

OpenQuest



By Newt Newport

With Graham Spearing and Tim Bancroft

Art by Simon Bray

OpenQuest Credits

Author: Newt Newport

Editor: Graham Spearing

“The Road Less Travelled” edited by Sacha Radcliffe

Additional Development: Graham Spearing and Tim Bancroft

Cover art by Simon Bray

Interior art by Simon Bray, pages 1, 4, 6, 10, 20, 22, 29, 44, 52, 68, 91, 95, 96, 98, 100, 101, 102, 104, 106, 108, 109, 111, 113, 115, 116, 119, 137, 141, 145.

Maps in Chapters 10 and 11 John Ossoway

Chief Playtester and Evangelist: Neil Ford

Playtesters

Rob Rundle, Mr C, Elvis, Donald Oddy, John Ruddy, Lynn Yin, Julia Yin, Tom Zunder, Matt Zunder, Reagan, Kevin and all the people who played in the games run at Furnace and Continuum conventions.

Thanks for support and suggestions

Simon Bray for answering the call for Art, whose work provided much inspiration during the writing process.

Graham Spearing for taking the long road with me on this and encouraging me to keep going even when all seemed lost.

John Ossoway for creating such stunning maps at the eleventh hour and much advice.

Tom Zunder for suggesting and supporting the idea that the ‘entire’ game should be OGL.

Tim Bancroft for going through the rules with a finely tuned eye.

All those who post at the ‘The Tavern’, a hot bed of D100 grognards. Your posts and comments over the years have shaped more than anything what OpenQuest is. Visit gamingtavern.eu

Al, Triflettraxor, Delariad, and anyone who gave such good positive feedback on the draft version of the game released in August 2007 on Basic Roleplaying Central basicroleplayingcentral.com.

Newton “the Other Newt” Phillis for boundless encouragement.

Gary ‘Evil Gaz’ Bowerbank for ‘Priests and Holy Warriors, what they do?’

A big thank you to the Grand Masters of D100 gaming

Greg Stafford, Steve Perrin, Ray Turney, Steve Henderson, Warren James, Lynn Willis, Charlie Krank, Ken Rolston, Sandy Petersen

And to the carriers of the flame

Jason Durall, Lawrence Whitaker, Matt Sprange, Bryan Steele, Gareth Hanrahan, Triflettraxor, Nick Middleton. Tim Bancroft

OpenQuest stands upon the shoulders of Giants

It uses the Mongoose Publishing RuneQuest System Resource Document. Maximum thanks to Mongoose Publishing for making this document available.

It also incorporates ideas from previous editions of RuneQuest & Stormbringer released by Chaosium Inc.

If you like OpenQuest and want more D100 gaming I recommend

- Chaosium Inc’s Basic Roleplaying system chaosium.com
- Mongoose Publishing’s RuneQuest mongoosepublishing.com

Also checkout Sceptune games who produce fine supplements and adventures for D100 games sceptunegames.co.uk

Further adventures with OpenQuest

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Version 2 released 20th July 2009

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Chapter 1 Introduction

Welcome to a world of adventure!

Rurik sights land

Rurik the Reckless stands tall at the prow of the dwarven steamship as it plunges over the waves. He gazes across the grey sea before him, acutely conscious he and his companions are far from the comforts of home. His youth and inexperience is hidden beneath fine mail armour and a full metal helm, and at his hip rides his father's longsword. Besides him, the ship's Master, Wuzan, stares through his magic looking glass as the imp-driven paddles of the iron-hulled 'Black Bess' drive them towards their final destination, an uncharted island of which they have heard only rumours.

"Land ahoy!" shouts Wuzan. Rurik's companions rush to the fore and push Wuzan aside. The hopes and expectations of each are excited by the vision of the black line slowly expanding to take its place across the horizon.

The slender sorceress, Lura, sees through the mists that shroud the island. She dreams of the ancient and magical knowledge left behind by the Old Empire, waiting to be claimed. Her quest to become the world's greatest living sorcerer seems achievable at last.

Beside her stands Mancala, the illegitimate son of a senator. He clenches his jaw as he gazes upon the land and fingers the hilt of his sword. Foremost in his mind is the revenge he will soon have upon his father's murderer, a renegade hiding on the island.

Behind them, more polite, but still excited stands Abnon, an austere, grey robed priest. His thoughts are only of the evil he must slay and the souls he will save when he steps off the boat into this godless and forsaken land.

Rurik's simple dreams of riches and glory are interrupted by a frustrated screech and the sound of swooping wings. A huge flying reptile dips down and scrapes the starboard hull of the Black Bess with razor sharp talons. It rises again into the sky and a dark green shape that blots out the sun.

Rurik turns to face Wuzan. "Dragon?" he asks.

"No! A wyvern! Out for food for its young on yonder coast, no doubt," replies the hardened sea dwarf. He points towards the coastline where forbidding cliffs reach for the sky.

The wyvern lazily banks, then gains speed as it swoops over the waist of the ship. The dwarven deckhands scatter across the main deck, thankful it has missed once more. Rurik watches as it soars into the sky, fascinated by its powerful, slender form. It has a green, snake-like body as long as the ship. Two leathery wings, half way down its length, are slightly in front of a pair of powerful legs with razor sharp talon claws. Its long, serpentine tail ends in a vicious crown of spikes.

Rurik's trance ends as the wyvern cuts short its circling, doubles back and dives straight towards the group standing at the prow!

So what do you do now?

If this was a novel or a movie we'd be reading or seeing what the author or director intends to happen next to Rurik and his companions. Perhaps how the dwarven captain is snatched up by the wyvern as Rurik, Lura, Mancala and Abnon come to their senses and prepare to fight the wyvern in a suitably epic battle? But we're not passively reading this in a book or sitting on the sofa watching the screen and thinking 'I wouldn't do that!'. You are sat round a table with three of your friends who are taking the roles of Lura, Mancala and Abnon while another friend, who is the appointed Games Master, has just finished describing the dive of the wyvern. This is a roleplaying game and your Games Master is asking you as



the player, playing the role of Rurik:

“So what do you do now?”

How do you answer? That’s for you to decide. Rurik is your character, your alter ego in the game.

Perhaps....

Rurik pulls out his sword and steels himself to face the diving wyvern?

Or maybe he prepares a spell to distract the beast while everyone escapes into the metal hold of the steam ship?

Or cowardly Rurik grabs Lura and shouts to the wyvern ‘Eat her instead of me!’?

It’s up to you. You can tell the Games Master whatever you want based upon what you know about Rurik’s abilities and personality and then you and the Games Master narrate the result of your decision. Play and the story continue, with more decisions rewards and risks, until the adventure comes to its natural conclusion and everybody agrees the story is over.

What’s this Fantasy Roleplaying game about?

OpenQuest is a game of fantasy adventure. It takes place in the imagination of its players, in worlds where dragons live and magic exists and works! The players can take on the roles of brave warriors, crafty thieves, mysterious sorcerers and any other type of fantasy character that they can think of.

There’s a large hint in the name “Open” + “Quest”.

“Open”. This being a game there are rules to guide play when the outcome of a character’s action in the story is less than certain. Some games burden themselves with ever increasing layers of rules and effectively close the options that a player has. In OpenQuest these rules are kept to a minimum and are straightforward to understand, in order to make the game run smoothly and keep the players options as ‘open’ as possible. Also the ‘Open’ part of the name is a way of flagging up the fact that the rules are available under the Open Gaming License, and can be used as people wish even to base further commercial products on.

“Quest”. Players go on adventures via their in game alter egos, known as a character, who gain fame, fortune, and achieve their personal goals. These ‘quests’ which are the focus of play, involve danger and risk in the form of villains, monsters, traps and dangerous locations. A series of linked quests involving the same group of characters is called a ‘Saga’

There are two types of Players in OpenQuest.

The **Players**, who each take on the role of a single character, known as a Player Character. This character becomes their alter ego in the fantasy world they are playing in and has a set of numbers that describe their

abilities, which are written down on a character sheet. Otherwise they exist only in the imagination of the player and come to life during the game. How elaborate and different from the player this character becomes is up to the player and is the very essence of role-playing.

The **Games Master**, who is in charge of running the fantasy world and the Non-Player Characters that the players encounter during their adventures.

Typically the Games Master describes the scene that the player characters find themselves in, including details of the location and the non-player characters that are present and what they are doing. The players take turns in describing their characters actions and the Games Master tells them the results.

See the example at the end of the chapter to see how the game plays.

Features of the rules

Flexible character creation and advancement

In OpenQuest you decide what your character will be like and choose the skills, weapons and magic that they are proficient in. As the character grows during play the player chooses which areas the character should advance in. At no point does the character get tied down to a set path determined by the boundaries of a predefined character type or class.

Percentile rolls

The core game mechanic is the percentile roll. The character’s chance to succeed at any given task is expressed as a percentage. For example Rurik the Reckless’s chance to hit with his Sword is 55%. This is then rolled on a ‘D100’: two ten sided dice of different colours thrown together with one as tens and one as units. The dice determine whether the character succeeds in combat and either hits an opponent or not.

Simplicity

While other D100 roleplaying games modify the chance of success by adding a 10% here and taking a 5% away there, OpenQuest avoids this complexity. If a roll is modified then it is by adding a meaningfully huge modifier, such as 25% or even 50%. Not only does this remove the amount of fiddly additions and subtractions Players have to do, but it means that when modifiers are applied to dice rolls they have a meaningful and significant effect on play.

Other D100 roleplaying games may also ask a player to roll not once but twice to attempt some tasks. As far as possible OpenQuest tries to keep dice rolling down to a bare minimum, so that the system stays in the background and the players and Games Master can enjoy their storytelling and roleplaying.

Risky and dangerous combat

Weapon and armour rules are kept to a minimum to preserve the game's goal of keeping things simple. The game models a world where combat is always a risk and the character faces grievous and permanent damage if they take the violent option.

Three approaches to magic

In OpenQuest there are three magic systems, which model different belief systems commonly held by fantasy spell casters.

Battle Magic is the basic type of magic, representing the personal magic system that all player characters have access to at the beginning of their careers. Of all the approaches it is the least powerful and least flexible.

Divine Magic comes straight from the gods! It is a powerful approach, but only available to those characters that piously follows the ways of their chosen deity.

Sorcery is the magic of wizards and sorcerers, which draws upon the arcane magical laws that govern how the world works. Sorcery spells are potentially the most powerful and certainly the most flexible magic, but it requires even more dedication and skill to manipulate the laws of magic to achieve the desired results than any of the other approaches.

Monsters are people too!

Creatures in OpenQuest have access to the same magic and skills that a player character does, so their abilities are just as detailed and powerful. Like the player characters, they have hopes, dreams and a personality. Monsters are not mere sword fodder, waiting patiently in some underground complex to be slaughtered. In OpenQuest they are the allies, adversaries, foils and followers that the player characters interact with on their adventures.



What you'll need to play

A set of polyhedral dice

These are obtained from either online suppliers or your local game store. As well as the familiar six sided dice that come with most boardgames, you will need dice with four, eight, ten, twelve and twenty sides. Dice are referred to as Dx in the rules, where x is the number of sides of the dice. For example D10 refers to a ten sided dice

The most commonly used dice are D100, not actually a hundred sided dice but two D10's that are rolled together. Before the dice are thrown together it is decided in advance which will be tens and which will be units.

For example: I have a red D10 which I use as tens and a white D10 which I use as units. When I roll them and the red comes up two and the white comes up three, then this means my result is twenty three.

Paper

You'll need paper for note taking, drawing maps and any other quick explanatory pictures or diagrams that either the Players or the Games Master want to draw to help describe what is going on during the game. If you haven't printed off a character sheet (available online at <http://www.d101games.co.uk/OpenQuest/>) you'll need paper to write one out.

Time

Game play usually happens in 'sessions' of three to four hours. Sessions can take more or less time usually determined by such factors as Players concentration and enjoyment, coming to a natural end of the adventure, or reaching a climactic cliff hanger where play can be picked up again quickly after a short recap at the next session.

Some friends

Roleplaying games are inherently social, so you need at least two Players; one to play the heroes of the story and the other to be the Games Master. More Players can be added, and the usual number is four to six Players and one Games Master. Any more than six Players and it becomes difficult for the Games Master to get round the table to find out what each player wants to do.

Imagination

OpenQuest takes place in the imagination of the Players and Games Master. Although metal miniatures, available on line and at games shops, can be used to help the Players visualise the action (especially during combat), at the end of the day the game stands or falls on how much the Players and Games Master use the power of their imagination to fuel the story they are co-creating.

What this book contains

In addition to this Introduction the book contains the following chapters.

Characters. This chapter gives rules and advice on how to create your character, which is your alter ego in the fantasy world.

Skills. This chapter details the skills that your character will use to perform tasks and actions. It gives rules on how skills are used in various types of situations.

Equipment. The tools of your character's trade. All the weapons, armour and other pieces of equipment your character will need to pursue a career in adventuring are found here.

Combat. Hand to hand, missile and unarmed combat is the meat of this chapter.

Battle Magic. This chapter details the basic rules as to how magic works within the game. It's focus is on Battle Magic, a magic system that all player characters have access to. This chapter lists all the spells from that system.

The Quest and afterwards. This chapter holds quick 'Spot rules' on the hazards that a character may encounter during their adventure such as poison, disease, falling, fatigue and encumbrance. Also practical advice for players on what to expect on an adventure, how to improve their characters, and what their characters can do in-between adventures.

Divine Magic. The second of the three approaches of magic and the preserve of advanced magicians. This chapter deals with the magic of the gods, their worshipers, temples and the religious cults that serve them.

Sorcery. The third and final set of advanced magic that sets out magic as a set laws of the universe to be mastered by wizards and sorcerers.

Creatures. How monsters are more than mere sword fodder, and how to use them as foils, nemesis, allies, henchmen, Goons/Followers and villains. This chapter concludes with a listing of creatures with full game stats.

The Empire of Gatan. A setting for OpenQuest, to either use in your games or as an example to base your own creations.

The Road Less Travelled. An example Quest, suitable for beginning players and Games Masters using characters that have just been created.

How to use this book

Players should skim read chapters one to seven and then get stuck in and work through character generation to create a character.

The Games Master is expected to be the final arbiter on game rulings. Therefore they should skim through the entire book and then read in detail chapters two (Character generation), three (Skills), five (Combat), six (Battle Magic) and seven (The Quest and afterwards). Other chapters can be consulted when they arise in play. For example you only need to read sections of the Divine Magic chapter in detail if either the players or creatures are using magic from that chapter. If all the characters are beginners who only know a smattering of Battle Magic, and are facing opponents of similar skill, then you need not burden yourself with memorising this long and detailed chapter.

As well as the main rules text there are also examples and asides which further illustrate and explain how a rule is used in play. Also dotted around the main rules text are 'Games Master's Advice' highlight boxes, which explain what the Games Master should know about that rule. The players are free to read these as well, in order to gain a deeper understanding of the game.

Finally, some of the rules are marked as 'Optional'. Players and the Games Master should decide which of these 'Optional' rules are used in the game before the start of play. For example, the rules for Major Wounds are optional. Some Players may enjoy the extra realism that using this rule brings to combat, others may feel uncomfortable with the extra gore it brings to the description of combat results, or the extra time it takes to work out combats. It is therefore marked as optional so that the group can decide whether or not to include it in the game.



An example of play

The following shows how a game of OpenQuest works. You'll get to see how the game progresses as a conversation between the players and the Games Master, with the occasional dice roll where the action is less than clear. Don't worry at this stage how the numbers are worked out or how the rules actually work. That will be explained in the rest of the book.

The group is sat round a table at John's house. John is the Games Master. Rob is playing Rurik the Reckless, a rash young warrior, Janet is playing Lura a sorceress, Sarju is playing Mancala, a highway man with a murky past, and Helen is playing Abnon a stern and righteous priest.

John: So, we left it last session with the wyvern diving towards the prow of the Black Bess, which is where all your characters are now standing along with the dwarf captian, Wuzan.

Sarju: We are so toast!

John: Not necessarily, it all depends on what you do next. So what do you want to do? Everyone gets to do one thing before the wyvern crashes down to the deck.

Janet: Lura fires off a Protection 4 spell.

John: Give me a Battle Magic Casting skill roll.

Janet: Lura's Battle Magic Casting is 85%, lets roll the dice then!

Janet rolls two ten sided dice, one red which is tens and one white which is units. Red comes up five and the white comes up four. A result of 54%

Janet: Ok, I rolled 54 which is under 85% so I get a success. The spell works and a bubbling liquid of silver acting as a second skin surrounds Lura to shield her from the wyvern's attacks.

Helen: Abnon sets his spear against the incoming charge of the wyvern shouting 'I fear you not, worm of hell!!'.

Rob: Rurik draws his sword and climbs up the front mast of the ship to get a vantage point ready for when the wyvern lands.

John: Ah Rob that's two actions, you've not got time to do both, what do want to do?

Rob: er.....ok Rurik will climb up the mast without stopping to think about drawing his sword. He is reckless after all!!

Sarju: How far is the ship from land?

John: About twenty metres or so.

Sarju: So it's swimmable?

John: Yes, I think I can see where this is going.

Sarju: Yup. Mancala jumps overboard and starts to swim to land!

Rob: The coward!

Sarju: Well that's what Mancala would do; he's always had his own best interests at heart.

John: Ok so Mancala jumps over the side. Give me a quick Athletics roll, to make sure that he doesn't sink like a stone when he hits the water.

Sarju: [Rolls dice] My athletics is 65% I rolled 23, no problem. Mancala is slowly swimming to land and should get there in a couple of minutes or so.. Guess that's him out of trouble.

John: We'll see. Ok so the rest of you are on the ship when the wyvern crashes down. Since its going to attack you, we'll move into Combat Rounds to keep track of time. Remember each round is about five seconds of time, which gives you enough time to do about one thing. Characters act in Dexterity order. The wyvern has a Dexterity of 16 since it's quite sleek and agile. Can anyone do better than that?

