rolling on the Gems Table (above).

### **Useless Text**

This text may be truly useless and worthless, or it may simply be indecipherable or of such a nature as to be of no value, e.g. a beautiful engraving in an inaccessible cavern.

## **Potions**

<b>D100</b>	<b>Potion Type</b>
<b>01-10</b>	Unusual
<b>11-25</b>	Battlemagic
<b>26-45</b>	Healing
<b>46-55</b>	Antidote
<b>56-70</b>	Systemic Poison
<b>71-80</b>	Blade Venom
<b>81-90</b>	Acid
<b>91-00</b>	Spoiled

## **Types of Potions**

### **Unusual Potion**

This type of potion is unique, and can be anything the referee imagines. It could be beneficial, detrimental, or both.

**Battlemagic Potion**

These potions, when taken, temporarily give the user the ability to cast a particular battlemagic spell one time only, at no POW point cost to the user (the POW points are expended by the alchemist in making the potion). Once the spell is cast or when the potion wears off, the spell is no longer available. Battlemagic potions are effective for about 2 hours after drinking. To determine the type and power of spell randomly, roll on the Battlemagic Matrix Table above.

**Healing Potion**

These are magical potions which automatically cure damage equal to their POT when taken. POT is 1D6. The potion will heal the worst wounds first, moving from wound to wound until its POT is exhausted.

**Antidote**

This can be any type of antidote, as described in the Adventuring section above. POT is 2D6+3.

**Systemic Poison**

This can be any type of systemic poison, as described in the Adventuring section above. POT is 2D6+3.

**Blade Venom**

Blade venom is described in the Adventuring section above. POT is 2D6+3.

**Acid**

Acid is described in the Adventuring section above. POT is 2D6+3.

**Spoiled Potion**

The effect of spoilage for poisons and antidotes is described in the Adventuring section above. Magic potions degenerate in a similar manner. Spoiled potions may also become poisonous, acting like a systemic poison of POT 2D6+3. At the referee's discretion, spoiled potions may function normally but have a strange side effect, such as causing 1D3 damage to the user's abdomen.

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