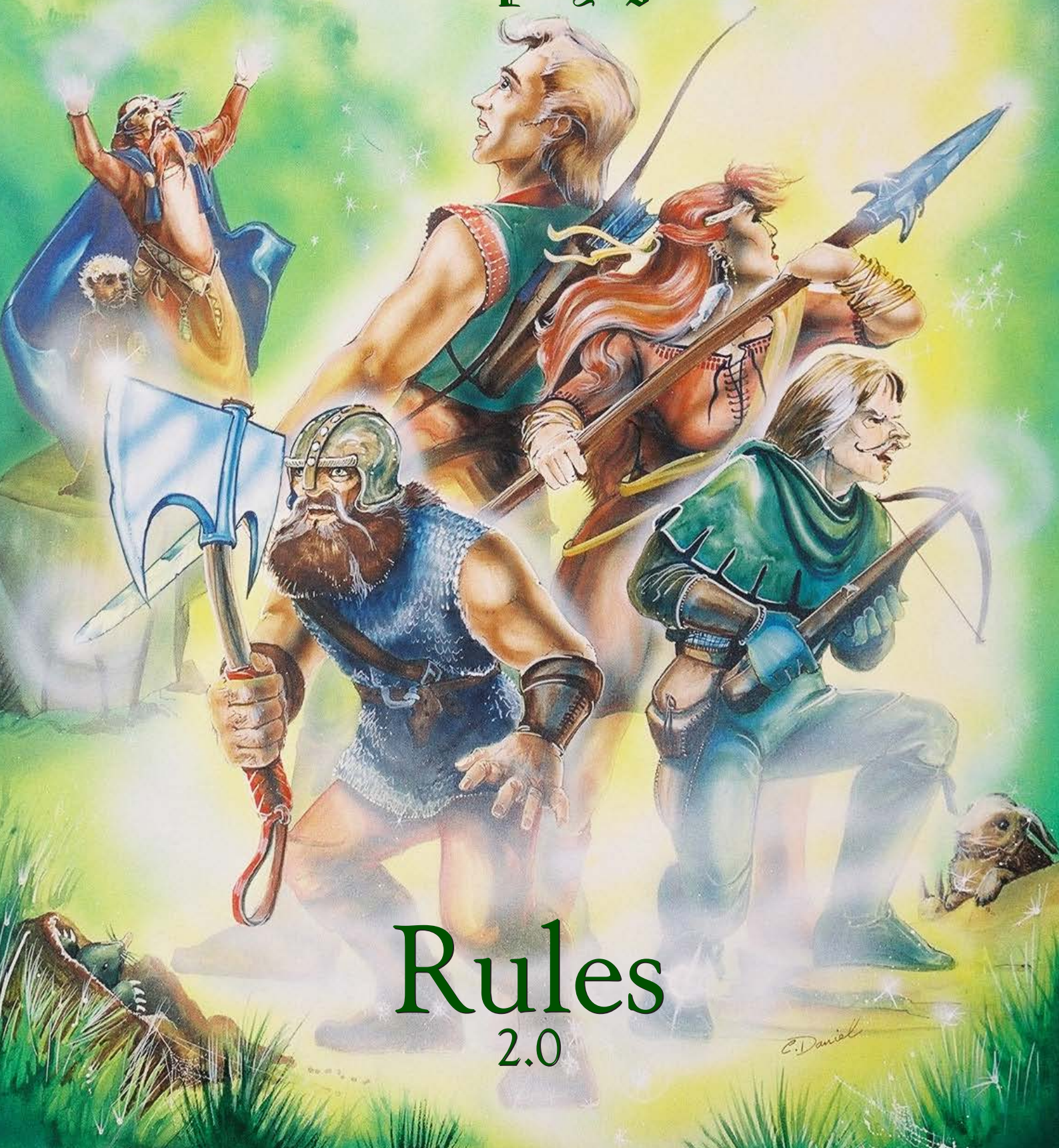


# Amar

The Role-Playing Game



Rules  
2.0

C. Daniel



# Contents

## Introduction . . . . . 3

Amar the RPG . . . . .	3
What Do You Need? . . . . .	3
The Game Master (GM) . . . . .	3
Dice . . . . .	3
What Do You Do? . . . . .	3

## The Character . . . 4

### Attributes & Skills . . . . . 4

#### The Attributes . . . . . 4

Numbers . . . . .	4
Skill Potentials . . . . .	4
Making a Character . . . . .	4
Damage Bonus . . . . .	5
Body Points . . . . .	5
Rolling the Dice . . . . .	5
Open Ended Rolls . . . . .	5
Increasing Attributes & Skills . . .	5

#### Skills . . . . . 5

Lockpicking . . . . .	5
-----------------------	---

#### Physical Skills . . . . . 5

Climb . . . . .	5
Dodge . . . . .	6
Hide . . . . .	6
Move Quietly . . . . .	6
Ride . . . . .	6
Sleight . . . . .	7
Swim . . . . .	7
Tumble . . . . .	7
Weapon Skills . . . . .	7

#### Mental Skills . . . . . 7

Alchemy Lore . . . . .	7
Languages . . . . .	7
Literacy . . . . .	7
Medical Lore . . . . .	7
Path Lore . . . . .	7
Ritual Magick Lore . . . . .	7
Spell Lore . . . . .	7
Survival Lore . . . . .	7
Teaching . . . . .	8

#### Perception Skills . . . . . 8

Track . . . . .	8
Locate Traps . . . . .	8

#### Carrying the Weight . . . . . 8

#### Damage . . . . . 8

## Falling . . . . . 8

## Body Points . . . . . 8

## Fear . . . . . 9

## Combat . . . . . 10

### Melee Combat . . . . . 10

Armor . . . . .	10
Insufficient Strength . . . . .	10
Using a Weapon in Your	
Off Hand . . . . .	10
New Weapons . . . . .	10
Secondary Weapons . . . . .	10
Dodging . . . . .	11
Combat Rounds . . . . .	11
Movement in Combat . . . . .	11
The Attack . . . . .	11
Damage . . . . .	11
Extra Damage . . . . .	11
Fighting Several Opponents . .	11
Fighting Offensively . . . . .	11
Fighting Defensively . . . . .	11
Attacking Earlier . . . . .	11
More Than One Attack . . . . .	11
Target not Defending . . . . .	11
Special Adjustments . . . . .	11

### Missile Combat . . . . . 12

Missile Adjustments . . . . .	12
Firing into a Melee . . . . .	12
Damage and Extra Damage . .	12
Shields against Missiles . . . .	12
Dodging Missiles . . . . .	12
Breath Weapon . . . . .	12
Damage Bonus . . . . .	12

### Optional Combat Rules . 13

Damage from Poison . . . . .	13
Disarm . . . . .	13
Break Weapon . . . . .	13
Critical Hits . . . . .	13
Fumbles . . . . .	13

### Hit Locations (optional). 13

Body Points . . . . .	13
Armor . . . . .	13
Melee . . . . .	13
Aiming in Melee . . . . .	13
Aiming with Missiles . . . . .	13
Shields against Missiles . . . .	13
Hit Location Illustrations . . . .	14

## Equipment . . . . . 15

Monetary System . . . . .	15
Promissory Notes . . . . .	15
Loans and Interest . . . . .	15
Quality of Equipment . . . . .	15
Equipment Table Definitions . .	15
Equipment Tables . . . . .	15

## Magick . . . . . 21

The Magick Skills . . . . .	21
Commercial Use of Magick . . .	21
True Name . . . . .	21

### Divine Miracles . . . . . 21

Cult Standing . . . . .	21
Initiation Requirements . . . . .	21
Priesthood Requirements . . . .	21
Divine Intervention . . . . .	21

### Spell Magick . . . . . 21

Resisting Spells . . . . .	22
Spending Magical Aptitude . .	22
Spell Levels . . . . .	22
Magick Control . . . . .	22
Active/Passive . . . . .	22
Effect per Spell Level . . . . .	22
Detecting Illusions . . . . .	22
Abilities of Disembodied	
Spirits . . . . .	22
Vocal and Somatic	
Components . . . . .	22
“Seeing” Mana . . . . .	22
Recovery of Magical Aptitude .	22
Touch Spells . . . . .	22
Magick Fumbles . . . . .	22

### Spells . . . . . 23

Spell Table Definitions . . . . .	23
Spell Tables . . . . .	23
Spell Descriptions . . . . .	27

### Ritual Magick . . . . . 32

Ingredients . . . . .	32
Having the Written Formula . .	32

### Rituals . . . . . 32

### Alchemy . . . . . 33

Ingredients . . . . .	33
Having the Written Formula . .	33

### Potions . . . . . 33

### Amulets . . . . . 34

# Introduction

You are now reading the fantasy game of *Amar*. Fantasy is a literary term dealing with myth and magic. It is usually based on a medieval world where the gods are real and magic is a way of life. Here you will find the valiant knight battling it out with the mighty dragon to rescue the fair princess.

You have probably already encountered some fantasy books like JRR Tolkien's *Lord of the Rings*, JE Howard's *Conan* or films like *Willow* or *Princess Bride*. At least you have heard about King Arthur or legends of the Greek, Celtic or Norse mythologies. They all embrace the mystic feeling of adventure.

In reading a book or watching a movie, have you ever wondered why the hero made the mistakes? Would you like to rectify it? Would you like to be the hero yourself? Now you have the chance. With the *Amar RPG* you can take part.

The *Amar RPG* allows you and your friends to collectively imagine an epic adventure. It is similar to reading a book or watching a movie, except that *you* are controlling the actions. There is no set plot or outcome, it all depends on *your* decisions. *You* make your way of life in a fantasy world.

When you start playing, it will be on the island of Amar. This is a place where the legends are real and your fantasies come true.

As a player, you are not actually playing out yourself in the fantasy world. You create a character that you play and act out as your alter-ego. This character may be anything from the valiant knight to the fair princess or a barbarian gladiator or even a sorceress. The more you involve yourself in your character, the more rewarding the game will be.

The characters played by the players are called player characters, or PCs.

In the *Amar RPG* there are no real winners as in other games. The players act together to defeat the perils they encounter. Survival is easiest when the PCs cooperate. You may gain some treasure or lose some honor but in all, it is all about living out your fantasies.

The real reason for playing the *Amar RPG* is to have fun. Never forget that!

## What Do You Need?

Since this game is played out in the imagination of the players, you need that for a start. You also need a couple of friends to play with. With the books in the starter set, a dice, paper and pencil you are all set to go!

## The Game Master (GM)

To see that everything is done right and in a fair way, you need the rules and a game master.

The game master creates and plays out the dangers and the people the player characters meet. After all, the island of Amar is populated by more than the few player characters. The rest is played by the GM as they are encountered. The GM creates the framework of the game before you get together to play. He creates the adventures that the PCs later play. He creates towns, inns, castles, traps, monsters and all the people in an adventure. All this information is kept secret from the players. They will discover it as they play.

The GM tells the players what their characters see. The players then say what their characters do. The GM then tells what happens. In this way the game is played.

We have included a ready to play adventure in the starter set.

This will make the job easier for the GM in the beginning, as he doesn't have to create much in order to start playing.

Other ready to play adventures will be published on our web site.

The creatures and persons that the GM plays are all called non-player characters or NPCs.

The GM must remember to be impartial. He should not favor any player or player character.

He should be realistic in making his adventures and playing the NPCs.

The GM must keep in mind that the game is only fun as long as it is not too easy or too hard.

Also, the GM must be strict in his decisions. If a character dies, he dies, and if he finds a huge treasure, he finds the treasure. Even if it is not deserved.

Remember to keep a good game balance between opposition and reward. That makes all the fun.

## Dice

Somewhere in your home you will probably have a dice, confiscate this for playing the *Amar RPG*. It is practical for each player as well as the game master to have their own dice.

The dice is used to determine the outcome of many situations. A dice roll is usually made whenever there is a doubt about the outcome of an action. If a character (PC or NPC) tries to climb, swim, fight or cast a magic spell, a dice is rolled to check if it is successful. The procedure for this is explained later. The abbreviation for dice is simply d. Sometimes you are supposed to roll a dice and add a number to the result. This is written for instance d+4 if you are to add four. D-2 means that you must subtract two from the dice result.

## What Do You Do?

Since you have already read this far, you are familiar with the basics of the *Amar RPG*. Both players and the game master should read the introduction. Only the GM needs to read the rest of the book.

The next three chapters are the heart of the game, the rules.

You should read it carefully and be very careful not to read past any words you do not fully understand. If you encounter such a word, look it up in a dictionary. The GM should make a character and try out the game mechanics as he reads about them.

Have fun!

# The Character

To describe a character, we use attributes and skills. Attributes are the innate abilities of the character. It's the basic building blocks: Size, Strength, Endurance, Coordination, Learning, Awareness and Magical Aptitude.

Skills are the abilities attained through training, such as swimming, climbing and fighting skills. They are all based on the attributes.

The skills are divided into three categories: Physical, Mental and Perception. The physical skills are based on coordination. The mental skills are based on learning. The perception skills are based on awareness.

## The Attributes

**Size:** the size of the character's body. A character with a large size can take more damage but is easier to hit with a missile weapon than a smaller character. The size is determined from the weight of the character.

**Strength:** the physical strength of the character. With zero in this attribute you are paralyzed.

**Endurance:** the physical and mental endurance of the character. With zero in this attribute you are dead.

**Coordination:** the character's dexterity and agility. With zero in this attribute you are paralyzed.

**Learning:** the character's ability to assimilate new knowledge and know how to use it. Learning has little to do with the character's IQ, since this is roleplayed by the player. With zero in this attribute you are dead.

**Awareness:** the character's perception and reaction speed. With zero in this attribute you are dead.

**Magical Aptitude:** the character's ability to perceive and manipulate mana. Most people have 0 in this attribute. With less than zero in this attribute you are dead.

## Numbers

The general description of the character such as appearance, weight and height is determined freely by the player. The GM may wish to exclude extremes.

The attributes and skills of a character is rated by a number. Human attributes vary from 0 to 9. The size of an adult human is from 2 to 5. The human potential in strength, endurance, coordination, learning, awareness and magical aptitude is 9 (7 in strength for women). This can not be exceeded without very special magic. Other creatures have different potentials in the various attributes. See the Creatures booklet for these.

The mean human value of the attributes is 3 between ages 15 to 30. The size is based directly on the weight of the character and is found using the table below.

Size			
Size	Kgs	Size	Kgs
1/2	<10	9	<600
1	<20	10	<725
2	<50	11	<850
3	<100	12	<1000
4	<150	13	<1150
5	<225	14	<1300
6	<300	15	<1450
7	<400	16	<1600
8	<500	+1	+200

The average value in the skills will vary a great deal more than the attributes. This is because skills have much to do with specialization. While a farmer and a fisherman may have the same attribute values, the fisherman may have 3 in swim and the farmer 0.

To get an idea of the various skill ratings, take a look at the table below.

Skill Ratings	
Skill	Description
0	Basket case
1	Green
2	Trained some
4	Trained
5	Well trained
6	Very good indeed
8	A master
11	Top notch, the best

## Skill Potentials

The potential in skills is 9 for all skills.

## Making a Character

To record a character use a character sheet.

Distribute 60 points among the attributes strength, endurance, coordination, learning, awareness and magical aptitude according to the following system: to go from 0 to 1 costs 1, from 1 to 2 costs 2, from 2 to 3 costs 3, etc. (see the table below). The first point of magical aptitude costs 10 points extra. Size is determined from the weight of the character and has no "cost." It is usually 3.

Distribute 60 points among the skills after the same system.

Attribute and Skill "Cost"			
Value	Cost	Value	Cost
1	1	6	21
2	3	7	28
3	6	8	36
4	10	9	45
5	15		

All characters start with 5 in their spoken language unless more points are added to it. This basic in their native language is free.

Remember to set the values according to your character's background. If he is a hunter, coordination and awareness should be a priority. Likewise the skills of hide, move quietly and bow.

Only in very special cases should a character be allowed to begin play with any magic spells.

The table below gives an indication of how powerful a character is based on allocated points for attributes and skills.

Starting Points		
Description	Attributes	Skills
Beginner	45	45
Adventurer	60	60
Tough adventurer	75	75
Master	100	100
Hero	150	150

### Damage Bonus

The damage bonus applies to combat as explained in the next chapter.

It is: 1 per full 3 in the character's size+strength.

### Body Points

The body points apply to combat as explained in the next chapter.

It is: 2 x size + 1 per full 3 in endurance.