Sarju: Mancala has a Dexterity of 17, but he's too busy swimming away to do anything else.

John: How about everyone else?

Rob: 15

Helen: 14.

Janet: 8 ouch!

John: Ok so the wyvern has the highest Dexterity score so gets to go first. It dives down and tries to grab Lura, bite Rurik on the mast and lash out at Abnon on the deck with it's tail.

Rob: That's a lot of attacks!

John: Well that's what the rules say, it's got three modes of attacks and it's agile enough to use them all at once.

Sarju: Ha, ha!

John: Ok let's work this out.

John rolls dice against the monster's weapon skills.

John: It lashes out at Abnon but misses completely, similarly it snaps at Rurik but doesn't judge the distance well enough and bites too short, but its going to hit Lura with its claws unless she does anything about it.

Janet: Lura's going to jump out of the way. She's got a Dodge of 45%, I roll....3 and 4, 34!

John: Great, so the wyvern goes crashing into the deck but Lura gracefully jumps out of the way.

Rob: Rurik's next, he draws his sword.

Helen: Remember Abnon was setting his spear against the diving wyvern.

John: Yes that's +25% on Abnon's Close Combat skill.

Helen: So that's spear at 55% plus 25% a total of 80%

Helen rolls her D100 and gets 86!

Helen: Nah he just missed, because the wyvern took a swing at him Abnon moved out of the way and his attack was distracted and ineffective as a result.

Janet: Lura next! She runs across the deck towards the stairs down below. She's making sure that there's more distance

between her and the wyvern. She doesn't like the look of those claws!!

John: Lura's halfway across deck, she'll make the stairs next round.

John: Ok so that's everyone had a go. Onto Round two. The wyvern is soaring back into the sky. What are people doing?

Janet: Lura carries on running towards the stairs.

Helen: Abnon resets his spear and waits for the wyvern to dive again.

Rob: Rurik is going to swing at it with his sword as it goes past.

Sarju: Keep swimming of course!!

John: Ok so the wyvern flies ten metres up into the sky. It whizzes straight past Rurik before he gets a chance to hit it. Rob you want to do something else?

Rob: No, I'll wait until it comes down again.

John: The rest of your characters do what they said they were doing. Onto round three.

John: Ok the wyvern reaches the top of its rise into the air and stops momentarily. Intelligently taking in the scene below, it sees Rurik and Abnon's weapons drawn on the ship below. It can't see Lura because she's run below decks. But does it see Mancala swimming in the sea below?

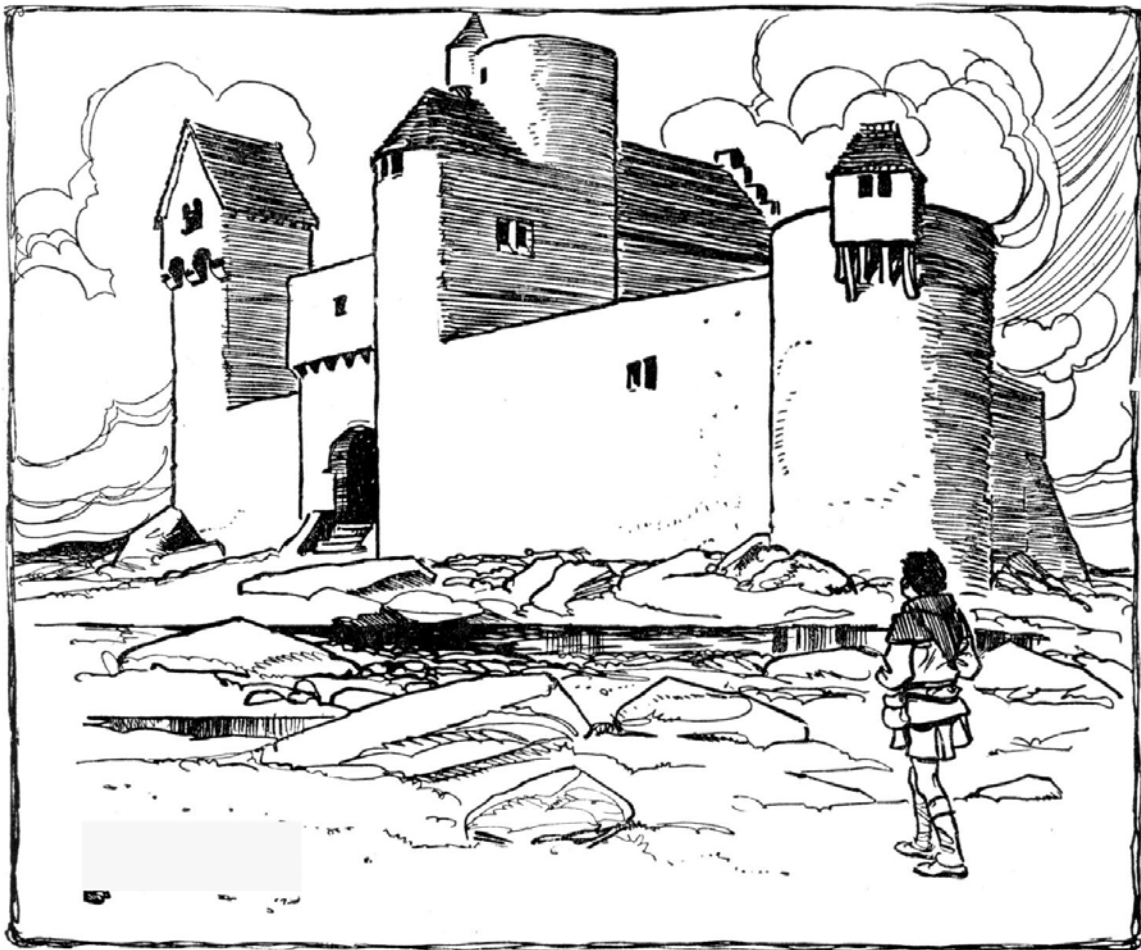
Sarju: Uh oh!

John: I'll roll against its Perception of 70% to see if it does.

John rolls the dice and comes up with 01, a critical result!!

John: Oh no it rolled a critical!!! Not only does it see Mancala all on his own undefended, but it decides that it is an easier meal than the food with weapons and stars diving towards him!

So what are you going to do now?



Chapter 2 Characters

Meet the adventurers

What is a Player Character?

A character is your representation in the game. Your eyes, ears, touch feel and smell in the imaginary world that you and your fellow players create.

On one hand the character is a collection of numbers which describe his/her characteristics, skills and magic spells that are written down on a character sheet. This chapter will explain how you create these numbers, in a process known as 'Character Generation'.



But that's only half of what a character is.

The other half exists mainly in the imagination of the player, with perhaps some quick notes on the character sheet. This half is the personality of the character and other intangibles such as goals and past history. These are the things that you can't express in cold hard numbers, which really bring the character to life and give the player guidelines on how the character acts and thinks.

Character Generation

The process of creating a character is known as 'Character Generation'. OpenQuest character generation is a seven step process and at each step the player makes decisions about what their character is like at the beginning of the game, when the character is just starting out on their adventuring career.

Starting Character Generation with a Character concept

A character concept is a one sentence summing up of what the character is all about.

For example

Rurik is "A determined and foolhardy warrior seeking excitement and adventure".

Lura is "A mysterious and elegant sorceress".

Mancala is "The illegitimate son of a murdered Noble, who survives through being a rogue."

Abnon is "A pious priest who smites evil and protects the innocent."

What are beginning characters like in OpenQuest?

Starting player characters generated using these rules tend to be fairly well rounded as characters. All starting OpenQuest characters have the following features. They have:

- Abilities above the average man in the street. The player characters are the main protagonists of the story that the players and Games Master are co-operatively going to play, and even at the start of the game they are better than the folk who stay at home.
- A reasonable chance of doing the basic things that everyone knows. Such as riding a horse, and speaking their own language.
- A good to excellent chance of doing the things that their character should be more than competent at. For example Rurik who is a warrior has a 55% in Close Combat, which means he is fairly proficient with a sword and uses it to make a living.
- Some magic. Fantasy worlds are usually rich in magic and OpenQuest takes the view that even non-magicians have some personal magic, known as Battle Magic. Rurik for example knows the spells, 'Weapon Enhance', which makes it easier to hit with his sword and causes more damage when it does, and 'Coordination', which increases his speed of reaction when cast.

Having a clear concept of what you want your character to be like at the beginning of character generation guides the whole process as you make choices to generate the numbers that you will roll against during play. For example for Rurik it states clearly that he is a warrior, therefore when choosing skills Rurik puts points into Dodge and Unarmed combat, both skills that will be highly useful when he gets into a fight, rather than any of the Lores.

You are of course free to change the concept as you generate the character. Generally, as a rule, the stronger the character concept the easier it is to create an interesting character.

Your Games Master may ask you what your character concept is before you start Character Generation, to make sure that it fits in with the sort of game that he has prepared. For example creating a warlike barbarian may not be a good idea for a game that is going to revolve around a series of magical mysteries where the characters will need strong investigative and magical skills.

Comparing concepts with the other players before diving into character creation is strongly recommended. Your character will be part of an adventuring group that is made up of the other players characters. These characters work together, even if they don't like each other, towards a common goal of solving the mysteries and dilemmas thrown up by the Games Master during the adventures that they play through. The game is unlikely to be any fun if all the players have similar or near identical concepts, as compared with a game where the group is made up of characters with different concepts that can work together to create interesting role-playing opportunities.

Generating a Character Step 1: Determine concept.

In one sentence sum up what your character is all about. Use the guidelines above to give yourself ideas. Ask the other players what their character concepts are to make

sure the group has an interesting selection of characters.

Check with your Games Master that your character concept fits in with the type of game that the group is going to be playing.

Characteristics

These are the primary building blocks of the character. All characters and creatures have seven characteristics, which give the basic information about the character's physical, mental and spiritual capabilities. As well as being useful indicators of how to roleplay the character (see below) they are the scores that skills are initially based upon.

The characteristics are:

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

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

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

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage.

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

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of the character's life force and the strength of his willpower.

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

Generating a Character Step 2: Generating Characteristics

OpenQuest gives two methods to generate characteristics.

1. Points method

Each characteristic starts with a value of 8. You next have thirty points to distribute amongst them. The maximum value of a characteristic during character generation is 18. You may also lower a characteristic to gain extra points. For example, reduce STR 8 to 6 to gain 2 points, but INT and SIZ have a minimum value of 7. Other characteristics have a minimum value of 3, although this indicates that the character has a severe disadvantage in this area.

The Points method is better if you already have a clear idea of your character concept as it gives you precise control

A note on group balance and survivability

OpenQuest's skill and magic systems are pretty open, both at character generation and during character advancement, in that they don't tie a character down to a predestined path of skill and magic increases dictated by the type of character that the player chooses during character generation.

Character generation produces characters that have skills in all the basic areas of expertise, a couple of speciality advanced skills, some starting personal magic and some skill in at least one or two weapons. Most OpenQuest characters start out being able to do most things, a skill area or two that they excel at, have a decent chance in a fight and have some magic to even out the odds.

Because OpenQuest characters start off more rounded there is less of an issue about getting the right mix of skills for the group so it can survive the adventure.

on the relative Strength of each characteristic. You are not at the mercy of random dice rolls (see below) or have to negotiate with your Games Master about switching the random rolls around so that the characteristic scores match your concept.

For example.

Rob who is playing Rurik, who is a rough and ready warrior, spends his 30 points in the following way.

STR 18 CON 12 DEX 12 SIZ 16 INT 10 POW 8 CHA 10

He adds ten, eight and eight to STR, SIZ and CON respectively to get a higher damage bonus and hit points total and for the 'big bruiser' element of the character concept, and four to DEX since that determines when he acts in initiative and is the base for many important skills for warriors. Finally he adds two points to both INT and CHA, to make sure Rurik is average for Intelligence and sociability. He chooses not to increase POW at character creation since he doesn't really see Rurik as much of a magic user at the start of the game.

Random method (Optional rule)

This is an alternate method to generate characteristics which is used as an alternative to the standard Points method. The random dice rolling method can be useful if you have a less clear idea of what your character concept is. By rolling the dice and abiding with the outcome you will see your character concept emerge from the dice rolls. The randomly generated characteristics immediately impose some shape to the raw physical, mental, and spiritual make up of the character. In effect the dice are giving you some prompts as to what your character is like by generating the characteristics for you. With Games Master approval you may swap any two rolls around.

Humans are the default character type in OpenQuest. For other races see the section entitled Non-Human adventurers later in this chapter.

For humans

STR, CON, DEX, POW, CHA roll 3D6 (Option: Reroll any 1's to prevent low scores)

INT and SIZ roll 2D6+6

For Example

Emily rolls her character, getting

STR 13, CON 9, INT 18, POW 15, DEX 10, SIZ 8, CHA 15.

It is clear to her that apart from Strength all her character's physical characteristics are either average or below average, while her mental characteristics are above average. Therefore, looking at the numbers, playing a physically orientated character such as a warrior is not going to be so advantageous as playing a more mentally or magically orientated character. Magic is heavily tied into mental characteristics, especially POW, which is quite high at 15. Using these random characteristics as a starter, Emily comes up with the concept of Lura "the elegant

but mysterious sorceress". Emily is looking to use the high Intelligence score, a key characteristic for sorcery skills, the high Power, which provides magic points that fuel spells, and the high Charisma, which is the key characteristic for influence and other social skills.

Maximum value of Characteristics

For any race the Maximum value of any characteristic is the maximum dice roll plus three. For Humans this is 21.

Having characteristics at high and low extremes of the possible ranges

One feature of the points buy system is that it tends to produce characters that are close to the 'average' score, unless you choose to reduce one of your characteristics from the initial allocation of eight or leave it unmodified. By taking that approach you will have some weak characteristics, such as a DEX of 8 indicating that your character is a bit slow and clumsy, but you will also have a few strong characteristics, such as an INT of 18 which shows your character is a natural born genius.

You can also end up with characters with high and low characteristics using the random method as well.

Such characters may at first glance look undesirable, on account of how base skills are affected, but actually they present good opportunities for roleplaying the flaws of the character, and actually makes the character more interesting as a result.

Using Characteristics in Roleplaying

As well as being numbers that are used to calculate the skills and attributes that influence the dice rolls that are made during the game, characteristics can also be used to give rough ideas as to what the character is like. The average human has scores between 10 and 11 in most characteristics, except Size and Intelligence which weigh in around 13. So a character with Strength of 16 will be of above average Strength and a toned physique. A character with a Charisma of 7 is well below average, perhaps being shy or obnoxious and socially inept.

Rounding

Numbers in OpenQuest are always rounded to the nearest whole number. Always round up from 0.5 and round down from below 0.5. For example 4.1 becomes 4, while 5.5 becomes 6.



Attributes

Attributes are a set of secondary scores that define the character's potential to do and take physical damage, and the amount of magical energy available to the character. Attributes are determined from the character's characteristic scores.

Damage Modifier (DM): The Damage Modifier applies whenever the character uses a melee or thrown weapon. It is calculated by adding the character's Strength and Size together, since bigger, stronger, characters deal out more damage than smaller, weaker characters. The Damage Modifier is calculated by consulting the following table.

Damage Modifier table.

Total of STR and SIZ	Damage Modifier
1–10	–1D6
11–15	–1D4
16–25	+0
26–30	+1D4
31–45	+1D6
46–60	+2D6
61–75	+3D6
76–90	+4D6
Every additional + 15	+1D6

Hit Points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death.

(OPTIONAL) Major Wound Level: When the character takes this amount of damage in one go, they suffer a Major Wound. Major Wounds are injuries, such as a severed limb, broken ribcage or broken skull, which may render the character unconscious immediately and leave permanent affects if not healed by powerful magic.

Magic Points (MP): These are used to activate any spells the character knows.

Movement Rate: This is the amount in metres that a character can move in a five second Combat Round.

Generating a Character Step 3: Determine attributes

To work out your character's Damage modifier, add Strength and Size together and look at the Damage Modifier table.

Hit points equal Size plus Constitution divided by 2, rounded up.

(Optional) Major Wound Level is equal to Total hit points divided by two, rounded up.

The character's starting Magic Points will be equal to the character's POW.

Human characters have a Movement rate of 15 metres.

Skills

Skills are things that the character can do. They represent very specific areas of expertise and when the skill is used in play the percentage value of the skill is rolled against using a D100 to work out if a character successfully completes a task in the game. A roll equal to or less than the skill percentage usually indicates that the skill has been used successfully.

For example

Rurik has a Dodge of 45%, which means that in combat he has to roll 45 or under on D100 to avoid the incoming blows of his opponent.

What do the numbers mean?

The following table translates the skill percentage into a 'real world' description of the level of expertise.

Skill Levels

Skill	Expertise	Description
0-25%	Novice	Some one with virtually no experience with the skill
26-50%	Apprentice	Some one who is learning the skill
51-75%	Veteran	Some one who regularly uses the skill as part of their everyday life.
76-99%	Expert	A local expert with in the skill, who can perform it under most conditions with ease and elegance.
100+	Master	The acknowledged best in that skill, and regularly performs the impossible in extremely difficult conditions.

From looking at the above table you can see that Rurik with his Dodge of 52% is quite proficient, having an expertise level of Veteran, probably from being in actual combat as a warrior in the Ducal wars and learning by necessity to get out of the way of weapon attacks.



Skill lists

The following tables lists all the skills that every character possesses and the Characteristics used to determine the skill's base score. The tables also give each skill a brief description of what the skill does, but a fuller description is given in the Skills chapter.

Skills are grouped into categories for easy reference.

Resistances are skills that get the character out of harms way..

Combat skills measure the characters skills in physical violence.

Knowledge skills measure the intellectual skills of the character.

Practical skills measure the characters' ability of performing a variety of everyday and specialist tasks.

Magic skills cover either casting magic or knowledge of religious practices.

A note on skills with descriptors in brackets.