### Rolling the Dice

Whenever a character attempts to do anything that involves a skill, a dice is rolled. This is called a skill roll. Add the result on the dice to the attribute + skill in question. The exception is knowledge skills where you only add the skill to the dice, not the attribute. The total is matched against a difficulty rating (DR) to see if it is successful. If it is equal to or higher than the DR, the character succeeds. Example: A character attempts to climb a wall with a coordination of 3 and a climb skill of 3. A 5 is rolled on the dice giving a total of 11. The GM has already determined the difficulty rating to be 11, so the character just manages to climb the wall successfully.

For difficulty ratings see under the specific skills later in this chapter, and also in the chapters on combat and magick. For other DRs the GM should use the table below as a guideline.

Difficulty Ratings	
-3	Impossible to miss
-1	Peanuts
0	Very easy
1	Easy
3	Likely if not trained
5	Possible if not trained
7	Very tough if not trained
9	Hard
12	Very hard
15	Extremely hard
18	Foolhardy
20-25	Guinness book of records

### Open Ended Rolls

Unless otherwise indicated, all dice rolls are so called "open ended." It works like this: if a 6 is rolled on the dice, roll the dice again. If 4-6 is rolled, add 1 to the roll and roll the dice again, etc.

If a 1 is rolled on the dice, roll the dice again. If 1-3 is rolled, subtract 1 from the roll and roll the dice again, etc.

There is no limit to the result you can get with an open ended dice roll, including negative results such as -5.

### Increasing Attributes & Skills

Training will increase attributes and skills. Experience will also increase the skills.

A teacher must have 3 more in the attribute or skill he trains another in. This figure is reduced by 1 per full 2 of the teacher's teaching skill.

You may train on your own without a teacher.

You need 20 "experience marks" to get a chance to increase an attribute or skill. For attributes you start counting from your potential - current + 1 per full 2 in learning. For skills you start counting from (your current in the attribute the skill is based on - current in the skill) x 2 + 1 per full 2 in learning.

A week of training with a teacher gives you 2 experience marks.

A week of training without a teacher gives you 1 experience mark in physical attributes and skills. Two weeks of training without a teacher give you 1 experience mark in mental or perception attributes and skills.

You may not teach yourself spells unless you have a skill of at least 1 in that spell. To get a skill of 1 in a spell takes 4 weeks with a teacher or 8 weeks with a magic spell book. Increasing your skill in a spell once you have at a skill of at least 1 is as for other knowledge skills. To teach someone a spell your skill in the spell must be at least equal to the DR of the spell. This is in addition to the normal requirement of having a skill 5 above the skill of the pupil.

You may not train if you are heavily wounded ( $\frac{1}{4}$  of total BP left). If you are wounded ( $\frac{1}{2}$  of total BP left) you may only train mental attributes or skills.

Experience may also increase attributes and skills. You get an experience mark each time you use a skill in a critical situation. It is generally not a critical situation when the DR is less than your modified skill. Whether a combat is critical or not is up to the GM. When one consecutive "action" consists of several skill rolls, you only get one experience mark for the whole "action."

When you have accumulated 20 experience marks in an attribute or skill, you roll a dice and erase your experience marks. If you roll a 1 you do not increase your current, if you roll anything else you increase your current in the skill or attribute by 1.

## Skills

Here follows an explanation of all the skills used. If the GM feels a need for other skills as well, he may invent them on his own, using these as a guideline.

### Lock Picking

The skill of lock picking is not included. The reason is that all normal medieval locks are dead simple to pick. A person with a crash course in this would pick a lock in 10 to 60 seconds with the right equipment. For very difficult locks, the GM must determine a difficulty rating and the character makes a sleight roll.

## Physical Skills

All physical skills have a minimum value of 1 per full 3 in coordination. The exception is skills you have never practiced, in which case you have a skill of 0. A week of training will take you from 0 to 1 per full 3 in coordination.

### Climb

One climb roll is made for every 5 meters of climbing. If the roll is not successful, the character is stuck. A second attempt may be made, but if this second roll fails, the character falls down. If the roll fails by more than 5, the character falls down. Difficulty ratings and adjustments are:

Climb	
DR	Action
0	Easy tree / very easy cliff wall
3	Normal tree / cliff wall with easy grips
6	Difficult tree / a rope / a cliff wall
9	A thin rope / a hard cliff wall / a castle wall
12	A stem only / a difficult castle wall
15	A slippery stem only / a very difficult castle wall
-3	With rope / wall
+6	Slippery (max. adjustment)



### Dodge

The skill of dodging incoming blows in a combat. This is explained further in the chapter on combat.

This skill is also used for such things as dodging a falling rock, avoid falling into a pit that opens beneath you, etc.

### Hide

A hide roll is based on your skill plus any applicable modifier(s). If you try to hide and move quietly at the same time, you use your lowest modified score minus 5. When a group is trying to hide the one with the lowest modified score rolls. From this you subtract 1 per doubling of people, i.e. 2=-1, 4=-2, 8=-3, etc.

To detect someone who is hiding you make an awareness roll above his hide roll. If several people can detect the one(s) who are hiding, the one with the highest awareness makes the roll. To this is added 1 per doubling of potential observers, i.e. 2=+1, 4=+2, 8=+3, etc.

Hide	
Mod.	Cover
-8	Small cover
-3	High grass / a bush
-1	Light brush
+2	Brush
+5	Heavy brush
+7	Heavy cover
<b>Clothing</b>	
-5	Screaming colors
-2	Some bright colors
0	Normal
+2	Some camouflage
+5	Excellent camouflage
<b>Light conditions</b>	
-3	Very bright light
0	Normal daylight
+3	Dim light / torch / campfire
+5	Twilight / bright moonlight
+10	Moonlight
+12	Starlight
+15	Black
<b>Other</b>	
-3	Within 2 meters
+1	Per 10 meters of distance

### Move Quietly

A move quietly roll is based on your skill plus any applicable modifier(s). If you try to hide and move quietly at the same time, you use your lowest modified score minus 5. When a group is trying to move quietly the one with the lowest modified score rolls. From this you subtract 1 per

doubling of people, i.e. 2=-1, 4=-2, 8=-3, etc.

To detect someone who is moving quietly you make an awareness roll above his move quietly roll. If several people can detect the one(s) who are moving quietly, the one with the highest awareness makes the roll. To this is added 1 per doubling of potential observers, i.e. 2=+1, 4=+2, 8=+3, etc.

Move Quietly	
Mod.	Surface
-8	Dry branches / gravel
-3	High, dry grass / marsh / squeaky wooden floor
-1	High, green grass
+1	Flower meadow
+2	Grass with flowers
+3	Cut grass, soft
+5	Soft surface (moss)
+6	Stamped earth
+7	Stone surface
<b>Sounds</b>	
-1	No sounds around
0	Some sound around
+1	Soft wind blowing / sound
+3	Wind blowing
+5	Windy / people talking
+10	City life
+12	Marketplace
+15	Much sound / waterfall
<b>Footwear</b>	
-1	Hard boots
0	Normal shoes
+1	Soft skin boots / barefooted
<b>Other</b>	
+1	Per 10 meters of distance



### Ride

The difficulty ratings in the table are for horseback riding. The GM should make adjustments for other animals.

Riding	
DR	Action
0	Trot or gallop on road
3	Trot or gallop in terrain
6	Gallop through forest / jump easy obstacle
9	Gallop through dense forest / jump obstacle 1.5 m high*
12	Jump obstacle 2 meters high*
15	Jump obstacle 2 meters high* with little room
+3	Without saddle
* How high you can jump depends on the horse. Given heights assume the horse can jump this high.	

When fighting from horseback, the character gets a penalty in all weapon skills and dodge. The amount depends upon the horse, see the mounted combat table.

Each round of combat from horseback, a ride roll is made to see if the character controls the horse. If the roll is not successful, the character may not attack that round, and gets an additional -5 in parry or dodge. If the roll fails by more than 5, the character falls off (counts as a 2 meter fall). DR is given in the mounted combat table.

Mounted Combat		
Horse	Penalty	DR
War horse	1	5
Battle trained horse	3	10
Riding horse	5	15

### Sleight

This skill is used in situations requiring manual dexterity and swift hands. It is often used to pick pockets. The modifiers in the table below are added to your skill and a dice roll. The victim then has to make an awareness roll exceeding this to notice it.

Pick Pockets	
Mod.	Circumstances
-9	Inside jacket in shirt pocket
-6	Inside jacket
-3	Pants
-1	Pants, back pocket / cut purse
+1	Baggy pants, back pocket
+3	Jacket pocket
+4	Baggy jacket pocket
+6	Closed backpack
+7	Open backpack

### Swim

A swim roll is made for every 5 minutes of swimming. If a swim roll is not successful, roll again. If you miss two rolls in a row you drown within 1 minute.

Swim	
DR	Condition
1	Still water
3	Some undercurrents / slow running river / cold water
6	Undercurrents / normal river
10	Strong undercurrents / fast running river
14	Strong rapids / huge waves
18	Very strong rapids

### Tumble

This skill is used for jumping, balancing, reducing damage from falls, etc.

### Weapon Skills

A character has one skill for every weapon he wishes to use. See the chapter on combat for more details.

## Mental Skills

### Alchemy Lore

This skill covers general chemistry as well as the magical forces in nature. It is used

in the making of potions and amulets. This is further described in the chapter on magick.

### Languages

The language table will give you an idea of what the different skill values represent in terms of ability to speak a language.

Languages	
Skill	Proficiency
1	Simple words and phrases
2	Understand most common speech, difficulty in finding words
3-7	Normal speech
8	Good vocabulary
9	Many special words and phrases of many social groups
10+	Extreme command of language

### Literacy

This is the skill of reading and writing a specific language.

### Medical Lore

This covers the treatment of wounds as well as diseases and poisons.

When treating a wounded person you should make a medical lore roll every week. The DR is given in the table below. If you make the roll he improves 1 BP. A critical improves his condition an additional BP, while a fumble worsens his condition by one BP.

An additional medical lore roll of 5 will awaken an unconscious person. This does not remove any damage.

Medical Lore	
DR	Circumstances
5	Stop bleeding
3	Lightly wounded
5	Wounded (1/2 of total BP left)
7	Heavily wounded (1/4 of total BP left)
8	Helpless (0 BP)
10	Unconscious (negative BP)

### Path Lore

There is a separate lore skill for each path of magick. These are: Air Lore, Black Magick Lore, Earth Lore, Fire Lore, Life Lore, Magick Lore, Perception Lore,

Protection Lore, Summoning Lore and Water Lore.

Fire Lore and Water Lore are incompatible. So are Black Magic Lore and Life Lore. If you study a lore which is incompatible with a lore you already know, you only get half the normal experience marks, i.e. 1 mark per week with a teacher and 1 mark per four weeks without.

### Ritual Magick Lore

This skill covers the magickal forces in nature. It is used in all ritual magick. This is further described in the chapter on magick.

### Spell Lore

There is a separate spell lore for each spell, i.e. fireball lore, healing lore, etc. You can not learn a spell if the DR is more than two times your applicable path lore.

### Survival Lore

This skill covers the gathering of food such as herbs and small animals without special equipment. It also covers such things as making a fire, provide cover for the night, etc. It does not cover hunting with weapons. It does include fishing. If you want to survive in the wilderness, you hunt and you use your survival lore. One roll is made every day. If successful a days ration is found. An unsuccessful roll means no food that day. You get an extra days ration per 5 above the DR. The difficulty rating for the various terrains are:

Survival Lore	
DR	Terrain
0	Much food and water, jungle, flourishing forest with many small animals and fish to catch
1	Prospering forest, small animals and fish
3	Normal forest in summer
6	Open grassland / forest in winter
7	Mountainland / grassland in winter
8	Dry grassland / mountain with little vegetation
10	Dry grassland / forest in winter
12	Desert with some vegetation
15	Desert with "no" vegetation

### Teaching

Normally you must have at least 5 more than your student in the skill or attribute you are teaching him in order to count as a teacher. This minimum gap is reduced by 1 per full 2 in your teaching skill. A gap of 0 is the minimum regardless of teaching skill.

### Perception Skills

All perception skills have a minimum value of 1 per full 3 in awareness.

### Track

Whenever a character wishes to follow some tracks, a tracking roll is made. One roll is made per 100 meters of tracking. Difficulty ratings in different terrains are shown in the table.

Track	
DR	Terrain
1	Snow
2	Marsh-like surface
3	Soft soil / sand
6	Soil
8	Much underbrush
10	Normal underbrush
14	Some underbrush
18	Grass (cut)
<b>Other</b>	
+1	Per try if no success
+1	Per day of ordinary weather
-1	Per 5 in size of the creature(s) you are tracking

### Locate Traps

This skill is used for locating traps, secret doors and other mechanical devices. With this skill the character can detect any suspicious cracks in the wall/floor, protruding knobs, tripwires, etc. If the character's roll is successful, the GM should only tell the player what the character actually can see. From this information the player has to figure out for himself how it works. For disarming traps or opening secret doors, have the player describe what the character does so the GM can decide whether or not it is successful. If there are more than one thing to detect, roll once for each. The DRs below are for actively searching. If not actively searching, add 5 to the DR. Well made devices may have higher DRs than those given in the table.

Locate Traps	
DR	"Trap"
1-5	Tripwire
5-9	Pit trap
5-12	Secret door
10-15	Small mechanism in ornament
7-10	Loose brick in wall
7-10	Needle trap in chest
<b>Modifiers</b>	
-3	Torch light etc.
-5-10	Dark

### Carrying the Weight

As a character gets loaded with items his abilities are hindered.

Normal clothes do not count as encumbrance.

You get the following adjustments to all physical skills and actions:

Encumbrance Penalties	
Weight carried	Modifier
Up to 2 x strength	0
Up to 5 x strength	-1
Up to 10 x strength	-3
Up to 20 x strength	-5

Particularly unwieldy or bulky items should count as more than their actual weight. Try climbing a tree carrying a ladder. The GM should use his discretion for this.

Above 20x strength, the GM must use his discretion, as we are now talking kilograms with a capital K.

No penalties are given to mental or perception attribute or skill rolls.

All weight is multiplied by 5 for the purpose of encumbrance penalties when swimming.

### Damage

If your condition is helpless or worse, you roll a dice every 5 minutes. A 1 means you loose 1 BP from bleeding, while a 6 means you have stabilized and don't have to make any further rolls. A successful medical lore roll will also stabilize your condition.

An unconscious person will awaken in d hours. Even though he is now conscious, he will still have all his damage to recover from.

### Falling

When you fall it acts as a "hit" doing a damage of d-4 +meters fallen (1 per 2 meters in water) +surface modifier -1 per full 3 in tumbling.

Falling Modifiers	
Surface	Modifier
Stone surface	+1
Hard soil	0
Grass	-1
Water	-2

### Body Points

Body points (BP) describe how much damage a character or creature can withstand. It is 2 x size + 1 per full 5 in endurance. If you are wounded (half or less of your total BP left) you get a -2 penalty on all rolls. If you are heavily wounded (quarter or less of your total BP left) you get a -4 penalty on all rolls. At 0 BP you are helpless (conscious but unable to do anything). At negative BP you are unconscious. At minus your total BP you are dead (i.e. if you have 6 BP you die at -6 BP).





## Fear

Now and then the characters will encounter situations where they would be thoroughly scared, sometimes to death. It is very difficult to roleplay a character correctly when he or she meets the first zombie or werewolf. In addition to this, the fear might result in physical reactions beyond any roleplaying skill. To handle this, the character should make an endurance roll with adjustments according to the Fear Adjustments table. The result is checked on the Fear table to find the effects the fear has had on the character in question. Status will not affect this roll.

Characters with a weak heart could get a heart attack at a higher result than usual (in addition to fainting or falling into a coma).

Fear Adjustments	
DR	Creature
-9	Awful demon
+3	Werewolf
+3	Giant spider
+6	Fresh zombie
+9	Giant
	<b>Familiarity</b>
0	Never seen before
+3	Seen a few times
+6	Seen many times
+9	Commonly seen

Fear	
DR	Effect
15+	No effect.
13-14	-1 in status for 30 seconds.
12	-3 in status for 30 seconds.
10-11	-3 in status for 1 minute.
9	Victim attacks opponent in a rage trying to grapple it with the result of losing 10 in defense value.
7-8	Victim flees as far as possible from the source of the fear for 5 minutes.
6	Victim stands immobilized as long as the source of the fear is active unless snapped out of it or attacked. If this is the case, apply the result from 7-8.
4-5	Victim becomes hysterical and will stay in place as long as the source of the fear is active unless snapped out of it.
3	Victim faints and remains unconscious for 10 to 30 minutes unless actively awakened.
2	As above and the hair of the victim turns white.
1	Victim falls unconscious (coma) for 1 to 4 days and will need an additional week of rest.
-0	Victim suffers a heart attack and urgently needs medical attention. A medical lore roll of 6 or above is needed within one minute for the victim to survive. If the victim survives, he or she will need medical care for an additional one month, and will suffer a permanent loss of 1 in potential and current in strength, endurance and coordination.

# Combat

Combat is an essential part of most fantasy. It is a way of solving certain problems in many fantasy books and films. It gives the possibility to play out the valiant knight or the barbarian gladiator.

## Melee Combat

Weapons are divided into 6 categories; unarmed (boxing, karate and the like), knives, one-handed weapons, two-handed weapons, polearms and shields. Dodging is an additional defensive skill.

The offensive and defensive modifiers along with the other weapon specifications are shown in the melee weapons table.

In combat a character will have an offensive value and a defensive value. The offensive value is for hitting the opponent and the defensive value is for avoiding getting hit by opponents.

**The offensive value with a weapon is:** the skill value + the offensive modifier. This total is noted on the character sheet under **off**.

**The defensive value with a weapon is:** the skill value + the defensive modifier. This total is noted on the character sheet under **def**.

## Armor

The armor table gives the armor points and the move quietly penalty. The values listed are for full suits of armor. When wearing partial or mixed armor, the values are adjusted according to how much is covered, i.e. half a suit of ringed mail gives 1 armor point. The AP is subtracted from the damage before it is applied to the BP.

Armor		
Armor	AP	Move quietly
Heavy cloth	1	-2
Leather armor	1	-1
Leather scale	2	-3
Ringed mail	2	-1
Cuir-boullie	2	-2
Cuir-boullie	3*	-2
Chain mail	4*	-4
Metal scale	5*	-6
*Includes padding		

Melee Weapons						
Weapon	Type	Strength	Damage	Off. mod.	Def. mod.	Hit Points
Bastard sword 1H	1 Handed	5	-1	0	0	12
Bastard sword 2H	2 Handed	4	0	0	+1	12
Battle axe 1H	1 Handed	9	1	-1	-1	8
Battle axe 2H	2 Handed	5	2	-1	0	8
Broad axe	1 Handed	5	0	-1	-2	8
Buckler	Shield	2	N/A	N/A	0	8
Club	1 Handed	4	-2	-1	-2	8
Dodge	Dodge	0	N/A	N/A	-2	N/A
Great axe	2 Handed	7	3	0	+1	8
Great sword	2 Handed	6	1	0	+1	13
Halberd	Polearm	7	2	0	+2	7
Hatchet	1 Handed	3	-1	-2	-3	8
Heavy mace 1H	1 Handed	6	-1	0	-1	8
Heavy mace 2H	2 Handed	4	0	0	0	8
Hercules club	2 Handed	6	2	0	+1	10
Kite shield	Shield	6	N/A	N/A	+3	12
Knife	Knife	1	-2	-2	-3	8
Light mace	1 Handed	3	-2	-1	-2	8
Longsword	1 Handed	4	-1	0	0	12
Rapier	1 Handed	2	-2	0	-1	7
Round shield	Shield	4	N/A	N/A	+2	10
Short sword	1 Handed	2	-2	-1	-1	12
Spear 1H	1 Handed	4	-2	-1	-4	7
Spear 2H	Polearm	4	-1	0	+2	7
Staff	Polearm	3	-2	0	+2	7
Unarmed	Unarmed	0	-4	-2	-4	N/A

Helmets		
Helmet	AP	Awareness
Leather hood	1	-1
Chain hood	2*	-1
Open helmet	3*	-2
Cask	4*	-5
*Includes padding		

## Insufficient Strength

If you have less strength than required for the weapon you are using, the modifiers are as follows: 1 less = -1, 2 less = -3, 3 less = -5. If your strength is more than 3 below the strength requirement you cannot use the weapon.

## Using a Weapon in Your Off Hand

If you are using a weapon other than a shield in your off hand you get -3, and the strength requirement is increased by 2.

## New Weapons

If a character picks up a weapon he has not had any experience with, he will use his weapon skill of choice with the following modifiers: "same weapon" = -1, same category = -3, other category = -5.

## Secondary Weapons

If a character is fighting with more than one weapon, 1 is added to his offensive and/or defensive value per extra weapon. Unarmed does not count as an extra weapon. Dodge gives +1 in defensive value per full 5 in skill.

Training and experience count towards both weapon skills when you fight with a weapon combination. But you increase separately in each weapon skill.





### Dodging

Sometimes it is better to dodge than to parry, this depends upon your skills, your and your opponent's weapons and other circumstances.

### Combat Rounds

A combat round lasts for 6 seconds and consists of many "attacks." Each opponent normally gets but one attack roll each round. Attacks are resolved in the following sequence:

Sec. 1: Prepared missiles / Innate magick

Sec. 2: Polearms / Long weapons (great sword, hercules club, great axe, spears and better)

Sec. 3: Normal weapons (heavy mace, swords, axes, etc.)

Sec. 4: Short weapons (short sword, knife, hatchet, light mace, etc.)

Sec. 5: Unarmed

Sec. 6: Missiles/Magick

In the same second, the attacker with the highest awareness attacks first. A character defends as many times as there are attacks against him. A character who is fighting may not do anything else that round except move.

At the beginning of each round each PC states what he is going to do that round, with the PC with the lowest awareness going first, then the PC with the second lowest awareness, etc. If someone changes his mind during the round, he gets a minus equal to the number of seconds into the round he changed his mind.

### Movement in Combat

If you move while fighting, your offensive and defensive values are penalized as described in the table below. If you want to enter a combat without penalties for moving, it costs you an extra second. The move for humans is 12 m per round (2 m per round in water). If you move into a combat during a round, you add the number of seconds you move to the second you would normally attack to get the actual second you attack. If this exceeds 6, you do not get an attack that round.

Movement in Combat			
Movement	Move	Off.	Def.
Run	x 2	-10	-5
Move	x 1	-5	-2
Move & Fight	x 1/2	-3	-1
Move in Melee	x 1/4	-1	-1
Disengage		-5	-5

### The Attack

To see if an attack is successful, roll the dice and add the offensive value. The opponent rolls a dice and adds his defensive value. If the attack is greater than this, a hit is scored.

### Damage

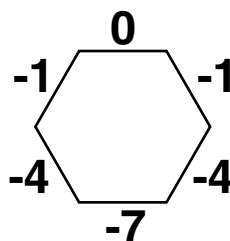
The damage equals the damage of the weapon plus the character's damage bonus. Whenever a hit is scored, roll a dice and add the damage. Subtract any armor points. The result is how much damage you do to your opponent's BP. Whenever you are damaged, you are stunned and have to subtract 2 from your rolls for the rest of the round.

### Extra Damage

If your attack is at least 5 above your opponent's parry, the damage is doubled. If it is at least 10 above the parry, the damage is tripled, etc. This multiplication is done after subtracting armor. If the damage to multiply is less than 1, add 1 to the damage instead of double damage, add 2 instead of triple damage, etc.

### Fighting Several Opponents

If you fight more than one opponent, the illustration below shows how much you subtract from your offensive and defensive against each opponent depending on where each is standing relative to the direction you are facing (0).



### Fighting Offensively

If you attack like a berserker without much thought for your own safety, you get +3 in offensive value and -5 in defensive.

### Fighting Defensively

If you mainly try to defend yourself, you get +3 in defensive value and -5 in offensive.

### Attacking Earlier

You can attack earlier in the round by subtracting 1 from your offensive value for that attack per second earlier you want to attack.

### More Than One Attack

You can get more than one attack roll during a combat round by subtracting 5 from your offensive value that round per extra attack. Attack number two takes place in second 6, attack number three in second 5, etc. You may not attack more than once during the same second.

### Target not Defending

If the target is not defending itself, the attack is rolled against a defensive value of -5.

### Special Adjustments

On the melee adjustments table you will find adjustments for several situations.

Melee Adjustments		
O/D	Condition	
-3/ -3	Down on knee	
-5/ -5	Down	
0/ -5	Partially unaware	
-3/ -3	Stunned (wounded)	
-2/ -2	Slippery ground	
0/ -2	Unable to move backwards	
-1/ -2	Twilight / torchlight	
-2/ -4	Moonlight (full moon)	
-3/ -6	Starlight	
-5/-10	Darkness	
+10	Target unaware	
+20	Non-moving target	

Artificial light sources all have a "radius." Within this radius the penalties due to light conditions are as for torchlight. Up to 2 times this radius the light is equivalent to moonlight. Up to 4 times the radius the light is equivalent to starlight. A candle has a radius of 1 m, a torch has a radius of 5 m and a lantern has a radius of 7 m. The GM has to use his discretion if there are more than 1 light source.



## Missile Combat

For specifications on missile weapons, see the missile weapons table.

The difficulty rating for hitting something up to half the normal range of the weapon is 5.

The DR up to the normal range of the weapon is 10.

Up to twice the normal range of the weapon, the DR is 15.

At maximum range the DR is 20.

When checking for a successful attack, roll the dice and add the skill, the size of the target and any adjustments for a total above the difficulty rating.

### Missile Adjustment

For special adjustments on throwing or shooting with missile weapons, see the missile adjustments table.

Missile Adjustments	
Off.	Condition
-3	Target is moving predictably (in a straight line)
-5	Target is moving unpredictably (randomly)
-5	Attacker is riding a galloping horse
+1	Kneeling with crossbow
+3	Bracing crossbow
-1	Twilight / Torchlight
-3	Moonlight (full moon)
-5	Starlight
-10	Darkness
-7	Target 5 cm diameter
-2	Target 15 cm diameter

Missile Weapons						
Weapon	Strength	Damage	Modifier	Range	Max Range	@
Bow (light)	2	1	0	30	130	1
Bow (medium)	4	2	0	35	160	1
Bow (heavy)	6	3	0	40	190	1
Bow (very heavy)	10	5	0	50	240	1
Bow (giant's)	15	7	0	60	300	1
Crossbow (light)	2	2	+2	20	100	1/3
Crossbow (medium)	3	3	+2	25	175	1/4
Crossbow (heavy)	4	4	+2	30	250	1/5
Javelin	3	0	-2	20	40*	1
Rock		-3	-2	15	40*	2
Sling	2	-1	-3	40	120	1
Throwing knife	1	-2	-1	15	25*	2

\*When strength + coordination equals 10. @ How many missiles you can throw or shoot per round.

### Firing into a Melee

If you fire at a target in a melee and the target is occasionally or much obstructed, the modifiers are -2 and -4 respectively.

If you miss by 2-5, roll a new dice to see who else is hit. This is determined by assigning each of the nearby targets a number from 1 and up to a maximum of 6. If there are only for instance 4 nearby targets, a roll of 5 or 6 indicates a miss.

### Damage and Extra Damage

Use the same procedure as for melee combat.

### Shields against Missiles

A round shield counts as 1 armor point and a kite shield as 2 against missiles if it is obstructing the target.

### Dodging Missiles

If the target is dodging the missile, subtract 2 + 1 per full 5 in dodge.

### Breath Weapon

Acts as a missile attack against all within the area covered by the breath weapon.

### Damage Bonus

Damage bonus for throwing weapons equals 1 per full 5 in strength.



### Damage from Poison

Damage from poison varies a lot (from d-5 to d+5 for a small dose) and it has a delayed effect after injection or consumption. We have not included a complete poison system here, so it is left to the GM's discretion for the moment.

One guideline though: a small dose of an average poison will do d in damage and take effect 10 minutes after injection. No naturally occurring poison on Amar will take effect less than 3 minutes after injection.

Antidotes injected before the poison takes effect will neutralize it. Nausea and vomiting is a standard side effect of most poisons.

### Disarm

If you want to disarm your opponent in melee combat, you state so and resolve the attack. If your opponent is using a 1-handed weapon, he is disarmed if you do more than his strength in damage. If your opponent is using a 2-handed weapon, he is disarmed if you do more than twice his strength in damage.

### Break Weapon

If you want to break your opponent's weapon in melee combat, you state so and resolve the attack. If you do more in damage than your opponent's weapon has hit points, it breaks.

### Critical Hits

If a character gets a double 6 on the dice (any time during the open ended roll) on an attack roll, it is a critical hit. Roll on the critical table and add the damage inflicted to the BP. If the result on the table is inapplicable to the situation, pick the one above on the table.

### Fumbles

If a character gets a double 1 on the dice (any time during the open ended roll) on an attack roll, it is a fumble. Add a dice to your skill and consult the fumble table. If the result is inapplicable to the situation, pick the one below on the table.



#### Criticals

- |    |  |
|----|--|
| 1  | Foe knocked down if a coordination roll of 6 is failed.                          |
| 2  | Opening in armor found, halve the armor points.                                  |
| 3  | Stunned for 1 round.   |
| 4  | Opening in armor found, ignore armor points.                                     |
| 5  | Stunned for d rounds.  |
| 6  | Foe knocked down if a coordination roll of 12 is failed.                         |
| 7  | Bleeding -1 BP per minute.   |
| 8  | Blood impairs vision (-3).   |
| 9  | Location disabled (if head or body, faint for d rounds).                         |
| 10 | Faint, wake up in d rounds.  |
| 11 | Bleeding -1 BP per round.  |
| 12 | Disable special location like eye, nose, special muscle, etc. (GM's discretion). |
| 13 | Faint, wake up in d minutes.   |
| 14 | Location permanently damaged.  |
| 15 | Location ruined.   |

#### Fumbles

- |     |  |
|-----|--|
| 0   | Loose next attack, opponent gets +10 to hit. |
| 1   | Hit self.                                    |
| 2   | Hit nearest friend.                          |
| 3   | Break weapon (not magic).                    |
| 4   | Fall.  |
| 5   | Break weaponshaft.                           |
| 6   | Weapon stuck.                                |
| 7   | Loose weapon.                                |
| 8   | -3 for 1 minute.                             |
| 9   | Loose equipment (GM's discretion).           |
| 10  | -3 next round.                               |
| 11  | Coordination roll of 8 or fall.              |
| 12  | Pull muscle, -1 for the rest of the fight.   |
| 13  | -1 for 1 minute.                             |
| 14  | -1 next round.                               |
| 15+ | This looked real stupid.                     |

### Hit Locations (optional)

To add more realism the body may be divided into different hit locations in order to determine which part of the body is hit. See the illustrations on the next page too find out how different types of bodies are divided into hit locations.

A human has 50 % of his body points in the head and arms and 80 % in the body and legs. See the Creatures booklet for other creatures.

If you get your BP in a vital location (head, body) in damage in one blow, you are helpless. If you get double the BP in a vital location in damage in one blow, you are dead.

If you get the BP in a non-vital location (legs, arms, etc.) in damage in one blow, you cannot use that location. If you get double the BP in a non-vital location in damage in one blow, the location is severed, crushed, etc. and needs magic healing to mend.

### Armor

Armor protects only the location(s) it covers. It gives full protection to those locations it covers and partial protection to those it partially covers.

Weight and cost is 20 % of a full suit per location covered.

### Melee

When a hit is made, roll a dice to determine which hit location is hit. If the number rolled is shared by two locations, roll a dice: 1-3 is the left, 4-6 is the right.