Lore (Type), Religion (other religion) and Culture (other) all have a descriptor in brackets after the main skill name. This denotes that at time of points allocation the player must decide what 'type' or 'other' is. For example Religion (other) could be Religion (Earth Mother) or Religion (Burning Heart) in the Empire of Gatan setting.

Resistances

Skill	Base	Description
Dodge	DEX+10	Gets you out of the way of physical threats, such as an incoming axe or dragon breath
Persistence	POW+10	Is a measure of your character's willpower and resistance against hostile magic and is also rolled to resist attempts to influence the character against their will.
Resilience	CON+POW	Is a measure of your character's health and their ability to survive exposure, hunger and thirst. It is also their chance to resist the effects of diseases.

It's worth putting the majority of your points into Dodge if you are going down the route of the Warrior with your character. If you are thinking more of a magic using character Persistence is probably more appropriate. Resilience is good for hardy characters that can shrug off disease and stay conscious when they take damage.

Combat Skills

Skill	Base	Description
Close Combat	DEX+STR	A character's skill with melee weapons, such as swords, axes, daggers, spears and shields.
Ranged Combat	DEX+INT	A character's skill with missile and thrown weapons.
Unarmed Combat	DEX+STR	A character's skill with natural weapons such as bite, fist, kick, grapple and claws.

It goes without saying that all these skills are appropriate for characters who want to be warriors. A few points however in either close or unarmed combat are useful even for non-combative characters since these skills can be used for self-defence.

Knowledge Skills

Skill	Base	Description
Culture (Own)	INT+10	What a character knows about the history, politics, geography of their own land and society.
Language (own)	INT+50	How fluent a character is at speaking and potentially reading and writing their own language.
Natural Lore	INT+10	Predicting the weather, recognizing and caring for animals and plants, geology and survival in the natural world.
Culture (Other)	INT	What a character knows about the history, politics and geography of a foreign land.
Language (Other)	INT	How fluent a character is at speaking and potentially reading and writing a foreign language.
Lore (Type)	INT	Other specialist knowledge skills, such as Lore (Herbalist), Lore (Heraldry) not covered by the above.

Knowledge skills are good for characters that are sages or scholars and who make their living from obscure information that other people do not have the time to learn. Culture (other) and Language (other) are also useful to characters whose abilities revolve around communications, such as merchants and diplomats.

Practical Skills

Skill	Base	Description
Athletics	DEX+STR	This skill measures the character's ability at running, lifting, jumping and climbing.
Craft	INT+10	This skill allows you to make things, such as pots, weapons, and buildings.
Deception	DEX+INT	Stealth, hiding and picking pockets are all handled by this skill.
Driving	DEX+INT	This skill covers ancient-medieval period vehicles such as carts, chariots and wagons.
Engineering	INT+10	Large scale construction and siege engines are covered by this skill.
Healing	INT+10	Healing wounds and treating disease using First aid and surgery.
Influence	CHA +10	This skill is used when the character wants to persuade another to do something against their normal interests.
Mechanisms	DEX+INT	Locks and any thing with complex moving parts are covered by this skill.
Perception	INT+POW	Used to spot hidden objects and spot small details in the character's environment.
Performance	CHA+10	Acting, playing instruments, dancing and singing are all covered by this skill.
Riding	DEX+POW	Used when trying tricky manoeuvres using beasts of burden, such as horses, camels and more fantastic beasts such as Hippogriffs.
Sailing	DEX+INT	This skill covers the use of ships and boats.
Streetwise	CHA+POW	How well the character operates in a city environment. Used to find out information and navigate around the streets and find a fence for stolen goods are all covered by this skill.
Trade	INT+10	This is the skill used by merchants and traders to value and sell goods.

On the face of it is tempting to see the Practical category as a big grab bag of miscellaneous skills. However it is worth spending some points on one to three of the skills, even if you want to be a big muscled warrior. These skills allow the character to do things in game, and Athletics, Influence and Perception get called upon reasonably frequently. Also if your character's concept is that of a rogue Deception, Mechanisms and Streetwise also deserve some points. If your character is someone who makes stuff, Craft and Engineering are skills to increase. If your character has a background of entertaining people Performance is a skill to pick. If your character concept is any form of Merchant Trade is a must buy.

Magic is explained below, in Step 5, but for now just note that the three types of skill relate to the three types of magic.



Magic Skills

Skill	Base	Description
Battle Magic Casting	POW X 3	Used with Battle Magic . This skill allows you to use basic personal magic.
Sorcery Casting	INT	Used with Sorcery . This skill is used to cast and manipulate sorcery spells. For the non-magician it is your chance to use talismans and scrolls and other sorcerers items.
Religion (Own Religion)	INT+10	Used with Divine Magic . Most characters will be at least 'lay' members of the religion local to them, taking a passing interest in its mythology and rituals. For more devoted characters this skill is the key to advancement in the religions hierarchy.
Religion (Other Religion)	INT	Used with Divine Magic . This skill covers the knowledge of another religion, where other is the name of that religion.

Generating a character step 4: Calculate skills

Write down all the skills above on the character sheet. Then for each skill calculate the starting skill value, the base score, from the calculation provided. Then write it down on the character sheet next to the skill.

Finally, distribute points between the skills, with a limit of no more than 30 to be allocated to any one skill.

During character generation the player gets a pool of points to spend on each group of skills.

Resistances: Spend 50 points between the three skills.

Combat: Spend 50 points between the three skills.

Knowledge: Spend 50 points between the skills.

Practical: Spend 75 points between skills.

Magic: is special, refer to 'Generating a Character Step 5' below.

Magic

The existence of magic in Fantasy worlds is one of the defining aspects of the genre.

How widespread the use of magic is depends on the world that the game is being played in. OpenQuest takes as the default that all player characters have access to a basic type of magic called Battle Magic at the beginning of their adventuring careers.

Battle Magic

Battle Magic is a type of magic that draws its power from the very spirit of the character. Each time a spell is cast successfully the caster must spend Magic Points equal to the spell's power, or 'Magnitude' as it is called.

To determine if Battle Magic is successfully cast the player rolls against the character's Battle Magic Casting skill, which starts at a Base of POW X 3 and is not increased at character generation.

Generating a Character step 5: Work out what magic spells the character has

Look at the list of Basic Magic spells in the Basic Magic chapter (p xx-xx) and pick six points of magnitude worth. Also work out Battle Magic Casting Skill, which starts at POW X 3.

Advanced magic (Optional)

As well as Battle Magic there are two other systems of magic, which are covered in the later chapters. These are more powerful and complex magics that are used by experienced magicians such as Priests (Divine) and Wizards (Sorcery).

By default Divine Magic and Sorcery is not available as an option to advance at character generation, where both Religion and Sorcery casting skills start at their base

values. If you want your character to be a magic specialist with access to it at the start of play, then check with your Games Master first and consult the sections below.

Starting with Divine Magic

If the player wants his character to start with Divine Magic, they start play as an Initiate of a Cult. The only requirement that a player character needs meet is a genuine desire to fulfil the duties of a Worshipper (see Cult write up under 'Worshipper Duties'). As part of the initiation ceremony the potential initiate undergoes a special divination, where the cult's deity tells the presiding priests of the candidate's honesty in this regard.

- Choose a cult to join (See the Earth Mother Cult in Chapter 8 Divine Magic or the cults in Chapter 10 The Empire of Gatan for example cults)
- Start with a Religion (Chosen Cult) of INT+40
- Note down Battle Magic Casting at POW x3.
- Choose six points worth of spells from either;
- Battle Magic that the cult teaches, one point per magnitude of spell.
- Or Divine Magic on a one per magnitude (to a maximum of 2)

Read Chapter 8 Divine Magic for more information.

Starting with Sorcery

If the player wants his character to start with Sorcery, it is assumed that they are an Apprentice of either a School of Wizardry or a lone Sorcerer (see Chapter 9 for more details). Sorcerers or Schools of Sorcery will not teach characters with an INT of less than 12.

- Choose a School to join or a Sorcerer to study under. (See Chapter 9 Sorcery for more details)
- Start with a Sorcery Casting INT+40
- Note down Battle Magic Casting at POW x3
- Choose six points worth of spells from either;
- Battle magic that the School or Sorcerer teaches, one point per magnitude of spell.
- Sorcery spells that the School or Sorcerer teaches, at a cost of one point per spell.

Read Chapter 9 Sorcery for more information.

Equipment

Each character typically starts off with some money and the tools of their trade.

Generating a Character step 6: Work out starting cash and write down starting equipment.

Starting cash is 4d6 x 10 in silver pieces.

Each character starts out with one of the two arms and

armour packages below.

Leather armour + ranged weapon, + close combat 2H weapon + dagger

Or Leather armour + Shield + ranged weapon + close combat 1H weapon + dagger

In addition each character starts out with the following equipment.

Backpack, rope, two weeks worth of traveling provisions, flint and tinder, water skin.

Further information about equipment and game economics is given in the Equipment chapter.

Your Games Master may allow you to buy additional equipment before the game starts from the character's starting cash.

Finishing off the Character

By this stage all the hard decisions on making your character are over. All that remains is to note down a few numbers on the character sheet and ponder about the character's background and motives.

General Information

Age: Human characters start out at any age between 18 and 28, unless using the optional Veteran character rules. To randomly determine this, roll 2D6 and add 16. For those who use the optional more experience rules, refer to those rules to see how age is determined.

Hero Points: Every character starts with two Hero Points.

What are Hero Points?

Hero points are what distinguishes the player character from the normal stay at home type folk.

They allow the player character to:

- Re-roll any failed dice roll.
- Downgrade a Major Wound to a normal wound. The character still takes the full damage they would normally to their Hit Points, but do not suffer the messy effects of a major wound.
- Avoid character death. If the character's hit points are reduced to zero or less, instead of dying the character is merely unconscious. The character remains in such a state until the combat is over at which point they awaken with one hit point.

Once hero points are spent they are gone. The Games Master awards hero points at the end of the game session for moments of outstanding heroic play.

Background, Appearance and Personality

Even if you don't create a fully written up background it is worth making a mental note of what the character is like as a person and roughly what their background is

previous to play, as well as visualizing what they actually look like.

Creating the character's background. (Optional)

A background is useful not only to give the character a history before the game starts but also as a way of noting all the 'intangible' elements of the character's personality. Rurik's story at the beginning of this chapter is an example of a background.

Writing down a background is optional, and can be done either before or after character generation, or can even emerge during play.

Generating a Character step 7: Finish off the character

Note down Hero Points and age.

For humans this is 18-30 (2D6+16) respectively for human starter adventurers.

Hero Points start at 2 for all player characters regardless of race.

If you want to include a background narrative then do this now.

Finally if you haven't done so already write the character's name on the character sheet.

Congratulations you are now ready to play!!



Example Character Generation:

Rurik the Reckless

Generating a Character Step 1: Determine concept.

Rob is about to generate a player character for a game of OpenQuest he is about to play in. He thinks about the type of character he would like to play and comes up with the following concept about his character, Rurik.

Rurik is “A determined and foolhardy warrior seeking excitement and adventure”.

Generating a Character Step 2: Generating Characteristics

Rob decides to use the points method to determine Rurik's characteristics and spends his 30 points in the following way.

He adds ten, four and eight to STR, CON and SIZ respectively to get a higher damage bonus and hit points total and for the ‘big bruiser’ element of the character concept. He then decides to add four to DEX as this characteristic determines when he acts in initiative and is the base for many important skills for warriors.

Finally he adds two points to both INT and CHA, to make sure Rurik is average for Intelligence and sociability. He chooses not to increase POW at character creation since he doesn't really see Rurik as being much of a magic user at the start of the game.

Therefore Rurik's final characteristics are:

STR 18 CON 12 DEX 12 SIZ 16 INT 10 POW 8 CHA 10

Generating a Character Step 3: Determine attributes

Rurik's Strength and Size added together is 34 so from the Damage Modifier Table he gets a Damage Modifier of +1d6

Size 16 + Constitution of 12 equals 28, divided by 2 gives Hit Points equal to 14.

Major Wound Level is equal to Total hit points divided by two, so his Major Wound Level is 7.

Rurik's POW is 8, so his Magic Points total is also 8.

As Rurik is human his Movement Rate is 15 metres.

Rurik's story

Rurik was born on a farm in the gentle rolling fertile plains of Western Gatan. His father's was a freeman, who gained his lands as a grant from the local Duke for fighting in the wars against the Great Goblin of the neighbouring Darklands. That life behind him, Rurik's father settled down and raised his family. From an early age, Rurik was forever champing at the bit to follow in his father's footsteps. He got a reputation for being reckless through childhood exploits of tree climbing, fighting against the neighbouring village kids and exploring the dark and forbidding woods at the edge of his father's lands. His father in the meantime wanted his eldest son to inherit his farm, take up the plough and marry a nice local girl with whom he would bring up many grandchildren with. But the lad was not to be dissuaded. When he reached fourteen he was snapping at the heels of the local part time militia and by fifteen he was a full time member. “Let him get it out of his system” thought his father “when he reaches manhood he'll be ready to take over the farm”.

Sixteen was his coming of age. His family and village had even laid on a party for him. But Rurik had other ideas. Rather than accept a life of peace and boring hard work as a farmer, he ran off with his father's sword to the nearest city. There he joined one of the recruiting mercenary companies and the next day was marching off to fight in one of the minor wars between competing Dukes. Five years later, sick of fighting for Dukes who didn't care for the common man or even pay on time, he struck off on his own and boarded a ship bound for adventure across the sea.



Generating a character step 4: Calculate skills

Resistances: Spend 50 points between the three skills.

Skill	Base	Base %	Points spent	Final %
Dodge	DEX+10	22	30	52
Persistence	POW+10	18	20	38
Resilience	CON+POW	30	0	30

Rob spends 30 points, the maximum allowed, on Rurik's Dodge figuring that as a warrior this is a very useful skill to have. He also increases Rurik's Persistence to reflect his strong willed nature.

Combat: Spend 50 points between the three skills.

Skill	Base	Base %	Points spent	Final %
Close Combat	DEX+STR	30	25	55
Ranged Combat	DEX+INT	22	13	25
Unarmed Combat	DEX+STR	30	12	32

Rob decides to give half of the 50 points to close combat, since he wants Rurik to be good with sword and shield, and then split the remainder between the other combat skills to give a good spread of ability.

Knowledge: Spend 50 points between the skills.

Skill	Base	Base %	Points spent	Final %
Culture (Own)	INT+10	20	30	50
Language (own)	INT+50	60	0	60
Natural Lore*	INT+10	20	20	40
Culture (Other)	INT	10	0	10
Language (Other)	INT	10	0	10
Lore (Type)	INT	10	0	10

Rob decides to spend 30 points on Rurik's Culture (own) and spends 20 points on Natural Lore since these are the skills that Rurik picked up working and living on a farm whilst growing up.

Practical: Spend 75 points between skills.

Skill	Base	Base %	Points spent	Final %
Athletics	DEX+STR	30	30	60
Craft	INT+10	20	15	35
Deception	DEX+INT	22	0	22
Driving	DEX+INT	22	0	22
Engineering	INT+0	20	0	20
Healing	INT+10	20	0	20
Influence	CHA+10	20	10	30
Mechanisms	DEX+INT	22	0	22
Performance	CHA+10	20	20	40
Perception	INT+POW	18	0	18
Riding	DEX+STR	30	0	30
Sailing	DEX+INT	22	0	22
Streetwise	CHA+POW	18	0	18
Trade	INT+10	20	0	20

Rob spends his 75 points in the following way. Athletics gets the max allowed (30) to reflect both Rurik's physical nature, but also because it's a useful skill for adventurous living. He spends 10 points on Influence to give it a reasonable score, figuring it is useful for Rurik to have a fighting chance to talk himself out of the trouble that he will inevitably get into. Twenty points are spent on Performance, mainly for colour, since Rob decides Rurik has a sensitive side and likes to sing and compose poetry during his down time. He spends fifteen points on Craft, to reflect the handy man skills Rurik learnt while living on his father's farm.

Generating a Character Step 5: Work out what magic spells the character has

Rob is not expecting Rurik to be a good magician at this point, so sticks with the basic Battle Magic Casting skill that Rurik's rather feeble power gives him: 24%. For his six points of magnitude of Battle Magic spells, Rob chooses Weapon Enhancement 2, Coordination 1 and Heal 3.

Generating a Character step 6: Work out starting cash and write down starting equipment.

Rob rolls five for Rurik's starting cash, so Rurik starts play with a small amount of only 50 silvers.

This is not really enough to spend on additional equipment, so Rurik starts out with the basic equipment that all player characters start with;

Leather armour + Target Shield + Longsword +dagger ,backpack, rope, two weeks worth of travelling provisions, flint and tinder, water skin.

Generating a Character step 7: Finish off the character

Rob writes the down Rurik's, Hero Points of 2 and an age of a relatively fresh twenty years of age.

At this point he also creates Rurik's back story, which can be found on page 14, and writes it down on the back of the character sheet.

Optional Character generation rules.

Specialists (Optional)

The standard character generation rules create characters that are Jack of all Trades, having both reasonable weapon skills and some magic. What if you want to generate a character that is more of a magician or more of a warrior?

If this is the case use the following rules.

Warriors: Allocate 75 points on weapon skills (instead of the usual 50), with an increased limit of 50 points on any one weapon skill, and allocate 2 points of magnitude on Battle magic.

Magicians: Allocate 30 points on weapon skills and allocate 9 points of magnitude on Battle magic spells. If you are allowing characters to start with either Sorcery or Divine magic these 9 points can also be spent on the appropriate Sorcery or Divine spells. The relevant casting skill, Battle Magic Casting for Battle Magic or Sorcery Casting for Sorcery, starts at POW X 4.

Non human adventurers (Optional)

With the Games Master's permission your character may be one of the creatures found in the Creatures section.

Use the random method to determine characteristics and roll the dice as suggested in the description

or

Take the value in brackets as the starting point and add ten points amongst them.

Make a note of the special abilities, traits, movement rates, natural armour and the natural weapons of the creature, damage base is as given and skill starts at Base Value.

Then determine skills and magic as normal, perhaps using the weapons and skills on the creature description which depict an average member of the species as a guide.

More experienced Characters (Optional)

Your Games Master might decide to start your characters at higher skill levels than the normal character generation produces.

The following notes describe characters that have specialised in their areas of expertise and gain the following additions to the points described in the beginning previous experience section.

Veteran characters

These are characters that have been working away exclusively at their chosen area for a good five years or so, or have been involved in a campaign of intensive action. Examples are the warrior who has been away at the wars, or a Wizard who worked his way through Magic School and has become appointed to a local Noble's court.

- Age Range 24 +3d6 (27-42)
- Choose 3 skills to increase to 75%
- Battle magic 9 points or 9 points of either Sorcery or Divine magic.
- 1000 silvers worth of equipment.

Master characters

Masters have focused so heavily on their chosen area of expertise over most of their life time that they have become acknowledged Masters of their field. Examples of this type of character are the King's Court Magician and the General of his armies.

- Age Range 40+d20 (41-70)
- Choose 3 skills to increase to 100%
- Battle magic 15 points or 15 points of either Sorcery or Divine Magic
- 3000 Silvers in equipment.

It should be noted that characters generated by this method will not be as powerful or rounded as characters who have reached a similar level through play.



Chapter 3 Skills

Getting things done

Characters use Skills to get things done in the game. When the outcome of an action is in doubt the Games Master will ask the player to make a skill test against the relevant skill to see if his character is successful.

For example

John: Rurik comes to a large and very deep ravine. Far below he can hear water rushing along the bottom of the ravine, and in front of him is the remains of a rope bridge that has been deliberately broken.

Rob: How far across is it?

John: About five metres.

Rob: Ok, Rurik is going to take a running jump across the ravine.

John: Give me an Athletics skill test, since that covers Jumping. You do realise that if Rurik fails he's facing a very nasty fall?

Rob: Yeah, Rurik works that out, but decides to worry about that when and if it happens. Rurik's athletics is 60%

Rob rolls a D100, his red dice (tens) comes up 3 and his white dice (units) comes up 4.

Rob: 34 a success. Rurik takes a running jump across the ravine and is now on the other side, what's there?

This chapter describes when and how to make skill tests, how to modify skills depending on the conditions the test is made under and how to judge tests where two characters are competing against each other.

Finally, a list of skills used in the game is detailed.

Characters that are considered Masters in their fields of expertise can have skills above 100%. How OpenQuest manages these very high skills is explained later in this Chapter.



Games Master's Advice:

Skill Tests Dos and Don'ts

When to call for a skill test

When the outcome of the character's action is in doubt or as per above example they want to push themselves beyond their expected capacity. If it's not clear cut, in the Games Master's opinion, that a character can perform a task he is well within his rights to call for a skill test.

When it is dramatically appropriate and raises tension in the game. Think carefully before asking for a skill test. Skill tests should be like those moments in a thriller where you are on the edge of your seat and the story could go either way. If the overall result of asking for a skill test is that it will provide the player a success of minor import, such as a minor scrap of information on a Lore roll, just give the player the success without asking them to roll. If the situation is more life or death, describe it as such, highlighting the tension, and ask for a skill test. Where there are definite consequences to a failed skill test, such as falling down a pit filled with spikes if an Athletics skill test is failed, the player should be warned before the character risks taking the action.

When the Games Master should not call for a skill test.

As a replacement for good story telling and roleplaying. If the game is flowing nicely as a result of the players and Games Master engaging in conversation and weaving a strong exciting story which is keeping everyone happy and entertained through roleplaying, then think twice about breaking that mood by asking for a skill test.

Simply to provide drama and tension in game. The Games Master should never substitute a good description of the scene that the players find themselves in, for a series of dice rolls.

If a similar skill test has just been made. It is tempting to ask for a series of skill tests to simulate a difficult or arduous task, such as climbing an especially difficult cliff, or tracking an opponent through a dense jungle. Don't. All this does is break player immersion in the game, creating frustration and boredom as several meaningless rolls are made. Instead, ask for a single skill test and modify it to reflect the difficulty of the task. Do not ask for another until the circumstances significantly change.

The basic skill test.

To make a skill test the player first describes what his character is doing. Then they roll a D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed. The Games Master then describes the result of the character's success or failure.

Under normal conditions a skill test is asked for when the character is placed on the spot and has to make a successful action under pressure.

If the character has lots of time, has the tools of his trade and is in a sufficiently relaxed environment and state of mind, he completes the task to the best of his ability. For example an apprentice potter (Craft 25%) will, day in day out, produce a couple of pots of passable quality if working at his Master's workshop. Of course work beyond the skill of the character is still out of their reach, unless the player decides to take the chance with the dice and ask for a skill test. For example a local noble wants an artistic piece of pottery for a grand celebration he is holding later in the month. His servant comes to the potter's workshop, looking for the master, who is out. The apprentice seeing a chance to gain a good reputation and takes the commission. Knowing that his normal work will definitely not be up to scratch, the player decides to roll the dice in the chance that he can produce something of the standard the noble expects.

Critical Successes

If the dice roll on a skill test is equal to or less than 10% of the modified skill, then a critical success is achieved.

A critical success has an outcome that far exceeds the expectation of the player when the original skill test was made. It's the best possible result based upon the player's original statement of intent.

The actual result of a critical success during a skill test is largely up to the Games Master. It normally achieves one of the following results:

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

For example. When Rurik is jumping the chasm, his Athletics skill is 60% and therefore his chance of getting a critical is 6. If Rob rolls a 6 or less then Rurik has jumped with a critical success and the Games Master rules that Rurik easily jumps the chasm with grace that allows him to carry on running without having to pause to catch his breath.

Fumbles

Whenever a skill test results in a roll of 00, i.e. the two D10s both come up 0, then the player has rolled 100 rather than zero. The character has fumbled the roll.

A fumble is the worst imaginable outcome of the skill test based upon the player's original description of what their character was planning to do when the skill test was called for.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

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

Conversely if Rob rolls 00, Rurik not only fails to make the jump over the chasm but goes plunging down the ravine head first.

There are specific Critical Success and Fumble results for weapon skill tests in combat and magical casting skill tests, which are described in the relevant chapters.



Difficulty

Modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Modifiers are applied before the dice are rolled.

Difficulty Modifiers

Difficulty	Skill Modifier	What the modifier means
Easy	+50%	The task is much easier than usual and the character should have an almost certain chance of success.
Simple	+25%	The task is simpler than usual and while success is still by no means certain, the character has a boost to their chance of success as a result.
Normal	+0%	The skill is unmodified since normal conditions apply.
Difficult	-25%	The character is significantly hindered in their chance of success.
Hard	-50%	The character suffers a serious set backs that may make success beyond their reach.

Impossible Success & Automatic Failure

Any skill which is modified to 0 or less will automatically fail when tested. Roll dice anyway, since the character can still fumble.

Any skill which is modified to 100% or greater will automatically succeed when tested. Roll the dice anyway since the character can still critical (10% of the modified skill) or fumble if the player rolls a 00.

For example: whilst at the Royal Court, Rurik is asked to compose a clever and stimulating poem for the notoriously hard to please Count of Malvon. This is rated as a Hard (-50%) task. The modifier drops Rurik's skill of Performance 35% to -15%, so Rurik automatically fails the test. However the dice are still rolled because on a roll of 00 Rurik can also fumble his attempt and find himself displeasing the Count.

After displeasing the Count, Rurik tries to hurdle a small wall while being pursued by the Count's guards. The Games Master rules that this is an easy task, +50%, so Rurik's Athletics skill of 60% ends up being increased to 110%, which gives him a 11% chance of rolling a critical and impressing the onlooking ladies of the court with his style and grace.

When the Games Master should apply difficulty modifiers

Modifiers should only be applied when they have a significant effect on the character's chance of success. They should not be doled out for every skill test, since this cheapens their dramatic effect. Only apply a modifier when it is important and brings something to the story. Resist the urge to hand out +10% here and take -5% there. These little modifiers don't add much to the player's chance of success and bring needless fiddly addition and subtraction into play, breaking the player's immersion in the game.

Broadly speaking there are three areas where the Games Master should modify the player's skill before a skill test. The Games Master should consider all three areas and decide which of them provides the deciding factor, and only apply the modifier based on that. For example if the player has roleplayed his character to the hilt, while influencing a guardsman in the pouring rain, it is the roleplaying for which the Games Master awards a +50% bonus and not the rain, which would have dampened the enthusiasm of the guardsman to -25%. So, only the +50% applies to the player's roll.

The three areas are:

- As a result of the task being intrinsically easy or difficult.
- As a result of planning
- As a result of good roleplaying.

As a result of the task being intrinsically easy or difficult.

Some things are just naturally easier or harder to do than others.

For Example. Climbing a steep cliff with natural hand holds and with the proper equipment (e.g. ropes and iron spikes) is an unmodified task. Doing the same climb in the pouring rain, makes it difficult (-25% to the skill) and if the character has also forgotten his ropes and spikes then this makes it hard (-50% to the skill).

In comparison, climbing a cliff where there are numerous ledges, and where the character can rest and actually 'walk' up the cliff in places becomes an easy (+50%) skill test.

As a result of planning

The players have outlined how their character prepares to perform a task well in advance. If their plan is a sound and good one you should make the skill test Easy. Conversely, if the players have given no thought as to how their characters approach a complex task which really does require preparation and planning, then make the resulting skill test Hard.

For example: Expedition into the Badlands.

Several adventuring groups, in search of a lost temple, are about to enter the Badlands, a notoriously harsh wilderness where it is hard to find water and food. The Games Master has decided in advance to ask the players to make Lore Natural World skill tests, to see how their characters fare in this unforgiving environment.

Flynn's Riders spend an extra couple of days in the city planning and preparing for the trip. They buy more than adequate supplies and equipment, along with the extra beasts of burden to carry them. Their scholars hit the local Temple of Knowledge and beg borrow and steal maps of the Badlands, brought back by previous explorers. Finally, they manage to track down a guide, a survivor of a previous expedition, and persuade him to come along. The Games Master awards them a +50% (Easy) modifier to their Survival roll.

The Red Hand Gang makes the traditional preparations for any journey. They ensure they have enough supplies, but no back up mounts or proper traveling clothing. In this case the Games Master does not modify their Survival roll on account of their preparation.

Alber's Lucky Five, decide to live up to their name and simply decide, as soon as they hear about the lost temple, to ride out into the Badlands on the horses they arrived on, without replenishing supplies. The Games Master makes their Survival Roll appropriately Hard (-50%) as a result of their rashness.

As a result of good roleplaying.

This usually happens for skills that involve some form of communication, like Influence. When the player describes the action of their character, the exchange between their character and the non-player character(s) being influenced may be roleplayed out. If the player was entertaining, kept in character and added to the fun of the game, the Games Master may award them a +25 or +50% bonus. In exceptional circumstances, where the player reduced everyone to tears of laughter, or was outstanding in their portrayal of their character, the Games Master may waive the necessity for the skill test completely. Remember good storytelling always comes before any dice rolling.

Opposed Skill Tests

Opposed skill tests are made by both characters who are in direct competition with each other. Both characters make the skill tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

Opposed Tests Results

Player/Opponent	Critical	Success	Failure	Fumble
Critical	Highest roll wins	Player Wins	Player Wins	Player Wins
Success	Opponent Wins	Highest roll wins	Player Wins	Player Wins
Failure	Opponent Wins	Opponent Wins	Highest roll wins	Opponent Wins
Fumble	Opponent Wins	Opponent Wins	Opponent Wins	Highest roll wins

One Character Succeeds

If one character succeeds their skill test and the other fails, then the successful character has won the opposed skill test.

Both Characters Succeed

If both characters succeed then whoever rolled the highest in their skill test wins the opposed test. However if one character rolls a critical, while the other rolls an ordinary success, then the character that rolled the critical, which is regarded as a higher level of success, wins.

Both Characters Fail

Whoever rolled the lowest in their skill test wins the opposed test.

For example: Rurik recklessly sneaks past the Watch.

It's curfew in the big city and Rurik fancies going to the after hours drinking session at a local Tavern. As he heads down the street towards the ale house, he sees a member of the city's police force, the Watch, walking up the opposite side of the street. Rurik, being Rurik, decides to sneak past the Watchman, by creeping up the dark side of the street.

The Games master calls for a Deception skill test from Rurik, since this skill deals with sneaking. Rurik's Deception skill is only 22% as he is big, clumsy and trained as a warrior and not a thief. Simultaneously the Games Master makes a Perception skill test for the watchman. The watchman's Perception is 40%, because this is what he does for a living every night. Fortunately for Rob, Rurik's player, the Games Master decides that being on the shadowy side of the street significantly helps Rurik, making the test simple (+25%), which means that Rurik's Deception is now 47% for the purpose of this test.

If Rurik rolls a 1 he gets a Critical success and manages to slip past the watchman, regardless of whether he succeeds or not. The watchman would only see Rurik if he rolled a Critical himself.

If Rurik rolls a 7 and gets a success and the watchman rolls 55 and fails. Rurik sneaks past him on the darkened side of the street.

If Rurik rolls a 65 fails and the watchman rolls 30 and gets a success. The watchman spots a shape in the shadows and heads over to investigate.

If Rurik rolls a 15 and succeeds, as does the watchman who

rolls a 9, then since Rurik both succeeded and made the highest roll he wins and evades him. The watchman thought he saw a shape in the shadows, but it's gone so quickly that he thinks no more of it.

If Rurik rolls a 65 and the Watchman rolls 75, then even though both fail, Rurik wins again because he rolled the lower of the two. Although Rurik stumbled out of the shadows badly at one stage, the watchman is so lost in his own thoughts that he is completely oblivious to Rurik's blunder. Rurik evades him.

Very High Skills

Character's with Skills over 100% are considered Masters in their fields and under normal circumstances do not fail and quite often perform tasks that are considered impossible by normal people.

Very High Skills and Opposed Tests

In opposed skill tests characters with skills over 100% are already considered to have succeeded. Therefore to be beaten his opponent needs to score a critical success. Of course the Master may also roll a critical, in which case the highest roll wins.

For example

Grazum The Blackheart, an evil Orc Warlord is a Master Wrestler with an Athletics skill of 120%. Rurik recklessly challenges him to an arm resting contest. Rurik, who has an Athletics skill of 60%, will automatically lose against Grazum unless Rurik rolls a critical success (6% or lower).

Assistance

Characters will often have the opportunity to help each other during various skill tests. If one or more characters can assist and make a significant contribution then the skill test is one level easier. On rare occasions the assistance will make the skill test two levels easier (GMs discretion). The assisting character or characters must have the appropriate helping skill at a suitable level determined by the Games Master. How high this needs to be is usually dependant on the 'Difficulty' of the test. In most cases as long as the assisting character has a skill at at least 'Apprentice' level (more than 25%) then they can help.

For example

Rurik is trying to force open an old and moldy door. If Abnon with an Athletics of 50% helps him, Rob adds +25% to Rurik's Athletics.

Skill Descriptions

This is the full list of skills in alphabetical order.

Athletics (DEX+STR)

This broad skill covers a range of athletic activities useful to adventuring characters, including acrobatics, climbing,

jumping and swimming.

Acrobatics: This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting or dragging.

Climbing: Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement per Combat Round (see Chapter 5 Combat for details). A character can double the rate of his climb or descent by making a Hard Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice his own height horizontally or up to half his own height vertically, as long as he has at least five metres to run first. If he is making a standing jump these distances are halved.

Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative -25% penalty is bestowed for every extra metre the character is trying to jump. If this penalty reduces the skill below 0% the jump is impossible – even on a critical.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents for example.

Battle Magic Casting (POW X 3)

This skill represents the character's ability to cast Battle Magic spells. It also represents their knowledge about Battle Magic and the rough ability to recognize magic items.

Close Combat (DEX+STR)

This skill deals with the art of hitting things and defending yourself with melee weapons, such as swords, clubs, spears, polearms and shields.

Craft (INT+10)

The Craft skill is actually several separate skills grouped under a single heading. It measures the characters' ability to make and repair items.. The following list is by no means exhaustive:

Armourer, baker, basket weaver, blacksmith, bowyer, brewer, butcher, candle maker, carpenter, cartographer, cobbler, cooper, Fletcher, joiner, leatherworker, mason,

painter, potter, sculptor, smith, tailor, weapon smith, weaver.

As a very rough guide it takes one day per 50sp to produce an item. The base cost of the item in materials needed is 50% of the listed finished cost.

Culture (Own) (INT+10) /Culture (other) (INT)

Each Culture skill is used to provide information about the common world view of that group of people (or creatures). This includes history, politics, weather cycles, geography, superstitions and popular mythology.

Culture (Own) is the world view of the people that the character is born into. All other foreign or alien cultures are Culture (other).

Deception (DEX +INT)

Deception covers the arts of:

Disguise: used to change a character's appearance and adopt a different outward persona.

Sleight: used to hide or take objects, without drawing undue attention.

Stealth: used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one, or performs a combination of both.

These tests are opposed by the Perception skill and are modified according to the situation.

Dodge (DEX+10)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when a character attempts to dodge an incoming blow in combat or a physical hazard that can be avoided, such as falling masonry.

Driving (DEX+INT)

If a character is driving a wagon, chariot or similar vehicle at not more than walking pace across flat terrain, a Driving skill test will never be required. Skill tests are required when a character wants to do something out of the ordinary with a vehicle – such as traverse treacherous terrain, jump obstacles and so on.

Engineering (INT+10)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mine-shafts, sailing ships and so forth.

Healing (INT+10)

Use of this skill will always require a healer's kit. Each use of the Healing skill generally takes a few minutes to perform

It normally takes at least a few minutes to administer Healing. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs or they will lose the benefits of the healing.

The use of Healing requires suitable medical equipment such as bandages or salves or appropriate improvised alternatives.