### Aiming in Melee

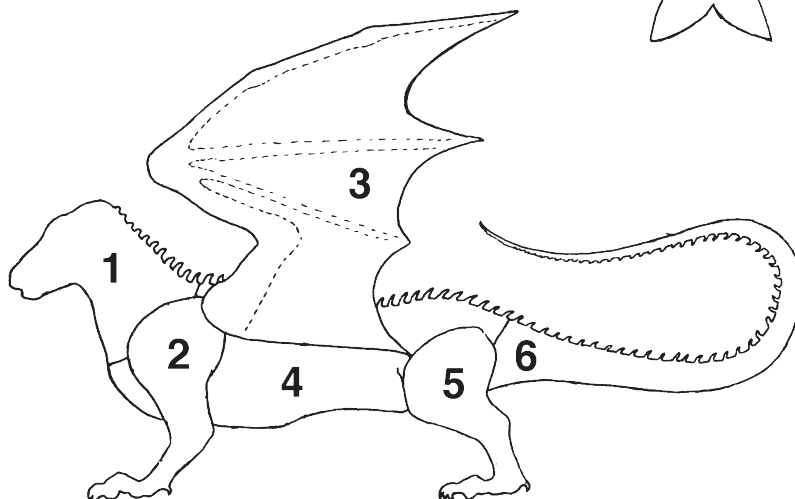
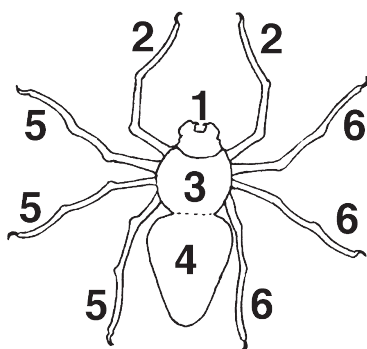
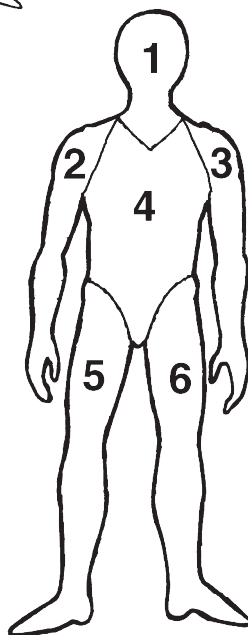
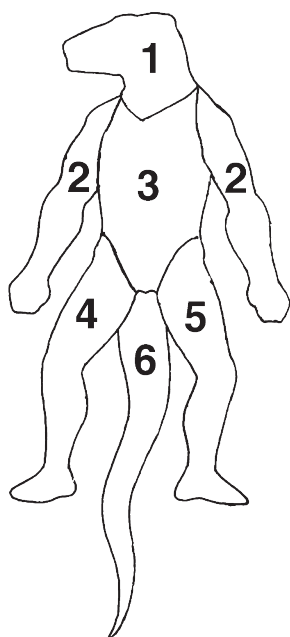
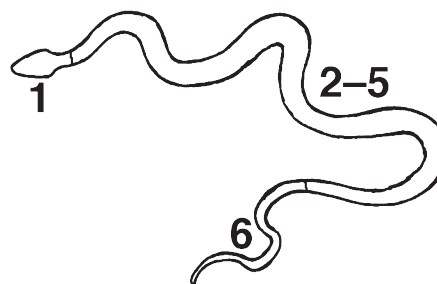
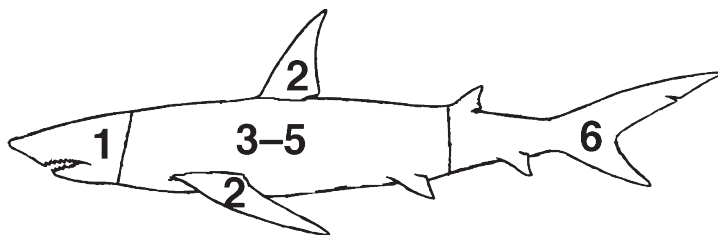
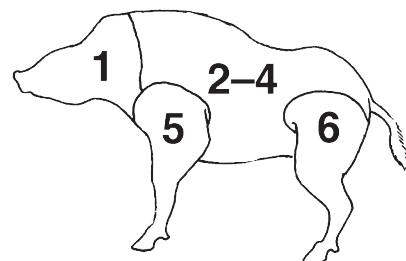
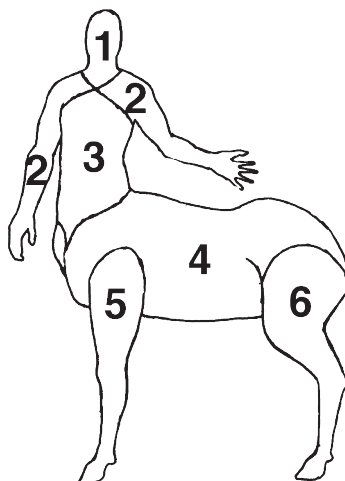
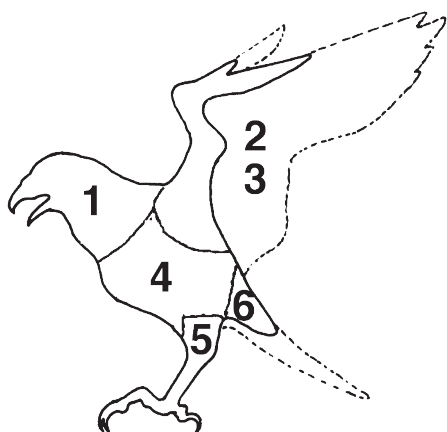
When aiming at a certain location or locations, subtract 1 from your offensive for every location you do not want to hit. If you aim at more than one location and hit, roll to see which one of the locations aimed at is hit.

### Aiming with Missiles

If you get 3 more than you need to hit, you hit the location aimed at. If you get up to 2 more than you need, you hit a random location. If you aim at a location other than the body, the DR is increased by 3.

### Shields against Missiles

If the shield covers the location hit, it acts as armor. Half cover of location hit gives half AP as for armor. A buckler has a diameter of 0.3 m and 4 AP, a round shield has a diameter of 0.8 m and 5 AP, and a kite shield is 0.7 x 1.3 m and has 5 AP.





# Equipment

## Monetary System

The monetary system on Amar uses three types of coins: copper, silver and gold.

The ratio between these metals is 1:20 between gold and silver and between silver and copper. Copper coins are made of pure copper, silver coins are made of 90% silver and 10% copper while gold coins are 70% gold and 30% copper. The coin types, weights and sizes are shown below. The coins are called copper, silver and gold pieces, abbreviated cp, sp and gp. One silver piece is worth 20 copper pieces, one gold piece is worth 50 silver pieces. For the purpose of finding the cost of objects not listed in the equipment tables, one can say that one silver piece equals approximately £15 or \$25.

Coins			
Coin	W.	Diameter	Thickness
Copper	10g	26mm	2mm
Silver	10g	25mm	2mm
Gold	30g	28mm	3mm

## Promissory Notes

When a large amount of money is to be transported or paid, one could instead of dragging around 5 kg of gold use promissory notes. These documents are written by local usurers against the exact value in cash. The note is cashed for full payment when returned to the usurer that originally wrote it. In the meantime the note may be cashed by other usurers usually with some interest as it involves a risk in doing so. The usurer that cashes the note would of course have to know the original usurer that signed it. Otherwise anyone could sign a promissory note and get it cashed for nothing. A promissory note may be used as a security for loans when a note is not accepted as payment.

## Loans and Interest

An average interest rate for secured loans would be about one to two percent per month. Unsecured loans would have interest rates of up to 10 times that. The interest rates are of course proportional to the risk involved in lending somebody the money. Loans to cover long journeys,

especially risky ones, would have a high interest rate, from 10 to 20 percent per month.

## Quality of Equipment

All the items listed in the equipment tables are of average quality. Prices could in some instances be as low as 10% of this for really crappy items, or as high as 20 or even 50 times as much for truly outstanding quality.

## Equipment Tables Definitions

**Weight (W.):** The weight of the item in kilos.

**Length (L.):** The length of the item in meters, the longest distance from one end to another.

**Volume (Vol.):** The volume of the item in liters or dm<sup>3</sup>.

**Production time (P.T.):** The time it takes from starting to create the object until it is finished. The craftsman doesn't necessarily work at the object the whole production time, as some objects will need to dry, glue set, etc. As with pottery, a vase will need to dry during the production time and then the craftsman may work on other items. The production time is in weeks (w), days (d) or hours (h).

**Cost:** This is the average cost in silver pieces of an item in Amar. The cost will of course vary a lot depending upon where the item is made and where it is bought.

Factors such as the availability of raw materials, the transportation cost (includes the transportation risk), the rarity of the item, etc., will all help determining the cost of an item. The GM should adjust the prices according to location and circumstances.

When goods are bought in large quantities, a discount of 10–15% may be given for buying 100 items or more.

Gems	
Gem	Cost <sup>1</sup>
Amber <sup>2</sup>	400
Amethyst	10
Aquamarine	15
Black opal	25
Black pearl	25
Cornelian	5
Diamond	45
Emerald	35
jade	15
Onyx	5
Opal	15
Pearl	15
Ruby	40
Sapphire	30
Topaz	10
1. Per carat (0.2 g). Especially large gems will have a higher value as they are rare and often famous. Raw gems come at about 1/4 of this value.	
2. Per kg of raw material.	

Minerals	
Mineral	Cost <sup>1</sup>
Bronze	5
Copper	5
Electrum	1,050
Gold	2,000
Iron	3
Lead	1
Mercury	152
Platinum	5,000
Silver	100
Sulphur	5
Tin	3
1. Per kg. 2. Per dl.	



Melee Weapons				
Weapon	W.	L.	P.T.	Cost
Bastard sword	2.1	1.0	7d	45
Battle axe	2.1	0.8	3d	30
Broad axe	1.6	0.6	2d	20
Buckler	2.0	0.3	1d	5
Club	1.2	0.7	1d	3
Great axe	2.6	1.2	2d	15
Great sword	2.4	1.2	8d	50
Halberd	2.9	2.3	4d	35
Hatchet	1.4	0.4	1d	10
Heavy mace	1.7	0.7	4d	25
Hercules club	2.6	1.2	2d	20
Kite shield	6.0	1.3	3d	15
Knife	0.3	0.3	1d	5
Light mace	1.2	0.6	2d	15
Longsword	1.6	0.8	4d	25
Rapier	0.8	1.0	5d	35
Round shield	4.0	0.8	2d	10
Short sword	0.9	0.6	3d	20
Spear 1H	1.0	1.5	2d	10
Spear 2H	1.6	2.0	3d	12
Staff	1.4	1.8	2d	6

Missile Weapons				
Weapon	W.	L.	P.T.	Cost
Bow, short	0.6	1.2	1w	15
Bow, long	0.8	1.8	1w	20
Composite bow, short	0.6	1.2	2w	35
Composite bow, long	0.8	1.8	2w	45
Crossbow, light	3.0	0.7	2w	30
Crossbow, medium	4.0	0.7	2w	40
Crossbow, heavy	5.0	0.7	2w	55
Javelin	1.2	1.7	1d	10
Sling	0.1	1.0	2h	2
Throwing knife	0.3	0.2	1d	6

Weapon Equipment				
Equipment	W.	L.	P.T.	Cost
Armguard	0.3	0.2	1d	2
Arrows (20)	0.5	0.8	1d	4
Bowstring			2h	10 <sup>1</sup>
Crossbow bolts (20)	0.8	0.4	1d	4
Glove	0.1	0.2	1d	1
Goat's foot	1.0	0.6	1d	5
Quiver, arrows	0.5	0.6	1d	3
Quiver, bolts	0.3	0.3	1d	2
Scabbard, knife	0.2	0.2	1d	2
Scabbard, longsword	0.5	0.6	1d	3
Slingstones (10)	2.0	0.1		1 <sup>1</sup>
Windlass	1.5	0.7	2d	13

1. Copper pieces.

Armor			
Armor	W. <sup>1</sup>	P.T. <sup>2</sup>	Cost <sup>2</sup>
Chainmail	19.0	30d	150
Cuir-boullie	12.0	6d	50
Heavy cloth	4.5	3d	10
Leather	5.0	2d	15
Leather scale	11.0	15d	40
Metal scale	23.0	50d	300
Quilt (padding)	7.0	3d	18
Ringed mail	8.0	4d	45

1. For a size 3 person. This is proportional with the size.  
2. This will vary some with the size of the armor.

Helmets			
Helmet	W.	P.T.	Cost
Cask	4.0	8d	35
Chain hood	2.0	5d	18
Leather hood	1.0	1d	2
Open helmet	2.0	3d	15

Barding			
Barding	W.	P.T.	Cost
Chain	60	50d	300
Leather	30	6d	30
Quilt (padding)	30	6d	45



Riding Equipment				
Equipment	W.	Vol.	P.T.	Cost
Harness	2.0		2d	6
Horseshoe	0.6		2h	2
Nosebag	0.8	50	2h	10 <sup>1</sup>
Packsaddle, horse	15.0	1,000	1w	40
Packsaddle, pony	10.0	500	1w	30
Saddle	5.0		6d	25
Saddle, knight's	10.0		2w	50
Saddle, military	7.0		8d	30
Saddlebag	2.0	40	2d	6
Saddlebag	3.0	80	2d	8
Saddle blanket	1.0	\$	1d	2
Spurs	0.2		1d	2

\$ 1 x 1 m 1. Copper pieces

Transportation				
Item	W.	L.	P.T.	Cost
Boat	100.0	2.0	1w	30
Boat	300.0	4.0	1w	100
Cart	200.0	1.5 <sup>1</sup>	3d	30
Cart	400.0	2.0 <sup>1</sup>	4d	60
Chariot	250.0	4.0 <sup>1</sup>	1w	150
Draft harness	4.0		4d	15
Driving whip	0.5	2.0	2d	6
Oar	2.5	2.0	2d	3
Paddle	1.5	1.0	1d	2
Wagon, open	1,000.0	3.0 <sup>1</sup>	1w	125
Wagon, closed	1,500.0	3.0 <sup>2</sup>	10d	225
1. 1.5 m broad. 2. 2 m broad.				

Camping Gear				
Equipment	W.	Vol.	P.T.	Cost
Backpack, canvas	1.0	50.0	5h	30 <sup>1</sup>
Backpack, leather	1.5	50.0	1d	4
Blanket, wool	2.0	100.0	1w	6
Fishing net (7m <sup>2</sup> )	1.5		3d	5
Fishing hook			2h	2 <sup>1</sup>
Hammock (2.5x1.2m)	1.0	6.0	5h	5
Line (10m)			2h	5 <sup>1</sup>
Mess kit <sup>3</sup>	0.5	1.5	2d	13
Sleeping furs (2x2m)	4.0	20.0	1w	25
Tent, canvas <sup>2</sup>	8.0	4.0	1d	10
Tent, leather <sup>2</sup>	15.0	8.0	2d	30
1. Copper pieces. 3. Fork, spoon, knife, bowl, plate. 2. All values per 2 persons.				

Clothing Color			
Color	Cost multiplier	Color	Cost multiplier
Black	1.10	Pink	1.25
Blue	1.25	Purple	2.00
Brown	1.00	Red	1.20
Green	1.00	White	1.10
Motley	1.30	Yellow	1.15
Orange	1.25		

Clothing Material		
Material	Weight multiplier	Cost multiplier
Canvas	1.25	1.5
Fur	4.00	4.0
Leather	2.00	3.0
Linen	1.00	1.0
Silk	2.00	8.0
Wool	1.75	3.0

Tools				
Tool	W.	L.	P.T.	Cost
Adze	0.5	0.2	5h	5
Axe	1.5	0.6	1d	9
Chain, heavy	8.0	1.0	5d	35
Chain, light	3.0	1.0	3d	15
Chisel, stone	0.8	0.2	1d	5
Chisel, wood	0.5	0.2	1d	4
Crowbar	2.5	0.5	1d	9
Drill	1.0	0.4	1d	6
Drill bit	0.1	0.1	2h	1
Grappling hook	0.5	0.3	2d	5
Hammer, carpenter's	1.0	0.3	1d	4
Hammer, smith's	1.5	0.3	1d	5
Hatchet	0.8	0.4	1d	5
Meter measurer	0.3	1.0	5h	1
Nails (100)	0.5		1d	4
Needles (10)	0.1		1d	1
Pickaxe	3.0	1.1	2d	15
Plane	1.0	0.3	1d	5
Rope	1.5	10.0	2d	3
Saw	1.5	0.7	2d	8
Scythe	2.5	1.1	1d	8
Sickle	0.8	0.4	1d	4
Spade	2.0	1.1	1d	5
Spikes (10)	0.5	0.1	1d	4
Thread		50.0	1h	10 <sup>1</sup>
1. Copper pieces.				

Clothing			
Clothing	W.	P.T.	Cost
Belt	0.3	1h	1
Boots, hard	1.5	2d	5
Boots, riding	1.0	2d	7
Boots, soft	0.8	1d	3
Cloak	1.5	1d	6
Coat, leather	1.0	2d	5
Dress	1.0	2d	8
Girdle	0.4	1d	30 <sup>1</sup>
Gloves	0.2	5h	1
Gown	1.0	1d	3
Hat	0.5	1d	30 <sup>1</sup>
Hood	0.3	5h	1
Jumper	0.5	4d	4
Sandals	0.4	5h	10 <sup>1</sup>
Shirt	0.2	5h	30 <sup>1</sup>
Shoes	0.6	1d	2
Skirt	0.3	5h	30 <sup>1</sup>
Trousers	0.8	1d	2
Underwear, summer	0.3	5h	5 <sup>1</sup>
Underwear, winter	0.4	1d	10 <sup>1</sup>
1. Copper pieces. Cloth comes in 1.5 x 10 m bolts at the cost of 3 silver pieces per meter.			