Healing Actions

Injury or Ailment	Treatment
Unconsciousness	A successful Healing test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the Healing test.
Minor Injury	A successful Healing test on a minor injury will heal 1D6 hit points.
Stabilise Major Wound	A successful Healing test on a Major Wound will not restore the lost hit points. This Healing merely stabilises the patient enough so that they will not die of blood loss. (Major Wounds are an optional rule)
Curing Diseases	A successful Healing test allows a diseased patient to add a bonus to his next opposed Resilience versus disease Potency test to resist the disease. The bonus is equal to the healer's Healing skill divided by 10 (the critical success range).
Curing Poisons	A successful Healing test allows a poisoned patient to attempt a second opposed Resilience versus poison Potency test. The patient gains a bonus to his Resilience skill equal to the healer's Healing skill divided by 10 (the critical success range).
Surgery	Other than magical healing, successful Surgery is the only way that a character can recover from a Major Wound. Once a successful Healing test has been made to quench the bleeding of a Major Wound, a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the wound location so that it is on the road to recovery. As long as the Healing test is a success, the stricken character gains one hit point and will begin to heal as normal

Influence (CHA+10)

This is the art of verbally persuading another character to do what you want. Characters can use both logical and or emotional arguments. If successful in an opposed skill test, the character's audience is temporarily swayed in favour of the character's argument. In time they may understand that they were fast talked, bamboozled or hoodwinked and their judgement clouded, but in the short term they go along with what the character suggests. Influence can never be used to get a character to act against their instinct for self-preservation.

Influence skill tests are normally opposed by a Perception, Persistence or Influence skill. They are further modified by how much a character is trying to change an opponent's mind. Influence skill tests are often modified by how well the player roleplays the exchange (see "When the Games Master should apply difficulty modifiers" above)

Influence tests are either applied to individuals, where each character rolls individually against the Influencer, or against crowds, where one roll is made to resist based upon an average Persistence for the entire crowd.

Language(Own) (INT+50) / Language(Other) (INT)

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) for example are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, although they are likely to have an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

Lore (INT)

The Lore skill is actually an umbrella term for several different skills, each of which must be improved separately.

Each Lore skill defines an area of knowledge for the character and skill tests are made whenever a player wants to see if his character knows something about the subject at hand.

The range of possible Lores is only limited by a player's imagination. A list of potential study areas of Lore is listed here:

Alchemy, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, philosophy, poisons.

Mechanisms (DEX+INT)

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by

the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character that created it.

Mechanisms is also used for picking a lock or disassembling a trap. This usually takes at least one minute (12 Combat Rounds) to perform, whereas larger or particularly complex devices will take longer.

Natural Lore (INT+10)

Broadly speaking this Lore deals with the character's knowledge of the natural world. It can be broken into five specialist areas.

Animal: This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a skill of at least 50% may try to domesticate a wild animal, making a skill test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, he may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a skill test at the end of each week to succeed.

Plant: A character can identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess.

Mineral: This skill allows the character to detect precious metals and stones, detect fault lines and other dangerous features in the rock

Survival: One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever he is lacking – failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

Survival also covers tracking in the wilderness. With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again every ten minutes they are being followed.

Weather: The character can predict changes in the weather.

Perception (INT+POW)

The Perception skill is used to represent the five senses of the character when detecting objects or other characters. For example, a common use of the Perception skill is as a straight skill test to detect hidden objects in a room, or as an opposed test to detect a hidden character.

Performance (CHA+10)

A successful test with this skill will result in the audience

or partner being pleased by the character's performance. This skill covers acting, composing poetry, dancing, singing,, readings and playing an instrument.

Persistence (POW+10)

Persistence represents a character's mental willpower. It is used to resist the effects of magic and often against another character's attempt to use the Influence skill against them.

Ranged Combat (DEX+INT)

This skill covers the use of missile weapons, such as bows, crossbows, thrown spears and thrown daggers. It is covered in more detail in the Combat chapter.

Religion (Own) (INT+10) / Religion (Other) (INT)

Religion is used to recall knowledge of a religious nature, though the character will only be able to recall knowledge pertinent to the specified religion.

Learning Religion requires a character to be at least a lay member of a particular cult. It always counts as a cult skill. Religion (Own) is the religion that a character belongs too, while Religion (Other) usually relates to other foreign cults. Usually a character will only be a member of one religion.

You don't need the Religion skill to actually cast Divine magic but it is used to advance in status and power in the Cult, and to grant access to higher magnitudes of Divine magic.

Resilience (CON+POW)

This is a measure of how physically tough a character is. The higher a character's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought, or overcoming the effects of poison or disease.

Riding (DEX+POW)

If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, then a Riding test will never be required. Tests are required when a character wants to do something out of the ordinary with a mount – such as traverse treacherous terrain, jump obstacles, ride bareback and so on.

Sailing (DEX+INT)

This covers small water-borne craft propelled manually by oars or paddles, commonly known as boats, and larger craft powered by sail or rows of oars. Travelling across calm water does not usually require a skill test but adverse conditions such as currents and weather can bestow penalties.

Sorcery Casting (INT)

This skill covers not only the successful casting of Sorcery spells, which the caster knows, but also the ability to manipulate the effects, range and duration of those spells. This skill also allows the use magic items with stored spells (commonly called Matrices) and scrolls with Sorcery spells written on them. It can also be used to represent the character's knowledge of Sorcery and its works.

Streetwise (CHA+ POW)

Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours. Streetwise also covers following people down crowded city streets without them noticing you.

Trade (INT+10)

This skill is primarily used when characters trade, barter or other wise negotiate over the sale of goods. In such transactions successful Opposed Test using the Trade of the buyer versus the Trade of the seller are needed for the buyer to get the best deal. If the buyer wins they gets a discount, -10% for a success, -25% for a critical. If the seller wins to the price that they can sell the item for increases by +10% for a success and +25% for a critical. If the opponent fumbles their roll double the increase or decrease.

The Trade skill also enables the character to determine the value placed on something by others; estimating its market value. Particularly common or obscure objects might give a bonus or penalty to the skill test. Success will allow a character to guess the average monetary value of the object, normally guessing accurately to within 10% of its actual value.

Unarmed Combat (DEX+STR)

This skill covers the use of natural attacks. For humans this is punching, kicking, and grappling. Non-human characters may also have bite, horns, claw and tail attacks.

Games Masters Advice

Creating new skills

Although the OpenQuest skill list has been designed to be as concise and complete as possible, during play or during the design of non-player characters for Quests, there may arise a desire to create new skills to describe a previously undiscovered ability. Before introducing a new skill, either by Games Master design or player request, consider these two points.

Is this skill really meaningful and distinct in its own right?
Or is it something that can be added to an existing skill?

Chapter 4 Equipment

Tools of the trade

Fantasy roleplaying games can be thought of as a form of cooperative improvised theatre. You could think of the players as the actors and the Games Master as the director and production team providing the stage and scenery, a huge big budget supporting cast and every prop that the actors could possibly need. This chapter deals with the props, the equipment that the player characters will be using.

In game economics

These rules do not give detailed rules for trading and fantasy world economics. Although dry economic markets are unlikely to feature heavily in adventure stories, the exploits of daring and wily merchant adventurers are. The following section outlines how to approach such stories using OpenQuest.

Opportunities for Merchant based games

Some players will feel inclined to create colourful and flamboyant Merchant characters and weave stories around their trade missions to far off unexplored countries creating drama and tension on their trade negotiations and deals. This is great and is to be encouraged. Opposed Trade tests can be used to handle the outcome of such action where it is less than clear cut, and the ebb and flow of the character's finances acts as an indicator of success (see the Trade skill description on). The more martially and magically inclined characters can provide support and have their moments in the spot light too on these mercantile adventures, taking on the villains hired by their rivals in commerce. If you are in need of inspiration then you only have to look to the real life historical adventures of Marco Polo.

Merchant characters also make great information gatherers, since they tend to have good social skills. Often this goes on under the cover of trading in the market, gathering gossip from the locals, or sorting out a new trade deal with a noble family, which is a legitimate way of finding information about a noble.

Availability of Goods

The equipment lists serve as 'game tools' to allow players

to quickly and easily buy equipment for their characters. The range of goods listed at the quoted prices is only going to be available in a large metropolis with organised markets and districts given over to shops and mercantile activity. In less prosperous cities and towns there is a smaller range available, sometimes at higher costs. In rural areas, only local produce and a small amount of locally crafted goods can be bought at a reasonable price. There might be oddities to this model and these can lead to further adventure.

For example, a village without an armourer has a large cache of old armour and weapons for sale at a good price. This is because a local monster living in a nearby cave has been ambushing and

killing adventurers for years and then trading their equipment to the villagers. In turn, the villagers oblige by sending a steady stream of fresh and inexperienced adventurers, such as the recently arrived player characters, to its lair.

Barter

Coins are the main exchange method for the landed nobility and rich merchants. Barter is the main method of exchanging goods for people outside of the main urban areas. In such transactions successful Opposed Test using the Trade of the buyer versus the Trade of the seller

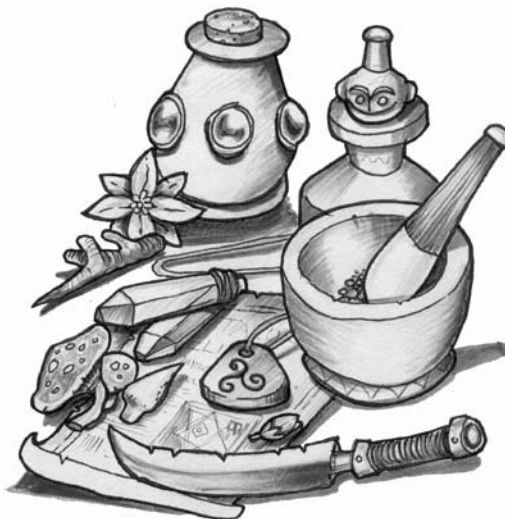
are needed for the buyer to get the best deal.

Consequences

The main thing to remember is that with any item of equipment there are consequences in their use as well as benefits. The most obvious consequence is encumbrance. A heavily armoured and equipped character will be slowed, unable to use skills as effectively and will become fatigued more easily.

A less obvious effect is that an obviously well equipped character becomes a target for both minor and major theft. From the opportunistic thief who desires the player's new sword to the more organised bandit group who targets the player character parties because they believe that they have a stash of treasure back at their base due to all the flashy new equipment they are wearing.

There might also be social consequences. In civilised towns and cities, displays of arms and armour by the



player characters may unsettle and upset the locals and bring about the unwanted attention of the Watch who want to make sure that the characters are not violent trouble makers. In some more draconian fantasy lands there may even be laws and social codes that dictate what arms and armour a citizen may own and in what situations they may carry it.

Currency

Coins are usually created in 'mints' tightly controlled by the local nobility, appointed by the local ruler, whose head appears on one side of the coin. Other sources of coin are usually the treasure troves of monsters, whose assets are brought into the economy by enterprising adventurers.

Currency can be based upon what ever is valued by the culture using it. This being a fantasy game many variant systems of currency can be created. For example a system that uses the teeth of slain dragons or magical gemstones enchanted with minor magic that is useful in everyday life can be used as an exchange mechanism.

For ease of use here's a simple coin based currency that will be used throughout the rest of this book to give value to an item.

5 lead bits = 1 copper penny

10 copper pennies = 1 silver piece

20 silver pieces = 1 gold ducat

The Equipment lists

The rest of this chapter is given over to equipment lists. These lists provide the cost of the item and details any game effects. They also where appropriate give an Encumbrance value (ENC) for the item in question. This is a value which rates both the weight and how physically unwieldy an item is. This is for the optional Encumbrance rules given in Chapter 7 The Quest and afterwards.

Close Combat Weapons

All Close Combat weapons use the Close Combat skill. Each close combat weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -25% penalty is applied to a character's skill when attacking and parrying with this weapon.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Size: Weapons are rated in the following size categories: Light, Medium, Heavy and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block

half damage. If two categories less they cannot block the damage.

Cost: The cost in silver pieces to purchase this weapon.

Notes

Set This weapon may be set against a charge.

Range This weapon suffers no penalty when thrown.

LS This weapon may be used as a Longspear. If used as a Longspear it may be set against charges. The wielder must state, however, at the start of combat how it is being wielded and must take a 'Change stance' action to alter its usage.

Flex This weapon can be used two-handed. When used in two hands, it gains +1 damage and can be used by someone with a strength 2 less than that listed.

2H This weapon must be used two-handed.

Improvised and primitive weapons, such as a stone hatchet, stone spear or a convenient log picked up and used as a club, do the same damage as the base weapon -1.



Close Combat Weapons

Weapon	Damage Dice	STR/DEX	ENC	Size	Cost
Cosh	1D4	—/—	1	Light	5 SP
Club ^{Flex} , Hatchet ^{Range}	1D6	5/9	1	Light	20 SP
Quarterstaff ^{2H}	1D8	5/9	2	Medium	20 SP
Battleaxe, War hammer, War pick, Ball & chain, Mace ^{Flex}	1D8	9/9	2	Medium	120 SP
Great hammer ^{2H} , Great Axe ^{2H} , Military Flail ^{2H} , War Maul ^{2H}	2D8	13/5	4	Large	200 SP
Halberd ^{LS} , Polearm ^{LS} , Glaive ^{LS}	1D8	9/9	3	Heavy	200SP
Shields					
Small (eg Buckler or psilos)	1D4	—/—	1	Medium	50 SP
Medium (eg Target shield)	1D6	9/—	2	Heavy	150 SP
Large (Hoplon, kite)	1D6	13/—	3	Huge	300 SP
Spears Set ^{Flex}					
Lance	1D10	11/9	3	Heavy	150 SP
Longspear	1D8	9/5	2	Medium	30 SP
Shortspear ^{Range}	1D6	5/5	2	Medium	20 SP
Swords and Knives					
Bastard sword ^{Flex}	1D8	13/9	2	Medium	250 SP
Dagger, Knife ^{Range}	1D4+1	—/—	—	Light	20 SP
Great sword ^{H2}	2D8	13/9	4	Heavy	300 SP
Long sword , Scimitar	1D8	9/9	2	Medium	150 SP
Rapier	1D6	9/13	1	Light	150 SP
Shortsword, Gladius	1D6	5/5	1	Medium	100 SP

Unarmed Skill

When a character or creature fights with no weapons, he uses his Unarmed skill. Creatures frequently never have Ranged Weapon or Close Combat weapon skills.

Weapon	Damage Dice
Unarmed	1D3
Natural weaponry	As noted, typically 1d3 to 1d12 depending on the creature (see Chapter 10)

Ranged Weapons

Each ranged weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's effective Weapon skill is halved (before other modifiers are applied). Attacks against targets beyond double the weapon's range automatically fail.

Load: This shows how many Combat Rounds are required to load or reload the weapon.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -25% penalty is applied to a character's skill when attacking and parrying with this weapon.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Cost: The cost in silver pieces to purchase this weapon.

Ranged Weapon Ammunition

Ammunition	ENC	Cost
Arrows (10)	—	1 SP
Blowgun darts (10)	—	2 SP
Crossbow bolts (10)	—	2 SP
Sling bullets (10)	—	5 CP

Using Ranged Weapons in Close Combat

If used in close combat, a ranged weapon is treated as an improvised weapon, doing damage equal to its closest hand-to-hand equivalent if that is less than its ranged weapon damage.



Ranged Combat Weapons

Missile Weapon ^{2H}	Damage	Range	Load	STR/DEX	ENC	Cost
Blowgun	1D2	15m	1	—/9	—	30 SP
Heavy crossbow	2D6	150m	3	9/9	2	350 SP
Light crossbow	1D8	125m	2	5/9	1	150 SP
Long bow	1D10	150m	1	13/9	1	150 SP
Nomad bow	1D8	125m	1	9/13	1	150 SP
Short bow, Staff sling	1D8	75m	1	9/9	1	75 SP
Sling ^{1H}	1D6	50m	1	—/9	—	5 SP
Thrown Weapon	Damage	Range	Load	STR/DEX	ENC	Cost
Atlatl ^{2H}	+2	+STR*m	2	5/9	1	20 SP
Dagger ^{Close} , Hatchett ^{Close}	1D6	STR*m	—	—/9		
Dart ^{Impale} , Throwing star	1D4	STR*m	—	—/9	—	15 SP
Javelin/Shortspear ^{Close}	1D6	STR*2m	—	5/9		
Rock/ improvised	1D4	STR*m	—	5/5	1	—

1H This weapon is a one-handed weapon.

2H This weapon must have two hands free to be used effectively unless otherwise specified. A buckler can be strapped to the forearm but cannot be used whilst wielding or shooting this weapon.

Close This weapon suffers no penalty when used in Close Combat.

Armour

Each piece of armour is characterised by the following qualities:

AP: How many armour points this type of armour provides.

ENC: The armour's Encumbrance. The weight and bulk of the armour.

Cost: The cost in silver pieces to purchase this armour.

Armour	AP	Enc	Cost	Description
Leather	2	3	500 SP	Either padded leather or boiled and stiffened leather or linen armour.
Ringmail	3	5	1000SP	Metal rings sown onto a padded leather suit
Scalemail	4	7	1500 SP	Metal scales sown onto a padded leather suit
Chainmail	5	8	3000 SP	Links of chain made into a suit
Platemail	6	12	9000 SP	Steel plates that cover the body, over a chain mail backing.

Effects of SIZ on Armour

Armour made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

Plate Armour: Characters may try using plate armour not designed for them but the ENC will be doubled.