Furniture				
Item	W.	L.	P.T.	Cost
Brazier, bronze	1.0	0.2	1d	7
Brazier, iron	1.0	0.2	1d	5
Brazier, bronze	10.0	0.5	3d	60
Brazier, iron	10.0	0.5	3d	40
Bed	35	2	2d	15
Bench (3 seat)	10	1.5	1d	2
Chair	5	0.4	1d	1
Cushion	0.5	0.5	1d	3
Table	20	1.5	1d	3

Live Animals			
Animal	Cost	Animal	Cost
Bull	90	Pig	5
Cow	25	Pony	30
Dog	4	Riding horse	70
Donkey	25	Sheep	2
Draft horse	45	Warhorse, light	150
Mule	45	Warhorse, heavy	250

Containers				
Container	W.	Vol.	P.T.	Cost
Amphora	18.00	60.00	2w	10
Bottle, glass	0.50	0.50	2h	4
Bottle, glass	1.00	1.00	2h	6
Bucket, canvas	1.50	20.00	5h	3
Bucket, leather	2.00	20.00	5h	5
Bucket, metal	2.50	10.00	1d	9
Bucket, wood	2.00	10.00	1d	15 <sup>1</sup>
Canteen	0.20	1.00	1d	1
Cask	10.00	100.00	1d	5
Cask	20.00	200.00	1d	12
Jar, glass	0.50	0.50	2h	3
Jar, glass	1.50	1.00	2h	8
Jar, glass	6.00	5.00	2h	30
Jar, pottery	0.50	0.50	1w	5 <sup>1</sup>
Jar, pottery	1.00	1.00	1w	10 <sup>1</sup>
Jar, pottery	4.00	5.00	1w	2
Sack, canvas	2.00	50.00	2h	8 <sup>1</sup>
Sack, canvas	4.00	100.00	2h	15 <sup>1</sup>
Sack, cloth	1.00	50.00	1h	5 <sup>1</sup>
Sack, cloth	2.00	100.00	1h	10 <sup>1</sup>
Vial, glass	0.05	0.05	2h	2
Vial, glass	0.25	0.25	2h	3
Vial, pottery	0.05	0.05	4d	5 <sup>1</sup>
Vial, pottery	0.25	0.25	4d	1
Vial, silver	0.05	0.05	1d	7
Vial, silver	0.25	0.25	1d	27
Vial, pewter	0.05	0.05	1d	1
Vial, pewter	0.25	0.25	1d	30 <sup>1</sup>
Waterskin	0.50	5.00	2d	2

1. Copper pieces.

Writing Materials				
Item	W.	L. <sup>2</sup>	P.T.	Cost
Book 50 pages	0.50	20x15	2d	45
Brush	0.10	15	4h	5 <sup>1</sup>
Chalk	0.05	10	2h	2 <sup>1</sup>
Ink & Pot (1dl)	0.20			5 <sup>1</sup>
Quill pen	0.10	15	2h	3 <sup>1</sup>
Seal	0.10	10	1d	8
Sealing ribbon (10 uses)	0.05		5h	2
Sealing wax (5 uses)	0.05		2h	2
Sheet, paper	0.02	40x30	1d	3 <sup>1</sup>
Sheet, parchment	0.03	40x30	1d	5 <sup>1</sup>
Sheet, vellum	0.02	40x30	1w	8 <sup>1</sup>
Stylus	0.05	15	2h	5 <sup>1</sup>
Writing tablet, slate	1.00	20x20		10 <sup>1</sup>
Writing tablet, wax	1.00	20x20	5h	1

1. Copper pieces. 2. In cm.

Kitchen Utensils				
Item	W.	L. <sup>2</sup>	P.T.	Cost
Bowl, gold <sup>3</sup>	0.80	25	1d	900
Bowl, pewter	0.30	25	1d	2
Bowl, pottery	0.40	25	3d	10 <sup>1</sup>
Bowl, silver <sup>3</sup>	0.80	25	1d	80
Bowl, wood	0.20	25	1d	8 <sup>1</sup>
Drinking horn (5dl)	0.20	20	1d	3
Fork, gold <sup>4</sup>	0.05	20	5h	65
Fork, pewter	0.05	20	5h	6 <sup>1</sup>
Fork, silver <sup>4</sup>	0.05	20	5h	5
Goblet, crystal (2dl)	0.10	15	1d	160
Goblet, glass (2dl)	0.10	15	1d	2
Goblet, gold <sup>3</sup> (2dl)	0.15	15	1d	200
Goblet, silver <sup>3</sup> (2dl)	0.15	15	1d	18
Iron pan (15cm diameter)	1.00	30	1d	2
Iron pan (30cm diameter)	2.50	50	1d	5
Iron pot (1l)	1.00		1d	2
Iron pot (3l)	3.00		1d	3
Iron pot (6l)	6.00		1d	6
Knife, gold <sup>4</sup>	0.05	20	5h	60
Knife, pewter	0.05	20	5h	6 <sup>1</sup>
Knife, silver <sup>4</sup>	0.05	20	5h	5
Mug, pewter (3dl)	0.20	10	1d	2
Mug, pottery (3dl)	0.30	10	3d	10 <sup>1</sup>
Mug, wood (3dl)	0.20	10	1d	7 <sup>1</sup>
Platter, gold <sup>3</sup>	0.50	25	1d	600
Platter, pewter	0.20	25	1d	1
Platter, pottery	0.30	25	3d	10 <sup>1</sup>
Platter, silver <sup>3</sup>	0.50	25	1d	50
Platter, wood	0.10	25	5h	5 <sup>1</sup>
Spoon, gold <sup>4</sup>	0.05	20	5h	60
Spoon, pewter	0.05	20	5h	6 <sup>1</sup>
Spoon, silver <sup>4</sup>	0.05	20	5h	5

1. Copper pieces. 2. In cm. 3. Plated. 4. Alloy.

Fire'n Lighting				
Equipment	W.	Vol.	P.T.	Cost
Candle, tallow (1h)	\$	0.1 <sup>2</sup>	1h	1 <sup>1</sup>
candle, wax (2h)	\$	0.1 <sup>2</sup>	1h	2 <sup>1</sup>
Flint & Steel <sup>3</sup>	0.3	0.1	1h	5 <sup>1</sup>
Lamp, oil	0.5	0.5	2d	1
Lantern, candle	1.0	2.0	2d	10
Lantern, oil	1.5	2.0	4d	18
Oil (12h)	0.5	0.5		5 <sup>1</sup>
Tinderbox <sup>4</sup>	0.2	0.1	5h	2
Torch	0.5	0.5 <sup>2</sup>	1h	3 <sup>1</sup>
\$ 50g.				
1. Copper pieces.		3. Starts fire in about 3 minutes.		
2. Meters.		4. Starts fire in about 2 minutes.		

Services	
Service	Cost
Coach service	10 cp + 1 cp/km
Ship passage	50 cp + 1 cp/10km
Getting horse shoed	9
Haircut	10 <sup>1</sup>
Prostitute	3
Bordello	5
Night at bordello	20
1. Copper pieces.	

Staying at the Inn			
Service	Cost <sup>1</sup>	Service	Cost <sup>1</sup>
Ale (5dl)	2	Cheap stew & bread	3
Beer (5dl)	2	Good stew & bread	6
Brandy (1dl)	3	Joint of meat	7
Mead (5dl)	3	Good meal	15
Wine (5dl)	5	Fine meal	1 <sup>2</sup>
Poor room (several)	4	Banquet meal	3 <sup>2</sup>
Average room (2-3)	15	Stable pony/donkey	5
Good room (single)	3 <sup>2</sup>	Stable horse	7
1. Copper pieces. 2. Silver pieces.			

Living Expenses (monthly)			
Commodity	Cost	Commodity	Cost
Room	3	Food	10
Room & board	11	Stable	2
Apartment	10	Stable and feed	7
House	20	Stable, feed and care	10

Food (shop and market prices)			
Food	Cost <sup>1</sup>	Food	Cost <sup>1</sup>
Ale	2	Ham	6
Bacon	3	Honey	6
Beef	3	Lamb	9
Beef, salted	7	Lard	1
Beer	2	Mead	3
Berries <sup>3</sup>	1	Milk	2
Black bread	2	Mutton	3
Boar	16	Oil, cooking	0.2-2
Brandy	12	Oil, olive	4
Butter	2	Pepper	90 <sup>2</sup>
Butter, salted	4	Pork	3
Cheese	2	Pork, salted	5
Chicken (2.5kg)	4	Salt, rock	9
Cider	1	Salt, sea	4
Duck (3kg)	6	Smoked sausages	6
Eggs (12)	2	Steak	5
Fish	1	Sugar	14
Fish, dried	2	Veal	6
Fish, salted	2	Vegetables <sup>4</sup>	0.2-1
Flour	1	Venison	18
Fruit <sup>3</sup>	1-2	Waybread	6
Gamebirds	4	White loaf (0.5kg)	2
Goose (8kg)	20	Whole wheat loaf (0.5kg)	1
Grain	0.5	Wine	5
1. Copper pieces per kg or liter for liquids.			
2. Silver pieces. 3. 150% if dried. 4. 50% if dried.			



Monthly Income				
Occupation	Appr.	Worker	Master	Freehld.
Armorer	15	60	180	
Baker	8	30		100
Barber <sup>1</sup>	9	35		80
Blacksmith	9	35		100
Butcher	9	35		80
Cabinetmaker	10	42	170	
Carpenter	10	42	150	
Cook	8	30	100	
Farmer				100
Forester	6	28	150	
Foundryman	8	30	250	
Fisherman	6	25	100	50
Gem cutter	13	45	230	
Glassblower	10	43	250	
Goldsmith	13	50	250	
Greengrocer				40
Innkeeper/Worker <sup>1</sup>	6	25		150
Mason	12	45	150	
Merchant	9	35	300	
Miner	9	35	100	
Moneylender	9	35	250	
Ostler	6	27		
Ropemaker	8	30	150	80
Sailor	9	35	50	
Scholar	13	55	200	
Scribe	15	75	250	
Servant	6	25		
Silversmith	10	43	220	
Shipwright	10	42	300	100
Shoemaker	8	30		60
Solicitor	5	90	400	
Tailor	8	30	180	
Tanner	8	30	100	60
Teamster <sup>1</sup>	9	35		
Weaver	8	30	100	40
1. In addition to tips.				

Monthly Income for Mercenaries <sup>1</sup>			
Occupation	Men-at-Arms	Sergeant	Lieutenant
Archer	4	8	15
Artillerist	4	8	15
Crossbowman	3	6	15
Cavalierist	5	10	20
Horse archer	6	10	20
Infanterist	3	6	15
Slinger	2	6	15
1. In addition to room and board.			

Apprentices will usually be provided with room and board by their master at the cost of about 8 silver pieces per month. Some, like servants and inn-workers, will get this cheaper. Those working with food in their profession, such as bakers, butchers and cooks, will eat at work where food will be almost free.

Workers and masters must usually provide their own homes. They will usually have families which they have to support. In most places these groups will have to donate a certain amount of their income to their temples and/or guilds, typically 10%.

People owning their own houses will have to pay for repairs and perhaps “security.”



# Magick

We are done with the sword, so here is the sorcery!

Magick is probably the most important element in fantasy. It is covered in this chapter down to the very spells like controlling fire and cursing to the various magick items.

## The Magick Skills

Magick is divided into three categories: spell magick, ritual magick and alchemy.

Spell magick is all the spells done by sheer exercise of will. This is the true wizard pointing at the dragon and shooting forth a bolt of lightning.

Spell magick is powered by the magical aptitude.

Ritual magick is based on ritual magick lore. It deals with the forces in nature itself and the ways of manipulating them. Here we have the standard witchcraft with time consuming rituals with loads of props needed.

Alchemy is the domain of the alchemist, a sort of chemist-magician.

In the magick tables you will find specifications on all the magick spells and items. Further descriptions are found in the text.

## Commercial Use of Magick

Setting up shop and dealing in spells or magick items like they were normal goods, or teaching spells to anyone who pays for it, will at the very least result in being frozen out by any respectable magician, who will refuse to have anything to do with you. Quite likely some magician will do something more drastic to put an end to it.

## True Name

Some spells require the true name of the target. Your true name is the name given at birth.

## Divine Miracles

### Cult Standing

In certain cults the members may also receive magick in the form of miracles from their god. Members (initiates and above) of such cults have a certain cult standing. This indicates how much their

god appreciates them. This cult standing increases or decreases according to the actions of the individual cult member. The GM should see the table below for ideas about the amount to gain or lose from different actions. The GM should never tell a player what his character's cult standing is. If a character gets too far below 0 in cult standing, the GM should include adverse effects.

Change of Cult Standing	
Change Activity	
+3	Fantastic deed
+2	Great deed
+1	Very good deed
+1	One year of spotless worship
-1	Minor offence
-2	Offence
-3	Grave offence

### Initiation Requirements

This varies with the cult, but usually includes having been a lay member for one year, an initiation act appropriate for the cult and often relevant skill requirements, etc. An initiate will often have access to cult training.

### Priesthood Requirements

This varies with the cult, but usually includes having been an initiate for at least five years, having a cult standing of at least 10, a priesthood act appropriate to the cult and often relevant skill requirements, etc.

### Divine Intervention

If you pray for divine intervention, your cult standing + d must match the difficulty rating of the miracle as determined by the GM. If it is critical an initiate gets +5 and a priest +10 on the roll. The difficulty rating should follow the difficulty ratings for spell magick, less if it lies directly within the domain of the god (i.e. asking Ikallio, the sun god, for light), more if it is not appropriate (i.e. asking Ikallio for water). A priest loses the number of points indicated in the table below whether or not the miracle is granted. An initiate loses the same if it is granted, but double if not. Note that

Enchant Item, Permanency and Resurrection cost twice as much cult standing as normal. A failed resurrection also reduces the magical aptitude of the supplicant by 3.

Divine Intervention Cost	
Cost	Total DR
1	1-4
2	5-9
3	10-14
4	15-19
5	20-24

## Spell Magick

To successfully cast a spell, roll the dice adding your path lore and the specific spell lore (i.e. to cast a fireball, throw a dice adding your fire lore and fireball lore). The total must exceed the difficulty rating of the spell to take effect. The level of effect is determined by how much you exceed the DR (i.e. if you cast a fireball and the total exceeds the DR by 3, you cast a level 3 fireball).

Only one spell may be cast per combat round (6 seconds). If you cast a spell, you cannot do anything else that round. The spell takes effect at the end of the round. If more than one person is casting a spell, the spell of the caster with the highest awareness takes effect first, etc.

Unless otherwise noted, all spells require that you see or touch the target(s).

If applicable, the effect of a spell also includes items carried by the target unless otherwise noted.

The symbolic value of items used to cast spells on or with may make it easier or more difficult to cast a spell. It may subtract as much as 2 from the DR or add as much as 5. I.e. it is easier to cast light on a perfect diamond than on a piece of charcoal. All such adjustments are at the GM's discretion. The DR given for the spell should be used for most occasions.

### Resisting Spells

If the spell can be resisted and is supposed to affect an unwilling target, add the magick defense of the target to the DR. The magick defense equals current magical aptitude + 1 per full 5 in endurance.

You automatically resist spells when you are unaware of the spell. An unconscious target does not resist.

### Spending Magical Aptitude

Whenever you cast a spell, you loose 1 in magical aptitude, even if the spell fails.

When you are down to half your MA, you get a -2 penalty on casting spells.

When you are down to a quarter of your MA, you get a -4 penalty.

With negative magical aptitude the caster is dead.

### Spell Levels

The strength of a spell is determined by how much you exceed the DR when you cast it. This is called spell levels. The effect, duration, range and area of effect all increase with the spell level. In the spell table you will find the duration, range and area of effect per spell level. The DR is also given.

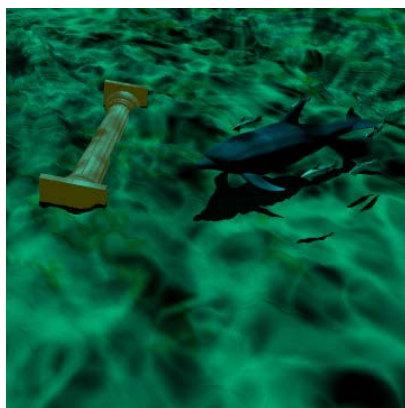
You may not learn spells if you have a magical aptitude of 0.

### Magic Control

If two or more magicians try to control the same object(s) or area, the one with the highest spell level succeeds.

### Active/Passive

During the casting time, the spell caster may not do anything but concentrate on casting the spell. If the spell is active, he must concentrate fully on the spell throughout the duration as well, or the spell is cancelled. If the spell is passive he is free to do anything after the casting time is completed. The duration is exclusive of the casting time.



### Effect per Spell Level

Unless otherwise noted the area, range and weight is multiplied by the spell level, and the duration increases one step on the table below per level above one.