General Items

Item	ENC	Cost
Backpack	1	5 SP
Bedroll	1	1 SP
Block & tackle	1	15 SP
Bottle, glass	—	2 SP
Candle, 1 hour	—	1 CP
Chain, 2 metres	2	40 SP
Climbing kit	1	25 SP
Codex	1	60 SP
Craft tools	2	75 SP
Crowbar	1	25 SP
First aid kit	—	25 SP
Fish hook	—	2 LB
Fishing kit	1	15 SP
Flint & tinder	—	5 CP
Grappling hook	—	5 SP
Hammer	—	1 SP
Healer's kit	1	150 SP
Ladder, 3m	4	2 SP
Lantern	1	10 SP
Lock picks	—	75 SP
Mining pick	1	35 SP
Musical instrument	2	70 SP
Oil, flask	1	1 SP
Papyrus, sheet	—	5 CP
Pole, 3m	1	1 SP
Quiver	—	2 SP
Rope, 10m	2	10 SP
Sack, large	1	5 CP
Sack, small	—	2 CP
Scythe	2	30 SP
Slingbag	1	5 CP
Spade	1	25 SP
Torch / flaming brand	—	4 CP
Waterskin	1	5 CP
Writing kit	1	45 SP

Backpack: It can hold 20 ENC of equipment.

Block & Tackle: Adds +25% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m

of rope to function.

Candle, 1 Hour: A candle illuminates a one metre radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: A climbing kit provides a bonus of +25% to any Athletics skill tests made to climb.

Crowbar: Adds +25% to brute force Athletics tests. If used as a weapon, it is considered a club (wielded with a –25% penalty).

First Aid Kit: A first aid kit is good for five uses (whether the skill test succeeds or fails).

Fish Hook: This item allows a character to use his Lore (Natural World) skill to catch a fish without suffering a penalty on the test.

Fishing Kit: The fishing kit grants a character a +25% bonus to his Lore (Natural World) test to catch fish.

Flint & Tinder: A character with flint and tinder can build a fire in one minute under normal conditions without having to roll his Lore (Natural World) skill.

Grappling Hook: It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Hammer: If used as a weapon, it is treated as a club (wielded with a –25% penalty). Hammers may be used on inanimate objects without being destroyed.

Lantern: A lantern provides clear illumination out to a three metre radius. It will burn for two hours on a flask of oil.

Mining Pick: If used as a weapon, it is considered a club (wielded with a –25% penalty). Mining picks may be used on inanimate objects without being destroyed.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Quiver: Quivers can hold up to 30 arrows or crossbow bolts.

Rope, 10 Metres: A standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Sack, Large: Able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Scythe: If used as a weapon, it is considered a bill (wielded with a –25% penalty).

Slingbag: It can carry 15 ENC of equipment.

Spade: If used as a weapon, it is considered a club (wielded with a –25% penalty).

Torch, 1 Hour: It will burn for one hour. A torch illuminates a three metre radius. If used as a weapon, it is considered a club (wielded with a –25% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also

extinguish the brand.

Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.

Animals and Transportation

Animal	Cost
Bison	200 SP
Bull	250 SP
Cart	75 SP
Cat	2 SP
Chariot	600 SP
Cow	150 SP
Dog, domestic	2 SP
Dog, hunting	25 SP
Fowl	1 SP
Goat	50 SP
Hawk	400 SP
Horse, draft	400 SP
Horse, riding	350 SP
Horse, combat trained	500 SP
Mule	125 SP
Ox	200 SP
Pig	50 SP
Rhino	3,000 SP
Saddle & bridle	75 SP
Sheep	30 SP
Travel (by coach)	1 P per kilometre
Travel (by post-horse)	2 P per kilometre
Travel (by ship)	1 SP per kilometre
Travel (by wagon)	5 SP per kilometre
Wagon	300 SP
Zebra	300 SP

Food & Lodging

Item	Cost
Lodging, poor	2 CP
Lodging, average	1 SP
Lodging, superior	5 SP
Food & drink, poor, 1 day	1 CP
Food & drink, average, 1 day	5 CP
Food & drink, superior, 1 day	2 SP
Trail rations, 1 day	5 CP

Chapter 5 Combat

Welcome to a world of risk, danger and death!

OpenQuest is a swords and sorcery game and, as such, swords will be drawn during epic quests with the aim of spilling blood. Be it for glory, honour, fame or riches, when all else fails violence is the means of achieving these goals. The Player characters come from worlds that are rife with conflict, where warriors are required to wage wars against evil neighbours, wandering bandits and foul monsters that come out of the wilderness.

It should be remembered that OpenQuest is not a game purely about combat, just as it is not purely about magic. It would not be unusual for whole sessions to pass without any physical violence. However, in time, characters will get involved in dangerous life threatening fights. This chapter provides you with a straightforward and direct system for playing out action packed and deadly combat.

Some basic rules

A Combat Round lasts five seconds

You get one Combat Action, usually an attack, and one Defensive Reaction, usually a defensive action, per combat round.

You can move your Movement Rate in a Combat Round as an Action, without losing your Action or Reaction.

You can run twice your movement rate in a Combat Round but you may only Dodge as your Reaction.

You to make an attack you roll against your Close Combat, Ranged Combat or Unarmed Combat skill depending on the type of weapon you are using.

When attacked you can either Parry (use the Close Combat or Unarmed skill) or Dodge as a Reaction.

If your character successfully Dodges an attack they take no damage.

If your opponent successfully Parries your attack their weapon or shield reduces the damage your attack does.

If you successfully hit your opponent takes damage to their hit points equal to

Weapon damage rolled + your Damage Modifier – (Opponent's Armour Points)

What to expect if you get in a fight

Characters that have weapon skills less than 100% are at the whim of the dice to determine whether or not they land a blow in combat. Anything you do to increase your character's chances to hit ,or hit first, will stand in your favour and make the outcome more certain.

Once you are hit in combat, things start getting messy. Your character has a relatively low number of hit points. In a couple of blows, or one lucky blow, these hit points can easily be reduced to zero, which indicates that the character has died. Make sure your character can dodge, parry or is magically protected. If your player group has decided to use the optional Major Wound system, your character is especially at risk of grievous and permanent harm every time they decide to use violence to solve a problem.

Numbers count. If you are facing off against multiple opponents, even weak and unskilled ones, you are quickly going to run out of attacks and reactions. In practical terms this means that your character may, at best, reduce the number of attackers by one per round, while only being able to protect themselves against one of several incoming attacks.

Even Masters who have 100% or more in their weapon skills can be brought low by a lucky critical hit, or by an opponent who has lured them into an ambush and stacked the odds against them through surprise and careful planning.

These harsh realities mean that players tend to avoid combats where they do not have a very good chance to win. Instead of wading into masses of weaker opponents, hoping that lucky dice rolls will see them through, they carefully plan ambushes, where they have the benefit of terrain and supporting soldiers from the local militia that will allow them to wipe out the majority of the enemy before the first proper round of combat. They will use Battle Magic to boost their damage, chances to hit, and armour, and if things are really tough they call on their god using Divine Magic or invoke powerful Sorcery spells to boost their combat skills.

Taking out life insurance

Since OpenQuest combat can be deadly there are a number of ways that you can avoid your character dying if things go badly wrong.

Realise that some foes in OpenQuest are best left alone. There's always going to be someone or something more



powerful than your character in the game world. Since OpenQuest is also a game of exploration and interaction, you might get to meet these people and creatures early on in your adventurer's career as part of a Quest. Some foes such as the Gargantuan Kingdom Devourer or the Great Pit Demon are always going to be beyond the capacity of the player characters to harm directly. Be wise and move along quietly and quickly.

Run away to fight another day. Use magic or fast feet to move out of combat. Heal, regroup and make a better plan of attack if you absolutely need to best a foe. Otherwise learn your lesson and avoid the opponent in the future.

Surrender! Before things really get messy, throw down your weapons and put up your hands. Intelligent creatures will often take prisoners for ransom. If you don't have any money then call in your favours from friends, family, clan, guild or cult to secure your release. Perhaps some of your friends ran away and can come back and mount a rescue attempt at a later date? Spend Hero Points. These are your ultimate insurance policy against death, accidental or otherwise. (see Chapter 2 Character Generation).

Get your friends to rescue you from the Land of the Dead. Depending on the game world your Quests are set in, there may be a way for characters to travel to the Otherworld, the 'Land of the Dead'. Of course the resulting Quest may be just as challenging as the circumstances that led to your character's demise.

Summary of combat

Work out encounter distance: The Games Master determines how far away the hostile group is to the player characters, either at Range or Close.

Drop into Combat time: Combat is divided into rounds. A single round has a duration of five seconds of time, giving 12 rounds in every minute. During a round every character can perform one action. Combat rounds cycle through the following steps:

1. **Determine order:** At the start of every combat, check each character's DEX, or INT if they are spell casting. This will determine the order in which every character involved acts for the round.
2. **Characters Take Action & Reactions:** In a combat round each character gets one Combat Action and one Defensive Reaction. Combat Actions, such as attacks, take place in DEX order. The character with the highest DEX will act first, followed by the character with the second-highest DEX, and so on until the character with the lowest DEX acts. Reactions, such as parries or dodges, are made during this process as they are needed. Characters casting spells act on their INT.

For example Lura (INT 18) is casting a spell, while a Goblin (DEX16) is attacking her with a sword and Rurik (DEX 12) also attacks the Goblin with his sword. The order of action is Lura

first, then the Goblin and finally Rurik.

3. **End of Combat Round:** Once all eligible characters have acted in the combat round, it is over. If there are characters still engaged in combat with enemies, another combat round begins.

Encounter distance and engaging in combat

Not all combats start with the two sides, the players and their opponents, directly facing each other within swords reach. At the beginning of a combat, or potential combat, the Games Master must determine which of the two distances the encounter starts at.

Ranged, beyond two metres up to double the range of the missile weapon a character, is holding the distance at which the character can engage in ranged combat. Ranged combat typically happens out in the open countryside where groups of combatants can see each other coming over the horizon or emerging in the distance from old ruined buildings.

Close, is a range of two metres or less and is the distance at which a character can engage in either Close or Unarmed combat.

Combat Actions

The action a character may take when it is his turn to act are detailed here. A character can only choose one of the options below each round.

Close Combat Actions

Charge: If a character can move a minimum of five metres towards his opponent, then he can make a charge. He may move a distance up to twice his Movement Rate. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D6 damage. He loses his defensive reaction for the round that he charges on. Characters may not charge uphill and gain the damage bonus.

Close Combat Attack: The character can make a single close combat attack. As well as a normal attack, there are the following special attacks.

- **All out Attack:** The attacker gives up their Reaction for the round but gains a second attack, which happens straight after the first attack. Both attacks are at -25% due to the loss of skill during this frenzied attack. This type of attack cannot be combined with Great attack or Disarming Attack.
- **Disarming Attack:** Attacker attacks at -25% to his weapon skill with the aim of disarming their opponent either of their weapon or shield. If the attack is successful and the opponent fails to parry or dodge, the weapon or shield is thrown D6 metres

away from the owner.

- **Great Attack:** This attack is made using swords, axes or maces where the attacker has enough room to wind up the weapon for a really forceful blow. The attacker gains a +25% to attack and does maximum damage bonus but loses his reaction for that combat round.

Intimidate/Persuade: The character tries to get the other side to surrender or flee. This can either be targeted at a single enemy or a group. Do an Opposed roll using the character's Influence vs. the enemies' Persistence, modified as listed below. Groups roll once using the Persistence of the Group leader. If the Group leader's Influence skill is higher than his Persistence, then they may use that skill instead. Apply the following modifiers to the Enemy's skill depending on the state of the Enemy.

+50% if the Enemy is still at full strength, but has taken some minor wounds.

+25% if the Enemy out numbers the player's side, but have had at least 25% losses either in numbers or hit points.

-25% if the Enemy is fewer than the player's side and has taken some wounds.

-50% if the Enemy has taken more than half hit points in wounds and/or has seen half his group incapacitated by the players.

Note: these modifiers are not cumulative. Apply the one that best describes the situation.

If the Enemy is at full strength and/or out numbers the players then only a critical roll for Influence vs a failed Persistence roll will make them surrender. A fumbled Persistence roll will see the Enemy suddenly rout.

When the player attempting the roll they must declare whether they are targeting the whole group or singling out an individual.

For example: Rurik is fighting a group of four goblins, one of whom he has already badly wounded while the other three are still at full hit points.

If he decides to single out the wounded Goblin, then the Goblin's Persistence roll to resist Rurik's taunting and the resultant urge to flee will be at -25%. If he decides to target the whole group, which as a whole is undamaged and outnumbered him, then the Goblins will be at +25% to their Persistence.

The character need not speak the same language as the opponent they are trying to Influence, but they must be capable of some sort of sign, gesture or body language that the opponent is capable of understanding.

Set weapon: A character can spend an Action setting the shaft of a weapon, such as a spear or polearm, in the ground in anticipation of a charge from an opponent. When the charge actually comes the character automatically gets an attack at +25% before the charging character gets their

attack. If the character makes any other action or reaction before the charge, the weapon becomes 'unset'.

Ranged Combat Actions

Ranged Combat Attack: The character can make a single ranged combat attack. As well as a normal attack, there are the following special attacks.

Aim: Every round spent aiming adds a +25% bonus to the character's Ranged Combat skill. This bonus only applies to the first attack the character makes with the weapon, which must be fired at the target being aimed at. A character can take no other Reaction while aiming without losing the aim bonus.

Throwing Close Combat Weapons

If a close combat weapon that isn't designed to be thrown is hurled at an enemy then it has a range of 8m and suffers a penalty to the attack equal to its ENC x 10. Ranged Combat skill is used.

Movement Actions

Change Stance: The character may stand up from prone, or vice versa.

Fighting Retreat: A character may move up to half his Movement directly away from an enemy he is fighting. He may only attack or defend but not both.

Move: The character may move a distance up to his Movement score once per Combat Round. This is a free action and the character does not lose either their Action or Reaction.

Sprint: The character may move a distance up to twice his Movement score, forsaking his attack and only being able to dodge as defensive reaction.

Other Actions

Cast Spell: Spells take effect when they are cast on an order determined by INT instead of DEX.

Delay: A character may pause to assess the tactical situation around him.

If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action.

If a delaying character wishes to interrupt a specific character's action as it occurs, the character must make a test appropriate to his interrupting action (a Weapon skill test if the character wishes to attack, for instance). Whoever wins the test acts first.

Ready Weapon: Drawing a sword from its sheath, unhooking an axe from one's belt, nocking an arrow to one's bow – all these actions take one combat round. A single Ready Weapon action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another

takes two Combat Rounds, as does readying two weapons. Ranged weapons can be reloaded with this action – this takes as many Combat Rounds as noted in the weapon's description.

Skill Use: The character performs one action which requires the use of a skill, such as opening a locked door with the Mechanisms skill.

Close Combat Attacks

1 Making the Attack

A Normal attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using.

If a character rolls equal to or lower than his Weapon skill, he has hit his target.

If a character rolls greater than his Weapon skill, he has missed his target.

2 Target Reaction

The target may either attempt to dodge or parry the attack, as they choose. However, only one reaction can be made to a successful attack per round.

If the enemy has already reacted this round, or chooses not to React against this attack, then this attack is unopposed. Move straight on to Damage Resolution.

If the attack is opposed, the defender makes a Dodge or Parry (see below).

3 Damage Resolution

If the attack is successful, damage is rolled. Each weapon has its own Damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt.

If the defender is armoured then the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the defender's armour.

4 Damage Application

Apply any remaining damage to the defender's hit points.

Close Combat Situational Modifiers

Situation	Skill Modifier
Target is helpless	Automatic Critical
Target is prone or attacked from behind	+25%
Attacking or defending while on higher ground or on mount	+25%
Attacking or defending while prone	-25%
Attacking or defending while on unstable ground	-25%

Attacking or defending while underwater	-50%
Defending while on lower ground or against mounted foe	-25%
Fighting in partial darkness	-25%
Fighting in darkness	-50%

Critical hits

Every attack skill a character possesses has a critical score. A critical score is the attack skill's score, divided by ten, and rounded to the nearest whole number. It represents a lucky and effective hit in a unprotected area of an opponent.

If the D100 attack roll is not only lower than the attack skill, but also equal to or lower than the character's critical score with that skill, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon and maximum Damage Modifiers. If the character has a negative damage modifier (i.e. -1D4 or -1D6) it is not rolled for a critical hit. Critical hits also ignore armour.

e.g. Rurik with his 55% Close Combat, rolls a 05, which is a critical! He is wielding a Longsword with a damage of 1D8 and has a damage modifier of 1D6. He is fighting a heavily armoured Knight, who has the latest Plate Mail armour (AP 6). However this Armour is completely ignored as Rurik's sword slides through a gap in the plates doing a devastating 14 points of damage (8 from the sword and 6 from the damage modifier).

A critical hit is made into a normal hit by a critical parry or critical dodge. That is damage is rolled by the attacker as normal and the defender's armour counts.

Reactions

A character can make one Reaction in a combat round. Unlike Actions, Reactions are made in response to the successful hits of enemies.

There are two types of Reaction – dodge and parry.

Parries can be made against close combat attacks. Shields can also parry hand thrown missile weapons. Shields with a size of Large or Huge (i.e. Medium and Large Shields) provide a cover modifier to the ranged attack of the attacker -25% and -50% respectively against arrows, sling shot and cross bow bolts.

Dodges can only be made against close combat attacks and hand thrown missile weapons providing the target is aware of the attack. Dodge can also be used as a reaction, if still available, to avoid the damage of spells such as Lightning Strike, which are projected at the defender. See the appropriate spell descriptions in the Magic chapters for more detail.

Reactions are declared after a successful attack has

occurred but before its effects are applied.

Dodge

When an attacker successfully hits, the defender may choose to Dodge as his reaction, in order to avoid damage. The defender rolls against his Dodge skill.

If the defender succeeds then they have successfully avoided the attack.

If dodging against a Critical Hit, then if the defender rolls a critical on their dodge they reduce the attacker's critical to a normal success. If the defender fails his dodge against a Critical Hit, the attacker does maximum damage and ignores defender's armour.

Parry

When an attacker successfully hits, the defender may choose to Parry with a weapon or shield as his reaction to avoid damage. The defender rolls against their Close Combat skill.

If the defender succeeds then, depending on the relative weapons used, they may be able to reduce or remove all from the rolled damage. Weapons are rated in the following size categories: Light, Medium, Heavy and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.

A critical parry against a normal success deflects all the damage regardless of size category. If parrying against a critical hit and the defender rolls a critical on their Close Combat skill roll then they reduce the attacker's critical to a normal success.

What's the difference between Parry and Dodge? Mainly down to a matter of combat style and Parrying has the advantage that it is based off the same skill that you use to Attack with, so for the purposes of skill advancement it is to advance Close Combat or Unarmed than Dodge with a separate Combat skill.

Two Weapon Use

A character wielding two weapons or a weapon and a shield may use the off-hand item to either:

Parry one additional attack per Combat Round (over and above the normal Reaction allowance)

OR

Gain a single bonus Close Combat Attack action. This bonus attack is at -25% Weapon or Shield Skill. The second attack occurs at half the character's DEX in order of combat. Also this may only be a normal Close Combat Attack, not at All out Attack, Disarming Attack or a Great Attack.

For example a warrior armed with sword and shield, can attack with the sword normally and then follow this

up immediately with a shield bash at -25% to the shield attack.

Close Combat skills greater than 100%

A character with over 100% can split his skill to perform multiple attacks and parries or dodges.

For combat attacks at over 100% in the weapon skill the number of attacks and the allocated % of each one must be declared at the start of the combat round. Any allocation of split is allowed. For example Murgan the Mighty with an Axe skill of 120% can split it 90% /30% or make four attacks at four opponents in range at 30% each.

Divide the character's DEX by the number of attacks to find when attacks occur in the DEX sequence. First attack is at normal DEX and then subsequent attacks are at intervals of DEX divided by the number of attacks.

For example Murgan the Mighty with a DEX 10 splits his attack to make two attacks. Therefore the first attack occurs at DEX 10 and the second at DEX 5.

Parries and Dodges do not need to be declared at the start of combat round but careful track must be kept of how many have already been used.

For example Murgan parries one of his attackers and chooses to use 75% of his skill. This means that he has 45% left to parry the next attacker in the same round.

Ranged Weapons

All ranged attacks are handled in same manner as close combat attacks, with the following exceptions:

Ranged attacks may not be used as part of a charge.

Loading Ranged Weapons. Most ranged weapons only take a single combat round to ready. Others take more than one combat round to reload. See weapon description in the equipment chapter.

Range A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's Weapon skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice/double the weapon's range.

Dodging and Parrying. The target may attempt to parry or dodge a hand thrown ranged attack but may not normally dodge or parry ranged missile weapons (such as Bows and Crossbow fire). Shield carrying may attempt to parry hand thrown missile weapons if the target is aware of the attack. and also modify the attackers' skill for missile ranged attacks as described on P38.

Disarming. A character may not attempt to disarm targets with ranged attacks, nor may he attempt to strike a target's weapon or shield.

Ranged Attack Situational Modifiers

Situation	Skill Modifier
Wind ¹	
High wind	-25%
Fierce wind	-50%
Hurricane	Attack automatically fails
Target Movement ¹	
Target has moved 10m or more since attacker's last Combat Action	-25%
Target has moved 30m or more since last Combat Round	-50%
Target Visibility ¹	
Target obscured by smoke, mist or is in partial darkness	-25%
Target obscured by thick smoke, fog or is in darkness	-50%
Target is above SIZ 20	+25%
Target Condition ¹	
Target is helpless	+25%
Target prone	-25%
Attacker Condition ²	
Attacker is prone	-50%
Attacker is underwater ³	-25%
Attacker is on unstable ground	-25%
Attacker is blinded	-50%

¹ Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a -50% penalty.

² Attacker condition modifiers are cumulative.

³ Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

Cover

Cover affects both ranged and close combat attacks. For missile attacks the defender benefits from the best of the shield modifier in the table above and the cover modifier below.

Partial cover -25% For example a low wall that leaves only head and torso exposed.

Very good cover -50%, For example Defender on a castle wall, firing from protected battlements

Virtually total cover -75% For example castle wall with arrow slits for defenders to shot through.

Firing into a Crowd

When firing into a crowd, the Games Master will determine how much cover the defender has from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If attack fails to hit the defender and succeeds against the unmodified attack skill, the firer has hit one of the individuals adjacent to the target. The accidental target may dodge against this attack as normal.

Damage

When a character successfully scores damage against a target it must be deducted from the target's hit points. Every weapon has a damage rating, which is listed in its statistical entry in the relevant Weapon table in the Equipment chapter. This rating is the amount of dice rolled when the weapon successfully hits a target. The attacker's Damage Modifier is usually added to this.

All damage is taken away from Hit points.

One hit point . When hit points are reduced to the final one the character falls prone and must make an immediate Resilience test divided by ten rounded down to stay conscious.

Hit points equal zero. Character is dead. In the grim and gritty world of OpenQuest combat there is no chance to make farewell speeches. You can spend Hero Points however!

Beyond the pale. Hit points in the negative to a value equal to the original total value. Character is dead and body beyond repair.

For example. Finbar the Unsuccessful, gets blasted by a Dragon's fiery breath for 30 points of damage. Unfortunately Finbar only has ten hit points, so his body is reduced to ash.

Major Wounds (Optional)

If the character takes half of their original HP in one go then they suffer a major wound. This represents badly mangled limbs, shattered bones and severely damaged internal organs. Roll on the Major Wound Table below to see what type of wound the character has suffered. They must immediately make a Resilience roll, with a -50% modifier, or fall unconscious. If the roll is made then the character's DEX is immediately halved and the character may only fight on for as many combat rounds as their remaining hit points before failing unconscious. This is in addition to any effects described below. The effects of major wounds are permanent, unless healed magically. The halved DEX is regained once the character starts to heal, since it represents the shock and trauma of the wound.

Major Wound table

Roll D10	Major Wound.
1	Lose an eye- All Perception rolls become -50%, lose 4 points of DEX, 1 point of CHA permanently.
2	Cracked skull, brain damage. Lose 4 points of INT. All skills involving mental processes become -25 permanently. This includes Perception, Persistence, and all Lore , Culture, Religion and Craft skills.
3	Right Leg muscles badly cut/mangled or leg bone shattered and becomes useless - fall prone, can only crawl at 1m per round. Lose 2 points of DEX and 2 STR permanently.
4	Left Leg muscles badly cut/mangled or leg bone shattered and becomes useless - fall prone, can crawl at 1m per round. Lose 2 points of DEX and 2 STR permanently.
5	Broken ribs- all skills become -50%, due to severe pain.
6	Slashed stomach. Lose one extra Hit Point per round from blood loss. Lose 3 points of CON permanently.
7	Heart stops in shock! Lose consciousness for the next D10 combat rounds, falls prone and can not move. Lose 2 points of CON permanently.
8	Spine broken - character permanently paralysed below the neck (odd result on dice) or the torso (even result on dice). Half DEX permanently.
9	Left Arm badly broken and becomes useless permanently. Automatically drop any held items.
10	Right arm badly broken and becomes useless permanently. Automatically drop any held items.

Fatal wounds. character takes damage equal to, or in excess of, original HP in one go. This represents hacked off limbs, blows that shatter rib cages, decapitation, blows that stab the heart or other other vital organs directly. The character is immediately dead.

Mounted Combat

A mounted warrior has a +25% bonus to his attacks and parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a -25% penalty to his Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted character uses his mount's Movement score when moving rather than his own.

Untrained Mounts

The rider of a mount unused to combat must make a Riding Skill test at the start of each Combat Round.

Failing this test will cause the horse to automatically use the Flee Combat Action at every opportunity for the remainder of the Combat Round.

Succeeding this test allows the horse to be treated as a trained mount for the remainder of the Combat Round.

A mounted adventurer can use no weapon at a Skill level greater than his Riding skill score.

Unarmed Combat

If an unarmed attack is parried by a crafted or natural weapon, then the attacker will immediately suffer the rolled damage of the parrying natural weapon, with no damage modifier, to the limb he is using. This is in addition to the normal effect of the parry.

Natural Weapons

Natural weapons such as the teeth and claws of monsters are counted as weapons and not unarmed attacks. The damage they deal is listed in the monster's description. They may parry other natural weapons or unarmed attacks, but not crafted weapon attacks.

Grappling

A grapple attack is made in the same way as a normal unarmed or natural weapon attack but must be declared as such before any dice are rolled.

Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes his Unarmed Skill to the target's Unarmed Skill, in a roll similar to an opposed skill test.

Grapple Fails: The grapple attempt fails and the attack is considered to have missed.

Grapple Succeeds; Attacker may immediately make Inflict Pain or Immobilise or Throw attempt (attacker's choice): The two combatants are now grappling and the attacker may immediately follow up on this success by Throwing, Inflicting pain or Immobilise the target..

Grappling Combatants

Grappling combatants will remain locked together until one combatant breaks free or is thrown out of the grapple. Grappling combatants suffer a -25% penalty to any tests that do not target or directly respond to their grapple partner. Grappling combatants may not use Reactions.

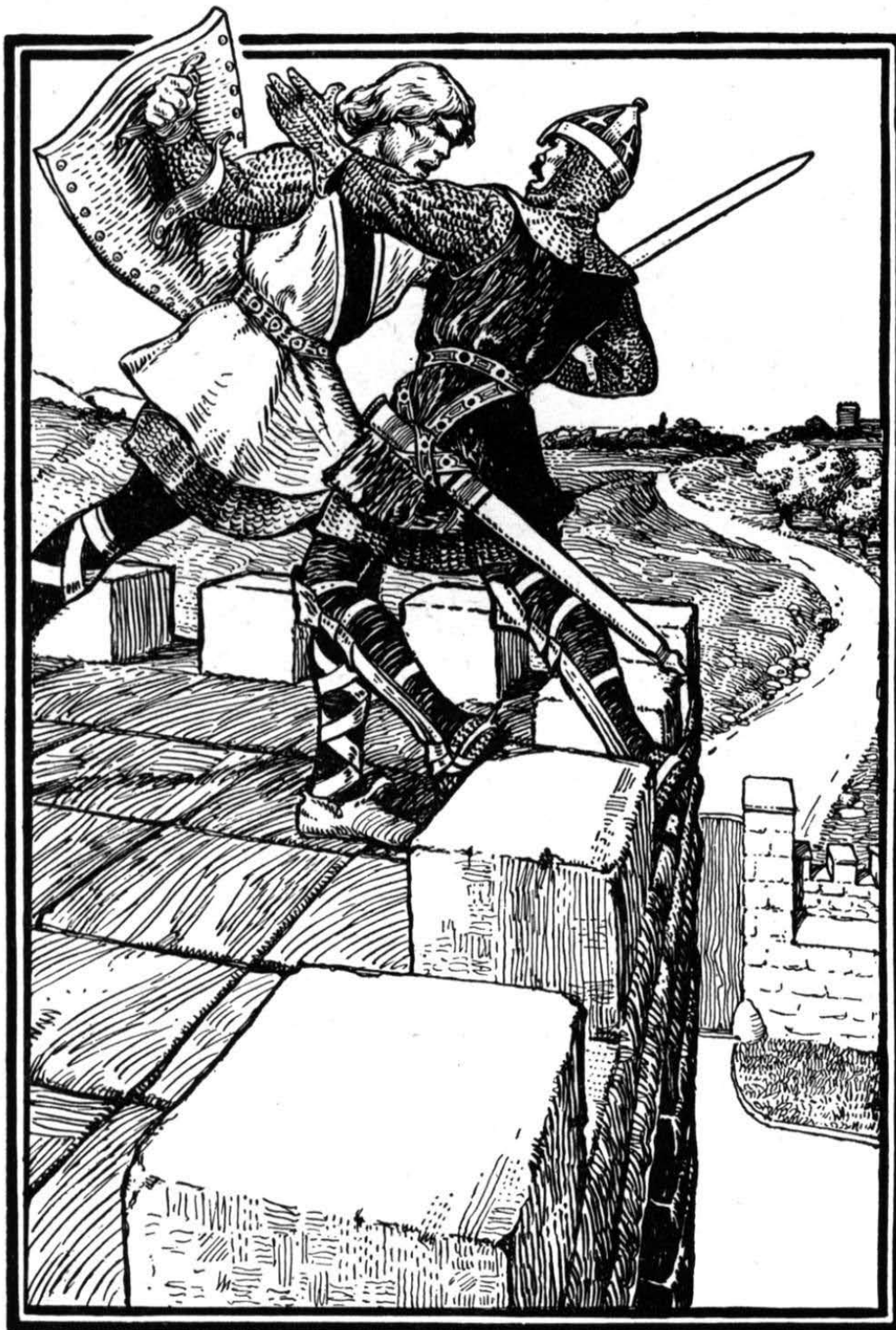
A grappling combatant is restricted to the following special Combat actions:

Break Free: To break out of a grapple, the character makes an opposed grapple attempt. The characters may only use the Unarmed Skill in this case. If the character succeeds his roll while his opponent fails then the character has succeeded in breaking free and the combatants are no longer grappling, though they will be adjacent.

Immobilise: While immobilised, enemies are considered helpless. Once per round the defender may attempt to break free.

Inflict Pain: The grappler inflicts damage is $1D4 +$ damage modifiers. Armour does not help. Once per round the defender may attempt to break free or may attempt to turn the tables on their attacker by counter grappling or attacking with a weapon or other unarmed attack.

Throw: The opponent is thrown 2 metres and suffers $1D4$ damage. Armour does not help. The grapple ends in this case.



Combat Results

Attacker	Defender's Reaction	Result
Fumble	No need to roll	Attacker fumbles.
Failure	No need to roll	Attacker fails to hit defender.
Success	Fumble	Attacker hits, defender takes damage rolled minus armour points and fumbles.
Success	Failure	Attacker hits, defender takes damage rolled minus armour points.
Success	Success	If dodging defender avoids the attack. If parrying then if attacker's weapon smaller or equal in size to defender's weapon all damage avoided. If parrying weapon is a rank smaller half damage, if two ranks smaller then no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage. If parrying the weapon size penalty does not come into it.
Critical	Fumble	Attacker does maximum damage and ignores defender's armour. Defender fumbles.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Attacker does maximum damage and ignores defender's armour.
Critical	Critical	Attacker hits, defender takes damage rolled minus armour points.

Summary of Combat Actions

Action	Description
Charge	Character moves twice movement, followed by a close combat attack with a +1D6 to damage. Loses Reaction for the round.
Close combat attack	Character attacks opponent with weapon, tests vs. Close Combat skill. If successful does weapon damage plus damage modifier.
All out attack	Two attacks at -25% Gives up Reaction for round.
Disarming attack	Attack at -25% to disarm opponent.
Set Weapon	Character sets spear or polearm in anticipation of charge. When charge occurs character attacks first with +25% to weapon skill.
Movement	The character moves his movement score in metres as a FREE action, once per round.
Change Stance	May move from prone to standing and vice versa.
Fighting Retreat	Moves half his movement rate and may make one action or one reaction.
Sprint	Moves twice movement score. May not attack and may only Dodge as a reaction.
Ranged combat attack	Character attacks opponent with weapon, tests vs. Ranged Combat skill if successful then does weapon damage plus damage modifier.
Cast spell	The spell takes effect when the character's turn comes up in the order of combat (as determined by his INT). The spell is not cast if casting interrupted and concentration lost.
Delay	Character either waits until after another character's action or tries to interrupt it.
Intimidate/Persuade	The character uses his Influence skill vs the enemies' Persistence to either intimidate, or persuade foes who are facing defeat, to flee or surrender.
Ready weapon	Character draws or loads weapon making it ready for combat.
Skill use	Character uses a non combat skill.

Chapter 6 Battle Magic

The basis of common magic

Of all the approaches to magic, Battle Magic is the most commonly available. In some settings every adult will know a few spells relevant to his or her trade.

The most frequently encountered spells, making up the majority of the spell list, are those that relate to combat, hence the name given to this approach to magic. Despite the name, not all the spells in this group are directly applicable to physical combat, there are a fair few that will aid the wily charmer and golden tongued manipulator.

Magic Points

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

Magicians can have access to additional pools of Magic Points, via bound Magic Spirits (see Call Sprit) and magic items that act as Magic Point Stores (see Create Magic Point Store). However these pools regenerate, if at all, independently of the character's natural rate (see below). Experienced Battle Magic users will have several Magic point stores and bound Magic Spirits at their disposal, which allows them to cast many of their spells without using their own precious pool of Magic Points.

A magician who is reduced to zero Magic Points falls unconscious until he has regained one Magic Point.

Regaining Magic Points

Using Magic Points is a draining and exhausting activity that requires a major effort from which the body needs to recover. Magic Points regenerate once the character fully rests, either by sitting down and taking it very easy or by having a good nights sleep.

For every two hour period that a character rests they regain Magic Points equal to a quarter of their POW total.

For example Rurik, with a POW of 8, takes two hours of

rest to regain two Magic Points, four hours to regain four Magic Points, six hours to regain six Magic Points and eight hours to regain the full eight Magic Points.

Basically if the character has a comfortable uninterrupted sleep of eight hours they will regain their full magic points.

Characters may never exceed their original Magic Point total by resting.

Learning Battle Magic Casting

Battle Magic Casting is treated as a skill. The base chance for Battle Magic Casting is POW x3. Spells are learnt separately, but the Battle Magic Casting skill determines the success for casting all Battle Magic spells. Under the default rules all player characters gain Battle Magic Casting skill at base and 6 points of magnitude of spells during character generation.

Learning Battle Magic Spells

Characters learn Battle Magic from other characters who know the spell. It costs one Improvement point per magnitude point to learn a Battle Magic Spell. Improvement points are covered in Chapter 7 The Quest and afterwards. If a character knows a spell at a lower magnitude, they only have to pay the difference in improvement points to gain the spell at a higher magnitude.

For example Rurik already knows Weapon Enhance at 2 magnitude. He wants to learn Weapon Enhance 3s; so he must spend only spend one improvement points to gain the spell at that magnitude.

Of all the approaches Battle Magic is the least powerful, but it is the easiest to obtain.