Duration of Spells			
1	round	3	days
2	rounds	1	week
5	rounds	2	weeks
1	minute	1	month
2	minutes	2	months
5	minutes	6	months
10	minutes	1	year
30	minutes	2	years
1	hour	5	years
2	hours	10	years
6	hours	20	years
12	hours	50	years
1	day	100	years

### Detecting Illusions

An awareness roll exceeding the total (DR+level) of the spell will penetrate the illusion. If the roll equals the total the character will notice that something is strange. If the character is suspicious he will get +3 on his roll.

### Abilities of Disembodied Spirits

Disembodied spirits have the ability to cast the “spells” listed in the table below in addition to any spells they may have learned the normal way. The duration of these “spells” is a number of minutes equal to the caster’s current MA, and they are cast using the current MA + d.

Abilities of Disembodied Spirits	
DR	“Spell”
7	Knock
9	Whisper
11	Be visible (transparent)
13	Talk
15	Be visible (opaque)

### Vocal and Somatic Components

Spells normally contain vocal and somatic components. These components are not absolutely necessary to cast the spell, but it is harder if you don’t use them. The penalties are as follows: -1 for moderating a component, -2 for discreet usage and -3 for not using it. These penalties are per component and cumulative, i.e. moderate somatic and no vocal equals -4.

### “Seeing” Mana

If the sum of your current magical aptitude and the magical aptitude or mana of a creature, magick item, special place, spell, etc. equals or exceeds 30, you are able to “see” the approximate mana level. If you are actively looking for the mana you only need a total of 20. This only works if you have at least 1 in magical aptitude. A magick item has a mana equal to half the DR of the spell used to create it. A spell has a mana equal to half its DR.

### Recovery of Magical Aptitude

You recover your magical aptitude after a good nights sleep. A short/uneasy sleep may give a partial recovery.

### Touch Spells

To cast a spell with a range of “touch” on an unwilling opponent, you must make a successful unarmed attack on him the following round. You get a +3 modifier on this.

### Magick Fumbles

A magick fumble occurs when you roll a double 1 when casting a spell. When rolling on the fumble table, add the current MA to the dice roll. If the fumble is not applicable, pick the one above.

Magic Fumbles	
15+	No effect.
14	Unpleasant feeling, -2 next round.
13	Sneezing next round (as stunned).
12	Thirsty (dehydrated), -2 until you drink d liters.
11	Dizzy – fall and let go what you have in your hands.
10	Amnesia – can not cast spells for d hours.
9	Confused for d minutes.
8	Everybody within 10 meters become hostile towards you.
7	Unconscious for d minutes.
6	Affects wrong target in the worst possible way.
5	d+3 in damage.
4	Affects self (unless supposed to).
3	Sleepless for d days due to pain, -4 in skills.
2	Unconscious for d hours and loose 1 in MA permanently.
1	Coma for d days and loose 1 in MA permanently.
0	Dead.

## Spells

### Spell Table Definitions

**A/P:** A means the spell is active, P means the spell is passive, A/P means the spell

may be active or passive depending on circumstances as described under the spell.

**Duration:** Instant. = Instantaneous, Perm. = Permanent.

**Area of Effect:** An asterisk (\*) after the area of effect means that the area of effect does not increase with the spell level.

C = Creature, O = Object,  
r = radius.

Spell	A/P	Resist	Casting Time	DR	Duration	Range	Weight	Area of Effect
<b>Air</b>								
Animal Sense	A/P	Y	5 rounds	9	5 min.	100 m		1 animal*
Banish	—	Y	1 round	13	Instant.	10 m		1 demon*
Breathe in Water	P	Y	1 round	11	10 min.	Touch		1 creature*
Bug Shield	P	N	1 round	8	2 hours	Self		Self
Cleaning	A	N	1 round	5	10 min.*	5 m		5 m radius
Clear Air	P	N	1 round	5	10 min.	5 m		5 m radius
Control Elemental	A	Y	1 round	9	2 min.	10 m		1 elemental*
Control Wind	A	N	1 min.	11	5 min.	10 m		2 m radius
Cooling	P	N	1 round	6	1 hour	Self		Self
Dispel Air Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Dry	—	N	1 min.	7	Instant.	Touch	50 kg	1 m radius
Enhance Coordination	P	Y	10 min.	9	10 min.	Touch	100 kg	1 creature*
Extinguish	—	N	1 round	9	Instant.	5 m		1 m radius
Fly	P	Y	1 round	15	5 rounds	Touch	50 kg	1 creature*
Fog	P	N	1 min.	9	5 min.	10 m		10 m radius
Freeze Air	P	N	1 round	9	2 rounds	5 m		1 m radius
Invisibility	P	Y	1 round	13	5 rounds	Touch	100 kg	1 O* or 1 C*
Levitation	A	Y	1 round	11	2 rounds	5 m	50 kg	1 creature*
Lightningbolt	—	N	1 round	11	Instant.	10 m		1 target*
Make Familiar	—	Y	12 hours	11	Perm.	Touch	50 kg	1 animal*
Minor Telekinesis	A	Y	1 round	9	1 round	5 m	100 g	1 O* or 1 C*
Polish	—	N	5 rounds	6	Instant.	Touch	10 kg	1 object
Prepared Teleport	—	Y	1 round	17	Instant.	T/100 km	50 kg	1 C* or 1 O*
Puff of Wind	—	N	1 round	6	Instant.	5 m		1/2 m radius
Push	—	N	1 round	7	Instant.	5 m		1 O* or 1 C*
Rain Shield	P	N	1 round	6	10 min.	Self		1/2 m radius
Seek	P	N	1 round	11	1 round	Touch	1 kg	1 missile*
Silence	P	Y	1 round	11	5 rounds	Touch	100 kg	1 O* or 1 C*
Summon Elemental	—	N	5 min.	11	2 min.	1 m		1 elemental*
Telekinesis	A	Y	1 round	13	1 round	5 m	5 kg	1 O* or 1 C*
Teleport	—	Y	1 round	17	Instant.	T/50 m	50 kg	1 C* or 1 O*
Wall of Force	P	N	1 round	13	1 round	5 m		1/2 m r "wall"
Warmth	P	N	1 round	6	1 hour	Self		Self
Water Walking	A	Y	5 rounds	13	2 min.	10 m	100 kg	1 creature*
<b>Black Magic</b>								
Agony	A	Y	1 round	9	1 round	2 m	100 kg	1 creature*
Animate Dead	P	N	1 day	13	1 day/perm.	Touch	50 kg	1 creature*
Banish	—	Y	1 round	13	Instant.	10 m		1 demon*
Blindness	P	Y	1 round	11	1 round	5 m		1 creature*
Call	—	Y	5 min.	11	2 min.	1 m		1 demon*
Command	A	Y	1 round	11	1 round	1 m		1 creature*
Command Demon	P	Y	1 round	11	Special	5 m		1 demon*
Command Undead	A	Y	1 round	13	2 min.	10 m		1 undead*
Darkness	A/P	Y	1 round	11	1 round	5 m		1 m radius
Death Touch	—	Y	1 round	11	Instant.	Touch		1 creature*
Dispel Black Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Exteriorize	P	N	10 min.	14	1 min.	Self		Self
Immobilize	P	Y	1 round	13	1 round	10 m		1 creature*
Make Familiar	—	Y	12 hours	11	Perm.	Touch	50 kg	1 animal*
Possession	A	Y	1 min.	10	10 min.	Self		1 creature*



Spell	A/P	Resist	Casting Time	DR	Duration	Range	Weight	Area of Effect
Protection from Demons	A/P	N	1 round	11	1 min.	Touch		1 creature*
Protection from Undeads	A/P	N	1 round	11	1 min.	Touch		1 undead*
Sleep	P	Y	1 min.	11	2 rounds	10 m		1 creature
Summoning	—	N	5 min.	11	2 min.	1 m		1 demon*
<b>Earth</b>								
Animal Sense	A/P	Y	5 rounds	9	5 min.	100 m		1 animal*
Armor	P	Y	1 round	11	5 rounds	Touch	100 kg	1 O* or 1 C*
Banish	—	Y	1 round	13	Instant.	10 m		1 demon*
Cleaning	A	N	1 round	5	10 min.	5 m		5 m radius
Control Elemental	A	Y	1 round	9	2 min.	10 m		1 elemental*
Cooling	P	N	1 round	6	1 hour	Self		Self
Darkness	A/P	Y	1 round	11	1 round	5 m		1 m radius
Dispel Earth Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Dry	—	N	1 min.	7	Instant.	Touch	50 kg	1 m radius
Enhance Strength	P	Y	10 min.	9	10 min.	Touch	100 kg	1 creature*
Extinguish	—	N	1 round	9	Instant.	5 m		1 m radius
Freeze Solid	P	N	1 round	9	2 rounds	5 m	20 kg	1/2 m radius
Glue	P	Y	1 round	9	1 round	5 m		5 cm radius
Immobilize	P	Y	1 round	13	1 round	10 m		1 creature*
Make Familiar	—	Y	12 hours	11	Perm.	Touch	50 kg	1 animal*
Polish	—	N	5 rounds	6	Instant.	Touch	10 kg	1 object
Protection from Fire	P	Y	1 round	11	2 rounds	1 m		1 O* or 1 C*
Repair	—	N	10 min.	9	Instant.	Touch	20 kg	1 object*
Summon Elemental	—	N	5 min.	11	2 min.	1 m		1 elemental*
Warmth	P	N	1 round	6	1 hour	Self		Self
<b>Fire</b>								
Animal Sense	A/P	Y	5 rounds	9	5 min.	100 m		1 animal*
Banish	—	Y	1 round	13	Instant.	10 m		1 demon*
Bug Shield	P	N	1 round	8	2 hours	Self		Self
Cleaning	A	N	1 round	5	10 min.	5 m		5 m radius
Cone of Light	A	N	1 round	9	2 rounds	25 m		3 m r end of cone
Control Elemental	A	Y	1 round	9	2 min.	10 m		1 elemental*
Control Fire	A	N	1 min.	13	5 min.	10 m		1/2 m radius
Cooling	P	N	1 round	6	1 hour	Self		Self
Create Fire	A/P	Y	5 rounds	11	5 rounds	1 m		1/2 m radius
Dispel Fire Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Dry	—	N	1 min.	7	Instant.	Touch	50 kg	1 m radius
Extinguish	—	N	1 round	9	Instant.	5 m		1 m radius
Fireball	—	N	1 round	11	Instant.	5 m		1/2 m radius
Flash	—	N	1 round	9	Instant.	1 m		Special
Ignite	—	Y	1 round	7	Instant.	1 m		5 cm radius
Increase Light	P	N	1 round	6	10 min.	1 m		1 light source*
Light	P	Y	1 round	7	5 rounds	1 m		1 m radius
Polish	—	N	5 rounds	6	Instant.	Touch	10 kg	1 object
Protection from Fire	P	Y	1 round	11	2 rounds	1 m		1 O* or 1 C*
Summon Elemental	—	N	5 min.	11	2 min.	1 m		1 elemental*
Warmth	P	N	1 round	6	1 hour	Self		Self
<b>Life</b>								
Animal Sense	A/P	Y	5 rounds	9	5 min.	100 m		1 animal*
Banish	—	Y	1 round	13	Instant.	10 m		1 demon*
Blindness	P	Y	1 round	11	1 round	5 m		1 creature*
Breathe in Water	P	Y	1 round	11	10 min.	Touch		1 creature*
Bug Shield	P	N	1 round	8	2 hours	Self		Self
Change Size	P	Y	1 min.	11	5 min.	Touch	100 kg	1 creature*
Charm I	P	Y	1 round	11	5 rounds	5 m		1 creature*

Spell	A/P	Resist	Casting Time	DR	Duration	Range	Weight	Area of Effect
Charm II	P	Y	10 min.	11	1 hour	5 m		1 creature*
Command	A	Y	1 round	11	1 round	1 m		1 creature*
Cooling	P	N	1 round	6	1 hour	Self		Self
Detect Disembodied Spirit	A	N	1 round	8	1 round	Self		10 m radius
Dispel Life Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Ease Pain	P	Y	1 round	7	1 hour	Touch		1 creature*
Ease Thirst and Hunger	P	N	1 round	6	6 hours	Self		Self
Enhance Awareness	P	Y	10 min.	9	10 min.	Touch		1 creature*
Enhance Coordination	P	Y	10 min.	9	10 min.	Touch	100 kg	1 creature*
Enhance Endurance	P	Y	10 min.	9	10 min.	Touch	100 kg	1 creature*
Enhance Learning	P	Y	10 min.	9	10 min.	Touch		1 creature*
Enhance Strength	P	Y	10 min.	9	10 min.	Touch	100 kg	1 creature*
Exteriorize	P	N	10 min.	14	1 min.	Self		Self
Farsee	P	Y	1 round	9	1 min.	Touch		1 creature*
Healing	A	Y	1 min.	9	Special	Touch		1 creature*
Immobilize	P	Y	1 round	13	1 round	10 m		1 creature*
Make Familiar	—	Y	12 hours	11	Perm.	Touch	50 kg	1 animal*
Memorize	P	N	1 round	6	1 week	Self		Self
Minor Healing	P	Y	1 round	6	1 week*	Touch		1 creature*
Night Vision	P	Y	1 min.	9	10 min.	Touch	100 kg	1 creature*
Personal Farsee	A	N	1 round	7	1 round	Self		Self
Pleasant Sleep	P	N	1 round	6	1 period of sleep	Self		Self
Polymorph	P	Y	1 min.	15	5 min.	Touch		1 creature*
Possession	A	Y	1 min.	10	10 min.	Self		1 creature*
Project Thought	A	Y	1 round	13	1 round	5 m		Self and 1 C*
Protection from Demons	A/P	N	1 round	11	1 min.	Touch		1 creature*
Protection from Undeads	A/P	N	1 round	11	1 min.	Touch		1 undead*
Read Thought	A	Y	1 round	13	1 round	5 m		Self and 1 C*
Recall	A/P	N	1 round	6	10 min.	Self		Self
Regeneration	P	Y	1 hour	15	Special	Touch		1 creature*
Remove Cold	—	Y	10 min.	7	Instant.	Touch	100 kg	1 creature*
Resurrection	—	Y	2 hours	19	Instant.	Touch		1 creature*
Sleep	P	Y	1 min.	11	2 rounds	10 m		1 creature
Sleep Lightly	P	N	1 round	6	1 period of sleep	Self		Self
Stop Bleeding	—	Y	1 round	7	Instant.	Touch	100 kg	1 creature*
Turn Undead	—	Y	1 round	11	Instant.	5 m		1 m r and 1 undead
Warmth	P	N	1 round	6	1 hour	Self		Self
<b>Magic</b>								
Bug Shield	P	N	1 round	8	2 hours	Self		Self
Delay	P	N	1 round	0	1 round	As spell		1 spell*
Detect Magic	A	Y	1 round	9	1 round	Touch		1 creature*
Dispel Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Enchant Item	P	Y	12 hours	8	Perm.	Touch	5 kg	1 O* and 1 spell
Enchant Weapon	P	Y	1 round	11	2 rounds	Touch	3 kg	1 weapon*
Identify Magic	—	Y	1 hour	11	Instant.	1 m		1 O*, 1 C* or 1 spelled area*
Memorize	P	N	1 round	6	1 week	Self		Self
Passify	P	N	As spell	0	1 round	—		1 spell*
Permanency	P	N	12 hours	5	Special	Touch		1 spell*
Protection from Magic	P	Y	1 min.	11	1 min.	Touch		1 creature*
Rain Shield	P	N	1 round	6	10 min.	Self		$\frac{1}{2}$ m radius
Recall	A/P	N	1 round	6	10 min.	Self		Self
Sharpness	P	Y	1 round	11	2 rounds	Touch	3 kg	1 weapon*
Wall of Force	P	N	1 round	13	1 round	5 m		$\frac{1}{2}$ m r “wall”
Warding	P	N	10 min.	0	1 day	Touch		1 O* or 1 m r
<b>Perception</b>								
Animal Sense	A/P	Y	5 rounds	9	5 min.	100 m		1 animal*

Spell	A/P	Resist	Casting Time	DR	Duration	Range	Weight	Area of Effect
Cone of Light	A	N	1 round	9	2 rounds	25 m		3 m r at end of cone
Detect Disembodied Spirit	A	N	1 round	11	1 round	Self		10 m radius
Detect Magic	A	Y	1 round	9	1 round	Touch		1 creature*
Detect Truth	A	Y	1 round	9	5 rounds	5 m		1 creature*
Dispel Perception Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Enhance Awareness	P	Y	10 min.	9	10 min.	Touch		1 creature*
Farsee	P	Y	1 round	9	1 min.	Touch		1 creature*
Identify Magic	—	Y	1 hour	11	Instant.	1 m		1 O*, 1 C* or 1 spelled area*
Increase Light	P	N	1 round	6	10 min.	1 m		1 light source*
Light	P	Y	1 round	7	5 rounds	1 m		1 m radius
Memorize	P	N	1 round	6	1 week	Self		Self
Night Vision	P	Y	1 min.	9	10 min.	Touch	100 kg	1 creature*
Personal Farsee	A	N	1 round	7	1 round	Self		Self
Read Thought	A	Y	1 round	13	1 round	5 m		Self and 1 C*
Recall	A/P	N	1 round	6	10 min.	Self		Self
Sleep Lightly	P	N	1 round	6	1 period of sleep	Self		Self
<b>Protection</b>								
Armor	P	Y	1 round	11	5 rounds	Touch	100 kg	1 O* or 1 C*
Bug Shield	P	N	1 round	8	2 hours	Self		Self
Cooling	P	N	1 round	6	1 hour	Self		Self
Dispel Protection Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Protection from Demons	A/P	N	1 round	11	1 min.	Touch		1 creature*
Protection from Fire	P	Y	1 round	11	2 rounds	1 m		1 O* or 1 C*
Protection from Magic	P	Y	1 min.	11	1 min.	Touch		1 creature*
Protection from Undeads	A/P	N	1 round	11	1 min.	Touch		1 creature*
Protection from Water	P	Y	1 round	7	2 min.	Touch	50 kg	1 O* or 1 C*
Rain Shield	P	N	1 round	6	10 min.	Self		1/2 m radius
Warmth	P	N	1 round	6	1 hour	Self		Self
<b>Summoning</b>								
Banish	—	Y	1 round	13	Instant.	10 m		1 demon*
Call	—	Y	5 min.	11	2 min.	1 m		1 demon*
Command Demon	P	Y	1 round	11	Special	5 m		1 demon*
Control Elemental	A	Y	1 round	9	2 min.	10 m		1 elemental*
Dispel Summoning Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Protection from Demons	A/P	N	1 round	11	1 min.	Touch		1 creature*
Summon Elemental	—	N	5 min.	11	2 min.	1 m		1 elemental*
Summoning	—	N	5 min.	11	2 min.	1 m		1 demon*
<b>Water</b>								
Animal Sense	A/P	Y	5 rounds	9	5 min.	100 m		1 animal*
Banish	—	Y	1 round	13	Instant.	10 m		1 demon*
Breathe in Water	P	Y	1 round	11	10 min.	Touch		1 creature*
Change Size	P	Y	1 min.	11	5 min.	Touch	100 kg	1 creature*
Cleaning	A	N	1 round	5	10 min.	5 m		5 m radius
Control Elemental	A	Y	1 round	9	2 min.	10 m		1 elemental*
Control Water	A	N	1 min.	13	5 min.	10 m		1/2 m radius
Cooling	P	N	1 round	6	1 hour	Self		Self
Create Water	—	N	1 min.	9	Instant.	5 m		10 liter
Dispel Water Magic	P	N	1 round	3	1 round	5 m		1 spell* or 1 C* or area
Dry	—	N	1 min.	7	Instant.	Touch	50 kg	1 m radius
Extinguish	—	N	1 round	9	Instant.	5 m		1 m radius
Fog	P	N	1 min.	9	5 min.	10 m		10 m radius
Freeze Liquid	P	N	1 round	9	2 rounds	5 m		1/2 m radius
Make Familiar	—	Y	12 hours	11	Perm.	Touch	50 kg	1 animal*
Polish	—	N	5 rounds	6	Instant.	Touch	10 kg	1 object
Polymorph	P	Y	1 min.	15	5 min.	Touch		1 creature*



Spell	A/P	Resist	Casting Time	DR	Duration	Range	Weight	Area of Effect
Protection from Fire	P	Y	1 round	11	2 rounds	1 m		1 O* or 1 C*
Protection from Water	P	Y	1 round	7	2 min.	Touch	50 kg	1 O* or 1 C*
Rain Shield	P	N	1 round	6	10 min.	Self		1/2 m radius
Summon Elemental	—	N	5 min.	11	2 min.	1 m		1 elemental*
Warmth	P	N	1 round	6	1 hour	Self		Self
Water to Wine	—	N	2 rounds	7	Instant.	1 m		1 liter
Water Walking	A	Y	5 rounds	13	2 min.	10 m	100 kg	1 creature*

**Agony**

Creates pain giving -1 in status per level.

**Animal Sense**

Enables you to use the senses of the animal you cast it on instead of your own (see through its eyes, etc.). You are able to switch it on and off at will. A distraction doesn't cancel the spell, it only jolts you back to your own senses. If you learn the spell based on an elemental lore, it only works on creatures of that element, i.e. water creatures, flying creatures or land creatures.

**Armor**

Gives 1 AP per level to the creature or object it is cast on. If cast on a creature, it does not protect any equipment it may carry.

**Banish**

Sends a summoned demon back to the place it was summoned from.

**Blindness**

The target is blinded for the duration of the spell.

**Breathe in Water**

Enables the target to breathe in water as if it was air. It only works on air breathing creatures.

**Bug Shield**

Keeps normal sized bugs away from you and anything you are wearing or carrying.

**Call**

Summons a specific demon. It requires the true name of the demon summoned.

**Change Size**

Changes the size of the target by up to +20 % or -10 % of the weight per level. Above level 9 the size decreases by 1 % per level.

**Charm I**

The target will regard you as a good friend.

**Charm II**

The target will regard you as a good friend.

**Cleaning**

Cleans the area, comparable to sweeping, dusting, mopping. Does not get rid of really ingrained dirt.

**Clear Air**

Clears the air within the area of effect of any smoke, dust, fog, smell, etc. and keeps it clear for the duration of the spell.

**Command**

The target must follow all understandable commands from the caster for the duration of the spell. The magic defense is doubled if a command goes against the moral code of the target, and tripled if it is self destructive.

**Command Demon**

Allows you to give the demon a command consisting of up to 5 words per level. The demon must understand the command or the spell does not work. The magic defense is doubled if a command goes against the moral code of the target, and tripled if it is self destructive.

**Command Undead**

Allows you to give the undead a command consisting of up to 5 words per level. If the undead is intelligent it must understand the command or the spell does not work. If the undead is intelligent the magic defense is doubled if a command goes against the moral code of the target, and tripled if it is self destructive.

**Cone of Light**

The palm of the caster emits a cone of light.

**Control Elemental**

The controlled elemental must obey any order you give it for the duration of the spell. If you learned this spell on the

summoning path you may control any type of elemental. With the elemental paths you may only control elementals of that type.

**Control Fire**

Can move fire along the ground, up walls, etc., but not across water. You can move the area of effect 1/2 m/s per level. Within the area of effect you can move the fire 1 m/s per level.

**Control Water**

Can move water along the ground or in water. You can move the area of effect 1/2 m/s per level. Within the area of effect you can move the water 1 m/s per level.

**Control Wind**

Can move air. You can move the area of effect 1/2 m/s per level. Within the area of effect you can move the air 5 m/s per level. Every 5 m/s of wind gives -1 in melee combat and -2 on missiles.

**Cooling**

Keeps the caster cool (feels like it is up to 10°C cooler per level).

**Create Fire**

Must be cast on an object or on the ground. Anyone within the fire takes d-3 + 1 per level in damage each round. It also ignites flammable materials as an ignite spell of the same level + 1 level per round of burning.

**Create Water**

Creates fresh water.

**Darkness**

Creates an area of darkness which completely blocks sight. The spell is not cast on any object, and the caster can move it at the rate of 1 m/s per level.

**Death Touch**

Does d+1 per level in damage to the creature touched.

**Delay**

The spell is cast together with will not take effect until the delay expires. You decide how long a delay you want, and the DR of the spell is increased by 1 per level of delay. The total cost in MA is 2, one for each spell.

**Detect Disembodied Spirits**

Detects all disembodied spirits within the area of effect.

**Detect Magic**

Increases the MA by 2 per level for the purpose of detecting magic only.

**Detect Truth**

Lets the caster know if the target believes he is telling the truth or not. The spell is broken if the target moves out of range or out of sight.

**Dispel Magic**

If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.

**Dry**

Dries out the object(s) and/or creature(s) targeted. Note that when used on living creatures (including plants) it only dries the surface, not the body itself. The fire version leaves the target(s) slightly warm.

**Ease Pain**

Reduces the effect of wounds by 1 BP +1 per full 5 levels for the purpose of half or quarter action, unconsciousness and disabling. It will never make the target more resistant to damage than a zombie.

**Ease Thirst and Hunger**

You will not feel thirst or hunger while the spell lasts. It does not feed your body, so you will eventually grow weaker and finally die if you go too long without eating or drinking.

**Enchant Item**

Stores the spell(s) it is cast together with in an object. It can store 1 usage of a spell per level. The MA cost is 1 per usage stored +1 for enchant item. When the release word(s) are uttered, the spell takes effect in the way described when enchanting the item. The enchanted item may be used as many times as there are usages in it. After the last usage is used, the object is no longer magick.

**Enchant Weapon**

Gives the user of the weapon +1 in skill per full 2 levels. The weapon is considered magic.

**Enhance Awareness**

Increases the awareness of the recipient by 20 % per level.

**Enhance Coordination**

Increases the coordination of the recipient by 20 % per level.

**Enhance Endurance**

Increases the endurance of the recipient by 20 % per level.

**Enhance Learning**

Increases the learning of the recipient by 20 % per level.

**Enhance Strength**

Increases the strength of the recipient by 20 % per level.

**Exteriorize**

Allows the spirit of the caster to “step out” of the body. He may cast spells as usual while in spirit form. Perception, speed of movement, and range of movement from the body is described in the tables below. At level 4 the spirit can move through liquids, at level 7 it can move through solids.

**Movement of Exteriorized Spirits**

Level	Speed	Range
1	—	1 m
2	1 m/s	20 m
3	2 m/s	50 m
4	5 m/s	100 m
5	10 m/s	200 m
6	20 m/s	500 m
7	50 m/s	1 000 m
8	100 m/s	Unlimited

**Perception of Exteriorized Spirits**

Level	Perception
1	No perception
2	Very poor vision, able to find body to possess
3	Poor vision (awareness 1)
4	Normal vision, poor hearing
5	Good vision, normal hearing, poor smell
6	Very good vision, good hearing, normal smell, poor tactile/taste
7	Very good vision and hearing, good smell, normal tactile/taste
8	Very good vision, hearing and smell, good tactile/taste

**Extinguish**

Extinguishes any normal fires within the area of effect. To extinguish a magical fire, add  $\frac{1}{3}$  of the total (DR+level) of the fire spell to the DR.

**Farsee**

Everything looks like it is only one tenth of the actual distance away per level, i.e. one tenth at level 1, one twentieth at level 2, one thirtieth at level 3, etc. May be turned on and off at will by the target.

**Fireball**

A tiny ball of flame thrown from the hand of the caster. The ball explodes in a fireball of the described size when it reaches the desired range, or the maximum range if this is shorter. If the tiny ball hits something solid on its way, it explodes immediately. The fireball does d-3 +1 per level in damage as well as igniting flammable materials as an ignite spell of the same level. If the fireball explodes in a small room or other enclosed space, it will overflow through any openings until it fills the volume it is supposed to fill.

**Flash**

Gives a bright flash of light temporarily impairing the sight of those looking at it. It gives -1 in status per level to those looking in the direction of the flash when it goes off. This penalty is reduced by 1 per meter of distance from the flash, and is further reduced by 1 per round.

**Fly**

Enables the target to fly at a speed of 2 m/s per level and dive at a speed of 4 m/s per level.

**Fog**

Creates fog. Sight within the fog is limited to 2 meters, and combat modifiers for moonlight applies.

**Freeze Air**

Lowers the temperature of the air by 5°C per level. The air heats up normally after the spell ends. It may not be cast on a living creature.

**Freeze Liquid**

Lowers the temperature of the liquid by 5°C per level. The liquid melts or heats up normally after the spell ends. It may not be cast on a living creature.

**Freeze Solid**

Lowers the temperature of the object by 5°C per level. The object heats up normally after the spell ends. It may not be cast on a living creature.

**Glue**

Glues the touching surface of two objects together. The spell holds 50 kg per level, and requires a strength of 2 per level to break apart. Caution: If the glue is strong, you may tear the surface off the object instead of breaking the glue.

**Healing**

Heals 1 Body Point per level at the rate of 1 BP per 30 minutes. The spell lasts until it has healed its maximum number of BP or until the target is completely healed, whichever comes first. Healing a broken bone requires a level 4 healing. To reattach a severed body part you must apply a level 7 healing within 2 hours.

**Identify Magic**

Identifies the spell or magic item if the total (DR+level) of the spell is 4 + 2 per level or less. You get a +3 on the total you may identify if you know the spell you are identifying. If the spell is too difficult for you to identify, the GM may still give you some hints about it at his discretion.

**Ignite**

Ignites flammable materials, see the table below.

**Ignite****Level Material**

1	Paper, kindling
2	Dry porous wood, linen
3	Dry wood
4	Hard, dry wood
5	Trees
6	Wet wood
7	Dead body

**Immobilize**

Immobilizes the target in the position it was in when the spell took effect. The target will fall unless it has a well balanced stance.

**Increase Light**

Multiplies the intensity (effect) of the light source by 1 + 1 per level.

**Invisibility**

Makes the object or creature invisible. This includes any objects carried or worn by the creature as long as it is worn or carried. It does not include objects picked up after the spell is cast, unless the objects are completely hidden by something that is invisible.

**Levitation**

Enables the caster to move the target vertically at a speed of 1 m/s per level.

**Light**

Lights a sphere with a radius of 1 m per level.

**Lightningbolt**

The lightningbolt delivers an electric shock which does d-2 + 1 per level in damage. Metal armor does not protect against this. In water the electric shock spreads out in all directions. The damage is reduced by 1 per meter distance from the path of the lightningbolt.

**Make Familiar**

A person may only have one familiar at a time. You can not make a familiar for someone else. See the table below for the effect(s) of the spell. You also get all the effects listed below the level you cast. Even though you may communicate with your familiar, it will still have the understanding and intelligence of the animal it is.

**Make Familiar****Level Effect**

1	Familiar is a good friend
2	Communicate with familiar
3	Use MA of familiar
4	Telepathy with familiar
5	Use senses of familiar
6	Cast spell through familiar

**Memorize**

Creates a complete record of all your perceptions for 1 minute per level when cast. This record can later be retrieved with a recall spell.

**Minor Healing**

Heals 1 BP + 1 per full 2 levels during the week it lasts. It only heals damage received before the spell is cast. Healing a broken bone requires a level 6 healing.

**Minor Telekinesis**

Enables the caster to move the object or creature through air with a speed of 2 m/s per level or through water with a speed of 1 m/s per level.

**Night Vision**

Makes the target able to see in the dark like a cat. Twilight is treated as normal light, moonlight as twilight and starlight as moonlight.

**Passify**

Makes the spell it is cast together with passive for its duration. The caster chooses when to activate the passify during the duration of the spell.

**Permanency**

Increases the duration of the spell it is cast together with. The DR of the permanency is added to the DR of the spell it is cast together with and the desired (set) level of one of the spells. The level of the other (not set) spell is determined by how much the roll exceeds this. If the spell is cast on a living creature it increases the duration by 5



steps + 2 steps per level. If it is cast on an object or area it increases the duration by 15 steps + 2 steps per level. Casting a permanency spell permanently reduces your MA by 1.

#### Personal Farsee

Everything looks like it is only one tenth of the actual distance away per level, i.e. one tenth at level 1, one twentieth at level 2, one thirtieth at level 3, etc.

#### Pleasant Sleep

Allows you to fall asleep and have a pleasant sleep. This is normal sleep and you can be awakened just like normally.

#### Polish

Cleans the object(s) thoroughly leaving them gleaming as if polished. The weight is the total weight of all the objects affected. Whether such things as paint, etc. is removed depends on the intention of the caster. The air version blows the dirt away, the earth version leaves the dirt on the ground, the fire version leaves the objects warm (a result of 6 ignites flammable objects), the water version leaves the objects damp.

#### Polymorph

Turns the target into any creature of any sex. The caster must have possessed a creature of the same race and sex. The size of the target may not change more than +20 % or -10 % per level (-1 % per level above level 9). The strength, endurance, coordination and awareness of the target will usually be modified at the GM's discretion based on the transformation.

#### Possession

The caster takes over the body of the creature possessed. It only works if the caster is already disembodied. If the possessed body is knocked unconscious, the caster is thrown back to his disembodied state. If the possessed body is killed, the shock throws the caster back into his own body if he has one.

#### Prepared Teleport

With this spell it is only possible to teleport to a pentagram prepared by the caster. This does not have to be in line of sight, but it must be on top of a solid surface displacing only air.

#### Project Thought

Enables you to project thoughts to the target. At level 1 you can project words, at level 3 pictures and at level 5 concepts.

#### Protection from Demons

A demon must exceed the target's MD +2 per level (+4 per level if the spell is active) with its MD+d in order to attack him.

#### Protection from Undeads

An undead must exceed the target's MD +2 per level (+4 per level if the spell is active) with its MD+d in order to attack him.

#### Protection from Fire

Gives 3 armor points per level against fire damage. It also protects any objects carried by the target.

#### Protection from Magic

Increases the magic defense of the target by 2 per level.

#### Protection from Water

Protects the object or creature from water and keeps it from getting wet. If it is cast on a creature it also protects any objects it is wearing or carrying.

#### Puff of Wind

Creates a soft puff of wind in the direction the caster decides. Higher levels creates a stronger puff, but even a level 10 spell is not going to bowl someone over.

#### Push

Gives a strong push from the direction of the caster. If the level equals the size of the target, he must make a coordination roll of 5 (+2 per level over the size) or fall. Damage from falling is as from falling 1 m. It can push 5 kg 1 m backwards on stone surface per level.

#### Rain Shield

Forms an invisible umbrella over the caster which repels rain.

#### Read Thought

Enables the caster to read the thoughts of the target. At level 1 you can read words, at level 3 pictures and at level 5 concepts. You can only read what the target is thinking about, you can not search through his mind for information.



#### Recall

Allows you to recall something you have stored with a memorize spell. When concentrating it is as clear as when you originally observed it.

#### Regeneration

Regenerates any one limb, finger, nose, etc. which has been cut off. An arm regenerates in one week, a leg in two weeks. The spell lasts until the missing body part has regenerated.

#### Remove Cold

Finally, a cure for the common cold.

#### Repair

Repairs any broken object, but it does not replace missing parts.

#### Resurrection

Brings a dead creature back to life. The creature must not have been dead more than 1 day per level. The spell will not regenerate lost body parts. After having been brought back to life, the target lies helpless for 1 week, after which he has 1 BP and heals normally. The target also loses 1/5 of his strength and 1 in coordination, but he gains 1 in magical aptitude. The caster loses 1 in MA permanently.

#### Seek

Gives the missile +2 per level to hit for the next shot. The missile is considered magick. Each consecutive seek spell on a missile gives it an extra shot.

#### Sharpness

The weapon does +1 in damage per full 2 levels. It only works on sharp weapons. The weapon is considered magic.

#### Silence

Renders the object or creature unable to make any noise. This includes any objects carried or worn by the creature as long as they are worn or carried.

#### Sleep

The target(s) sleep deeply for the duration of the spell (hard to wake up). This becomes normal sleep when the spell ends. The target(s) fall asleep gradually during the casting of the spell.

#### Sleep Lightly

Ensures that you sleep lightly and are easily awakened.

#### Stop Bleeding

Stops external or internal bleeding.



### Summon Elementals

The elemental uses 1 round to manifest. You must have a sufficient amount of the element for the elemental to form a body or the spell will fail. Elementals are hostile to life and will try to kill all living creatures, starting with the summoner.

### Summoning

Summons a demon with a total of up to 10 per level in its attributes including size. The caster has no control over what kind of demon is summoned.

### Telekinesis

Enables the caster to move the object or creature through air with a speed of 1 m/s per level or through water with a speed of  $\frac{1}{2}$  m/s per level.

### Teleport

It is only possible to teleport on top of a solid surface displacing air.

### Turn Undead

Forces the undead(s) to run away from the caster until they can no longer see him. They may return after the spell expires. If there are more undeads within the area of effect than you can turn, the one with the lowest MD is turned first, then the one with the second lowest MD, etc. until you have reached the number you can turn.

### Wall of Force

Creates an impenetrable and immovable wall 1 cm thick. The wall may not be less than 10 cm in any direction. It is almost invisible. If you concentrate you can see a slight shimmering.

### Warding

You can “program” the warding with 5 words per level. If what you have thus specified occurs within the area or to the object, the spell the warding is cast with takes effect. You must work out the exact wording before casting the spell. If you

Elementals				
	Air	Earth	Fire	Water
Strength	1/level	3/level	1/level	2/level
Coordination	3/level	1/level	2/level	2/level
Learning	2	1	2	2
Awareness	2/level	1/level	2/level	1/level
Magical Aptitude	2/level	2/level	2/level	2/level
“Size”	5/level	1/level	1/level	3/level
Weight	None	Size table x 5	None	Size table
Body Points	3/level	3/level	3/level	3/level
Armor Points	0	2/level	0	0
Move	36	6	12	12
Offensive	Push of level x 2	2/level	2/level	1(3)/level
Defensive	3/level	1/level	2/level	1(3)/level
Damage*	As Push spell	d-4+2/level	d-2+1/level	d-7+1/level
Hide*	20	15	20	20
Move Quietly*	20	10	20	15

\*The damage for elementals includes any damage bonus. Hide and move quietly is in own element. They do not need cover to hide in own element. Elementals heal 1 BP per hour of rest in own element.  
 () The number in parentheses is in water.  
**Air elementals:** can be damaged by silver or magick weapons. An air elemental can lift 10 kg per point of strength.  
**Earth elementals:** can be damaged by any type of weapon.  
**Fire elementals:** Can be damaged by silver or magick weapons. Take 1 BP of damage per liter of water thrown on them. Magick fire heals instantly as many BP as it normally does damage. If you are within fighting range (1–2 m) of a fire elemental, you receive d-5 +1 per full 2 levels of damage per round.  
**Water elementals:** Can be damaged by silver or magick weapons. Must be in contact with the water it was summoned from. It can reach out  $\frac{1}{2}$  m per size from that water. It can scare off unintelligent life in the water. It can adjust the swimming skill of someone by 3 per level by assisting or hindering.

have used more words than is supported by the level of warding you manage to cast, the first 5 x level words of the desired wording will be the actual wording.

### Warmth

Keeps the caster warm (feels like it is up to 10°C warmer per level).

### Water to Wine

Turns water into the wine of your choice. The quality of the wine increases with the levels.

### Water Walking

Enables the target to walk on water. The weight limit is also the maximum weight he can carry including his body.

## Ritual Magick

To successfully perform a ritual, roll the dice adding the ritual magick lore. The total must equal or exceed the DR of the ritual to be effective.

There are no spell levels for ritual magick. All rituals have a set of ingredients and along with a given formula produce a certain effect.

Rituals usually include a lot of special ingredients mixed in a very special way. This is followed up by poems, strange words or even songs or dances. The ingredients and gestures needed is described under each ritual.

### Ingredients

The ingredients listed under each ritual are only suggestions and should be further specified by the GM. The ingredients such as the herbs could be fresh or dried at the GM's discretion. The sequence the ingredients are put in is left for the GM to decide as well as any other body motions or words needed to succeed with the magick. Those ingredients marked with an asterisk are reusable.

### Having the Written Formula

Having the written ritual formula to go by will lower the difficulty rating by 3.

## Rituals

### Blind Curse

This ritual will make the victim blind for one month. It actually affects the mind of the victim so there are no visible physical effects.

#### Ingredients

- A part of the target's body (a hair, nail or the like). A larger part like a finger will decrease the difficulty rating of the spell by up to 3.
- A black lotus burned.
- A 30 carat onyx.\*

### Catch Fire

This ritual will create fire. To make the fire, the caster must have a flammable object with a maximum volume of 30 cm<sup>3</sup> to start burning as the effect of this ritual.

#### Ingredients

- Ash from a torch.
- A 3 carat ruby.\*
- A fire lily.

Rituals						
Ritual	Casting time	DR	Resist	Duration	Range	Area
Blind Curse	10 min.	8	Yes	1 month	1 km	1 creat.
Catch Fire	1 round	6	No	Instant	10 m	1 object
Curse of Fairies	10 min.	8	Yes	1 month	100 km	1 creat.
Eyes of Tekali	10 min.	12	No	1 round	1 km	Self
Flames of Life	1 round	6	Yes	Instant	10 m	10 liters
Nightfall	1 min.	8	No	10 min.	None	3 m r
Snake Eyes	1 round	6	Yes	1 min.	10 m	1 creat.
Tekali's Torch	1 round	8	No	10 min.	10 m	1 object
Volani's Cure	1 round	8	No	1 week	Touch	1 creat.
Witch Curse	30 min.	10	Yes	Instant	100 m	1 creat.

- Powdered salamander blood (10 g). Blood from a dragon reduces the difficulty rating by 3.
- A poem.
- A coordination roll of 8.

### The Curse of Fairy

This curse will bring bad luck to its target. This is simulated by adjusting all dice rolls concerning the target by one so as to be unfavorable to the target.

#### Ingredients

- A part of the target's body (see Blind Curse).
- The true name of the target.
- Lotus (50 g) and saffron (50 g) burned in an iron kettle.
- A mirror to break.
- A wooden doll made similar to the victim.
- A poem.
- A coordination roll of 8.

### The Eyes of Tekali

This ritual must be performed on a specially prepared bowl of water. It will create a picture from a place or in the vicinity of an object or creature that the caster is familiar with. The place, object or creature must be within 1 km or no picture will appear. If you include a part of the place, object or creature you are looking for, the range is increased to 10 km.

#### Ingredients

- Black lotus (10 g) boiled in the water used for the spell.
- Faery blood (1 dl).
- Eyes of an eagle shot while flying more than 100 m above the ground.

### Flames of Life

This ritual must be performed with a fire at least the size of a torch no more than 1 meter away from the caster. The ritual

causes flames to shoot forth from the fire and hit the intended target in the chest, causing d in damage. The flames cannot be dodged as they will be magically guided towards the heart of the victim.

#### Ingredients

- A 10 carat ruby.\*
- A fire lily picked on midsummer day.
- A small poem including a description of the target.

### Nightfall

By performing this ritual, the caster conjures a sphere of darkness with a radius of 3 m around himself.

#### Ingredients

- A 20 carat onyx.\*
- Crushed ebony (100 g).
- Whale bones (100 g) crushed and mixed with four drops of mercury.
- The talons of an owl killed at midnight during winter.
- A special small poem.

### Snake Eyes

This ritual will hypnotize the victim so as to obey the caster. He will not however undertake actions directly opposing his survival or basic principles. The caster must have the attention of the victim for the whole casting time of one round or the ritual will not take effect.

#### Ingredients

- A tin rod with a 20 carat amethyst.\*
- Myrtle berries (10 g).
- Chicory leaves (10 g).
- Celadine flowers (10 g).
- Snake eyes (2).

### Tekali's Torch

This ritual must be performed on a crystal to take effect. It will illuminate an area as a torch, except that the light created is homogeneous.

**Ingredients**

- A 5 carat diamond.\*
- Ash from a torch.
- A sunflower.
- Crushed whale bones (100 g).
- An endurance roll of 8.

**Volani's Cure**

While under the effect of this ritual you will heal at the rate of one body point per day.

**Ingredients**

- Daffodil flowers (50 g).
- Bryony grapes (50 g).
- Bindwood (20 g).
- Sulfur (20 g).
- Some strange words spoken aloud.

**Witch Curse**

This curse will decrease the current of one of the target's attributes (chosen by the caster) by one (to a minimum of one). It can only be performed at midnight under a full moon.

**Ingredients**

- A part of the target's body (see Blind Curse).
- The true name of the target.
- Lead and mercury boiled in a stone bowl.
- A long poem.
- A coordination roll of 6.

**Alchemy**

To successfully make a potion or amulet, roll the dice adding the alchemy lore. The total must equal or exceed the DR of the potion or amulet to be effective.

Potions or amulets usually include a lot of special ingredients mixed in a very special way. This is followed up by poems, strange words or even songs or dances. The ingredients and gestures needed is described under each potion or amulet.

**Ingredients**

The ingredients listed under each potion or amulet are only suggestions and should be further specified by the GM. The ingredients such as the herbs could be fresh or dried at the GM's discretion. The sequence the ingredients are put in is left for the GM to decide as well as any other body motions or words needed to succeed with the magick. Those ingredients marked with an asterisk are reusable.

**Having the Written Formula**

Having the written formula for the potion or amulet to go by will lower the difficulty rating by 3.

**Potions**

Potions usually take about one hour to make and have a duration of one hour.

In the potions and amulets table, you will find a column labeled Dur. The time given in this column is approximately how long the potion will keep and still have the described effect(s) if it is kept in a sealed container. After this time period, the potions will deteriorate in effect. How long it will take for a potion to become totally useless will vary a lot, but generally it will be about twice the durability.

Some potions will have weird effects after the durability has expired, and quite a few will turn poisonous to some degree, although seldom deadly.

Potions and Amulets		
Potion	DR	Dur.
Bear Potion	10	1 y.
Cat's Eye Potion	8	1 y.
Diver's Delight Potion	12	1 y.
Panther Potion	10	1 y.
Potion of Battle Frenzy	12	1 y.
Potion of Detection	10	1 y.
Potion of Healing	10	1 m.
Potion of Seeing the Truth	10	1 y.
Potion of Shivering	6	10 y.
Amulet	DR	Duration
Spirit Protection	8	Perm.
Taran's True Seeing	8	Perm.

**Bear Potion**

The strength of a person is doubled after drinking this potion.

**Ingredients**

- Blood from a giant (1 dl).
- Blood from a cave lion or bear (1/2 dl) from an animal killed under a full moon.
- Betony (10 g).
- An iron container.\*
- A poem.

**Cat's Eye Potion**

Upon drinking this potion, the person will be able to see in the night like a cat.

**Ingredients**

- Blood (1/2 dl) tapped from a living faery at midnight.

- A crystal container.\*
- A poem.

**Diver's Delight Potion**

After having drunk this potion, the person is able to breathe underwater for 1 hour, but tires easily from physical exertion.

**Ingredients**

- Skin from a merman's tail (100 g).
- A snow lily.
- Running water (1 l).
- Sea salt (50 g).
- Angelica (50 g).
- A poem.

**Panther Potion**

This potion will increase the coordination by 3 and coordination skills by 1.

**Ingredients**

- Crushed flies (10 g).
- The blood of a snake killed while attacking (0.1 dl).
- The blood of a cat shot in the head while running (1 dl).

**Potion of Battle Frenzy**

This potion will cause the person to fight with more aggression and strength. It will also increase the endurance so as to increase the body points. The endurance will be increased by 3 and the strength will be doubled. Since the person drinking the potion will fight like a berserker, he subtracts five from the defensive value and adds three to the offensive value. He may not cast any spells during combat. The person will be very irritable while under the influence of this potion.

**Ingredients**

- Vervain (10 g).
- Fly amanita (2 g).
- Troll blood (1/4 dl).
- Blood from a cave lion killed in single combat (1/2 dl).

**Potion of Detection**

This potion will raise the awareness of the drinker by 5.

**Ingredients**

- Fresh faery blood (1/2 dl).
- Eyes of flies (2 g) separated by a coordination roll of 8.
- A faery eye.
- A crushed faery ear.
- A black lotus.
- A poem.

**Potion of Healing**

A healing potion of this type gives a healing rate of one body point per day.

**Ingredients**

- Bryony (10 g).

- Daffodil (10 g).
- Fresh blood from the type of body (race) intended to heal (1 dl).
- A poem.

#### Potion of Seeing the Truth

This potion makes the drinker very resistant to illusions (increases the awareness by 10 for the purpose of detecting illusions).

##### Ingredients

- Purslane (20 g).
- A primrose.
- Powdered agate (5 g).
- A faery eye.
- A poem.

#### Potion of Shivering

This potion causes fear in the drinker. Subtract five from his endurance. Any negative result is subtracted from all attribute and skill rolls.

##### Ingredients

- A spider.
- Spores from white amanita.
- A poem.
- An endurance roll of 6.

## Amulets

Amulets usually take about one week to make.

#### Spirit Protection

This amulet will protect against possession. For this purpose only, it will increase the bearer's magick resistance by 5.

##### Ingredients

- A fennel flower.
- A dog's heart.
- The brain of a 1 day old body (same race as the bearer).

- A writing roll of 8 (due to complex inscriptions).

#### Taran's True Seeing

The bearer of this amulet will receive a bonus of 3 against all visual illusions.

##### Ingredients

- A silver amulet with a 5 carat diamond.
- A fly.
- A black lotus flower.
- Eyes and ears of a rabbit shot while running.