Battle Magic can be learnt from a number of sources.

From local folklore and tradition - families hand down spells and the local wise woman can teach healing spells to good members of the community.



From remote hermits and otherworldly Shamans who commune with the spirit world and learn it's secrets.

From local priests who teach Battle Magic associated with their gods' mythological exploits.

In each case the player character must be in good standing with the teacher before they will teach them the spell. If the teacher is indifferent to the player character to start with then they will first need to undertake some kind of service, which can be the focus of a Quest.

Casting Spells

A character must be able to move his hands to make gestures and be able to chant in order to cast a spell and must be able to see his target.

When the character is casting a spell under duress, such as in the midst of combat, they must pass a Battle Magic Casting test to successfully cast the spell. In this regard Battle Magic is like any other skill. If the character is relaxed and has all the time in the world then no casting test is needed, the spell is automatically cast.

If the Battle Magic casting test succeeds, a number of Magic Points are deducted from the spellcaster's total, equal to the Magnitude of the spell. The spell then takes effect.

If the Battle Magic Casting test fails, the spell does not take effect and the character loses one Magic Point.

Critical Success

A critical success on a Battle Magic Casting test means that the caster has been able to control the flow of the magic particularly effectively. The character loses one Magic Point instead of the normal cost of the spell.

Games Master's advice

When to ask for a Battle Magic Casting test.

Taking the above rule into consideration, most of the time the Games Master will only call for a Battle Magic Casting test when the caster has been put on the spot in a moment of tension, where it is important whether the spell works or not. This is usually during combat or, if using magic such as Golden Tongue, to help with an Influence test in social situations.

When the situation is much more relaxed then there is no need to call for a Battle Magic Casting test. Therefore, after combat, a character that is using Heal 2 to heal injured members of his party, does not need to roll for each casting. Instead they simply heal the damage and take off the magic points.

Fumble

A fumble on a Battle Magic Casting test means that the caster has been unable to control the flow of the Battle Magic. Rather than losing a single Magic Point for failing to cast the spell, the caster loses a number of Magic Points equal to its Magnitude.

Casting Time

No other action may be taken whilst casting a spell, though the character may slowly walk up to half their Movement while spell casting.

All spells take one combat round to cast.

Casting begins at the start of the combat round and a spell's effect happens on the caster's INT, instead of DEX, which is used for or close combat.

Distractions, or attacks on the caster as he casts, will automatically ruin the spell unless the caster successfully passes a Persistence test, thereby maintaining concentration on the spell. Examples of distraction include blinding, disarming, or wounding the caster.

Dismissing Spells

In a single Combat Round, a caster can dismiss any Permanent spell(s) he has cast as a free action. Ceasing to cast a Concentration spell is immediate and not an action.

Spell Traits & Descriptions

Unless noted otherwise all Battle Magic spells have the following traits.

- They have Variable Magnitude. This means that the Magnitude of the spell starts from the stated Magnitude and then can be cast at a higher Magnitude, if the caster knows it, giving an increase in the effect of the spell. The maximum Magnitude that a caster can learn is equal to their POW divided by 3,
- Base Magnitude is one.
- Range is equal to the caster's POWx3 in metres.
- All spells, unless noted, otherwise have a duration of ten minutes.

Other traits used by spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character continues to concentrate on it. Concentrating on a spell is functionally identical to casting the spell, requiring the caster to continue to chant and ignore distractions.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it.

Non-Variable: The spell may only be cast at the stated Magnitude.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Resist (Dodge/Persistence/Resilience): The spell's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect, using a Unarmed skill test to make contact. The caster must remain in physical contact with the target for the entire casting.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect

Battle Magic Spells

Spell	Traits	Effect
Befuddle	Magnitude 2, Non-Variable, Resist (Persistence)	Confuses the target so they can not attack.
Clear Path	Touch	Clears the way through dense undergrowth.
Call Spirit	Magnitude 3, Non-Variable, Resist (Persistence)	Summons spirits to do the casters bidding.
Co-ordination	Touch	+2 per Magnitude to Combat Order, +10% per Magnitude to Dodge and Athletics
Countermagic	Instant,	Used as a combat reaction, spell automatically dispels any magic cast within range whose Magnitude is lower or equal to its.
Create Charms	Permanent	Creates magic items with Battle Magic spells
Create Potion	Permanent	Creates potions with stored Battle Magic Spells
Create Magic Point Store	Permanent,	Creates a Magic Point store which can later be used instead of the caster's own Magic Points.
Darkwall	Area 5, Magnitude 2, Non-Variable	Creates a moveable solid wall of darkness
Demoralise	Magnitude 2, Resist (Persistence), Non-Variable	If cast before combat begins, target losses will to fight. If during combat skills halved and may not cast offensive spells
Detect X	Concentration, Non-Variable	Where 'X' is a substance or a group of living beings.
Dispel Magic	Instant	Dispels spells of Magnitude equal or lower to it.
Disruption	Instant, Resist (Resilience)	Causes 1D4 damage per Magnitude.
Dull weapon		Reduces a weapon's damage by one point per Magnitude
Drive out Spirit	Instant, Resist (Persistence)	Casts out possessing spirits.
Enhance Skill X		Adds +10% per Magnitude to a particular skill
Extinguish	Instant	Puts out fires.

Why do some of the spells break OpenQuest's big bonus rule?

Some of the Battle Magic spells listed below give a bonus of +10% per point of Magnitude, which is well below +25%, the minimum modifier normally handed out. This is because such spells start small and end up big. So, a Weapon Enhance 1 spell gives a +10% bonus, but within two magnitudes, at Bladesharp 3, it gives a +30% bonus. It's an inbuilt feature of Battle Magic that it starts off small, the low level magic of street diviners and local wise women, and ends up big, as the magic of spell slinging heroes.

Battle Magic Spells (Continued)

Spell	Traits	Effect
Fanaticism	Magnitude 2, Non-Variable	+25% to all close combat skills, but may not parry or cast spells.
Firearrow	Magnitude 2, Touch, Trigger, Non-Variable	+1D10 magical flame damage to affected arrow.
Fireblade	Magnitude 4, Touch, Non-Variable	+1D10 magical flame damage to affected sword.
Heal	Instant, touch	+1 Hit point per point of Magnitude.
Hinder	Duration 5, Ranged, Resist(Persistence)	-10% to a target's given skill per point of Magnitude
Ignite	Instant	Starts fires
Light	Area 10m	A magical light that illuminates its area.
Mindspeech		Allows mental communication with one target per point of Magnitude.
Mobility		+2m to Movement Rate per Magnitude
Multimissile	Touch, Trigger	+1 missile per Magnitude
Pierce	Touch	-1 AP per Magnitude
Protection		+1 AP per Magnitude
Second Sight	Magnitude 3, Non-Variable	Allows the caster to judge how many magic points a target has.
Slow	Resist (Resilience)	-0.5 to Movement Rate per Magnitude.
Speedart	Magnitude 2, Non-Variable, Touch, Trigger	+3 damage, +25% to Ranged Combat skill.
Spirit Shield		Repulses enemy spirits
Strength	Touch	+10% to any strength based Athletics test per point of Magnitude. +1 step for Damage Modifier per Magnitude.
Vigor	Touch	+1 Hit point per point of Magnitude, for the duration of the spell.
Water Breath	Touch	Allows the caster to breathe under water.
Weapon Enhance	Touch	+10% to hit, +1 Damage to either Close or Unarmed weapon cast on. The additional damage caused by the spell is considered Magical.



Befuddle

Magnitude 2, Non-Variable, Resist (Persistence)

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

This spell is effective against humanoids and natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Call Spirit

Magnitude 3, Non-Variable, Resist (Persistence)

This spell is used to summon a single spirit of a given type from the Spirit World to do the bidding of the caster. Unless combined with a Binding attempt (see below) the spirit that falls a persistence roll must perform one action within its power for the caster after which it returns to the Spirit World.

The spirit resists the call by using its Persistence. If it succeeds it can return to the Spirit World.

Types of Spirit

- Disease spirits, inflict disease upon the possessed victim
- Passion (Fear/Madness/Pain) these spirits work upon the passions of a victim and cause mental debilitation and distress.
- Healing spirits, can be used to heal wounds and drive out possessing Disease spirits.
- Magic spirits, know both spells and have magic points that the caller may

Binding spirits

To bind a spirit the caster must engage in a spiritual combat. If they win they can bind the spirit to an item or to their person, by spending an additional Improvement Point. If they fail the Spirit either flees to the Spirit World, if it is a Magic or Healing spirit, or possesses the caster if it is a Disease or Passion spirit.

Clear Path

Touch

This spell allows the caster to move through even the most tangled, thorny brush as if he were on an open road. For each additional point of Magnitude, he may bring one person with him.

Co-ordination

Touch

For every point of Magnitude of this spell, the target's combat order increases by +2 whether casting spells or fighting and add 10% to dodge or DEX-based Athletics tests per Magnitude. This also increases any skill that uses

DEX as its base. The characteristic can be increased above normal racial maximum for the duration of the spell.

Countermagic

Instant

Countermagic is only ever used as a Reaction, and only when another spell is cast within Countermagic's Range that the character wishes to counter. A successful Countermagic disrupts the other spell and nullifies it. As long as Countermagic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Create charms

Permanent, Casting Time (Special)

A charm is a physical item that stores one or more Battle Magic spells. A charm could be a necklace that holds a Befuddle 4 spell, a sword etched with runes that holds a Weapon Enhance 2 spell or even a sheet of paper with a poem written on it that, when held against the skin, provides a Protection 1 spell.

- To create a charm a character must possess both the spell they wish to store and the Create Charm at the same Magnitude.
- The item into which the charm is to be cast must be prepared and in contact with the caster for the length of the casting.
- If the caster spends one Improvement Point at time of creation the spell within the Charm is reusable. Otherwise once the spell is cast the Charm is dispelled.
- - A spell stored in a Charm is used like any other spell that the possessor knows. It uses the wielder's Battle Magic Casting skill and is powered by the wielder's magic points.
- The time take to create a single-use Charm is one hour per point of magnitude of the spell being stored; Reusable Charms take three hours per point of magnitude to create.
- Charms are mundane items in their own right and if the item is broken the Charm is dispelled.

Create Potion

Permanent

Potions are liquids that store one or more Battle Magic spells. The magnitude of the Create Potion spell needs to equal or exceed the highest magnitude of the spell being stored into the potion.

- All potions are one use. They must be drunk in one swift gulp to work.
- The potion automatically works and doesn't incur a cost in magic points to the person who is drinking the potion.

- The potion costs the enchanter magic points. They must know the spell at the magnitude enchanting at, with the magic points of the spell being put into the potion.
- There is an associated cost of 1 Gold Ducat per magnitude.
- To make the potion, the enchanter must roll successfully against Battle Magic Casting for each spell being placed in the potion and against Lore (Potion Making). If they fail the potion is ruined and they lose the cost of the ingredients.
- Potions take one hour per point of magnitude of spell(s) stored to create.
- A potion must be stored in an air tight container, or it evaporates losing one point of magnitude per week.

Create Magic Point Store

Permanent,

This spell allows the caster to create an item which has Magic Point storing capabilities. These allow the owner to have a pool of Magic Points in addition to their own.

Typically crystals are used due to their physical toughness, in game terms treat them as unbreakable. This also applies to charms, such as a sword with Weapon Enhancement 2 stored in it, to provide a pool of magic points to cast the spell from.

Magic Point stores take one hour per magic point stored in them to create.

Unless one improvement point is spent when they are created they are non-reusable,. Once the Magic Points are used the item loses its ability to store magic points. If the improvement point is spent the item then becomes reusable. Once all the Magic Points are used, the item can be refilled instantly from the user's own Magic Points.

The caster must fill the item with their own Magic Points as part of the spell. The amount of Magic Points put into the item at the time of casting becomes the maximum that can be put into the item. This maximum can not be increased after the spell is cast.

If the item is destroyed the magic points are released harmlessly into the surrounding area.

Darkwall

Area 5, Magnitude 2, Non-Variable

Light sources within a Darkwall area shed no light and normal sight ceases to function. Other senses such as a bat's sonar and other senses such as Night Vision (see chapter 10 Creatures) function normally.

The caster may move the Darkwall 15 metres per Combat Round. If this option is chosen, the spell gains the Concentration trait.

Demoralise

Magnitude 2, Resist (Persistence), Non-Variable

This spell creates doubt and uncertainty into the very heart and soul of the target. The target of this spell has all Weapon skills halved and may not cast offensive spells. If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the Fanaticism spell and vice versa.

Detect X

Magnitude 1 Concentration, Non-Variable

This covers a family of spells that all operate in a similar fashion, allowing the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. It is also blocked by Countermagic, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Countermagic. The separate Detect spells are listed below and must be learned separately to use them.

Detect Enemy: Gives the location of the nearest creatures, of a number equal to the magnitude of the spell, that intend to harm the caster.

Detect Magic: Gives the location of the nearest magic item, magical creature or active spell.

Detect Species: Each Detect Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Detect Goblin, Detect Rhino and Detect Elf.

Detect Substance: Each Detect Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Detect Coal, Detect Gold and Detect Wood.

Dispel Magic

Instant

This spell will attack and eliminate other spells. Dispel Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dispel Magic will not have any spells currently affecting it eliminated.

Disruption

Instant, Resist (Resilience)

Disruption literally pulls a target's body apart. The target will suffer 1D4 points of damage to a random hit location,

ignoring any armour points.

Dull weapon

This spell can be cast on any weapon. For every point of Magnitude it reduces the damage dealt by the target weapon by one.

Drive out Spirit

Instant, Resist (Persistence)

This spell excommunicates a spirit that is either passively or dominantly possessing a character (see Chapter 10 for details on possession type). The spirit resists eviction from its host using its Persistence, with a penalty of -10% for every magnitude point of the spell. If it fails it is driven back to the Spirit World.

Enhance Skill(x)

Like Detect x, this is a number of different spells, each of which affects a different skill. For each point of Magnitude of the spell, the recipient gains +10% to any skill test using the skill Enhanced. Alternatively, for each additional point of Magnitude of the spell, the caster can affect one more target. The bonuses and targets can be split as necessary providing each bonus is in multiples of 10% and the total of bonuses equals the spells Magnitude x 10%.

For example, Rurik may have Enhance Skill(Deception) 5. He could cast it all on himself to give a whopping +50% to his Deception, or could cast it on himself and an ally, giving himself +30% and his ally +20%. If in a larger group, he could even cast it on 5 allies, each of which would gains +10% to their Deception skill.

The most common spells of this type are:

- Enhance Skill(Deception), often used by thieves; Enhance Skill(Trade), used by merchants
- Enhance Skill(Influence), used by lawyers, con-artists and officers
- Enhance Skill(Resilience), used by warriors
- Enhance Skill(Persistence) used by magicians.

These spells are sometimes called by other names, such as “Cover of Night” or “Shadowstealth” (for Enhance Deception), “Golden Tongue” (for Enhance Influence or Trade), or “Toughen” (for Enhance Resilience).

Extinguish

Instant

This spell instantly puts out fires. At Magnitude 1 it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno.

Fanaticism

Magnitude 2, Non-Variable

The target of this spell will have all close combat increased

by +25% but may not attempt to parry, dodge or cast spells. Also for the duration of the spell the target has a +50% bonus to any Persistence test related to Morale. The effects of this spell are automatically cancelled by the Demoralise spell and vice versa.

Firearrow

Magnitude 2, Touch, Trigger, Non-Variable

Casting this spell on a missile weapon will cause it to burst into flame when it is fired and strikes a target. When it hits a target, the missile will deal 1D10 points of magical fire damage instead of its normal damage. Since Firearrow does magical damage, it affects creatures that are immune to normal damage. A missile under the effects of Firearrow cannot benefit from Multimissile or Speedart.

Fireblade

Magnitude 4, Touch, Non-Variable

For the duration of the spell, this weapon will deal 1D10 magical fire damage instead of its normal damage. A weapon under the effects of Fireblade cannot benefit from Bladesharp. Since Fireblade does magical damage, it damages creatures immune to normal damage.

Heal

Instant, Touch

For every point of Magnitude of this spell, the caster can repair one hit point of damage of either himself or another target of the same species. Creatures of a different species will have half this damage repaired (minimum of one hit point restored).

A Magnitude 6 or higher Heal spell will also re-attach a severed limb accomplished within ten rounds of the loss.

A Magnitude 5 or higher Heal spell will also cure any single poison or disease affecting the target.

Hinder Skill(x)

Duration 5, Ranged, Resist(Persistence)

Like Enhance Skill(x), this is a number of different spells, each of which affects a different skill. For each point of Magnitude of the spell, the target gains a -10% penalty to any skill test using the affected skill.

Alternatively, for each additional point of Magnitude of the spell, the caster can affect one more target. The bonuses and targets can be split as necessary providing each penalty is in multiples of 10% and the total of bonuses equals the spells Magnitude x 10%. If used in this way, each target is affected separately; if one target succeeds on resisting the spell, other targets may fail and be affected.

The most common spells of this type are: Hinder Skill(Perception), often used by thieves; Hinder Skill(Trade), used by the nastier traders; and Hinder

Skill(Persistence) used by magicians against enemy spell-casters prior to casting spells upon them.

Ignite

Instant

Ignite will set fire to anything flammable within range, creating a flame. Skin or flesh cannot be ignited and if the target is attached to a living being (such as hair, fur or clothes) then the spell gains the Resist (Resilience) trait.

Light

Area 10

Cast on a physical object (including living material), this spell causes the object to shed light across the area of effect. Note that only the specified area is illuminated – everything outside the area of effect is not. This spell creates raw light, not a flame.

Mindspeech

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

Mobility

For every point of Magnitude of this spell, the target's Movement Rate will be increased by 2m

Multimissile

Touch, Trigger

If the caster succeeds in casting the spell, a missile weapon is charged with the spell for up to ten minutes. A missile under the effects of Multimissile cannot benefit from Firearrow or Speedart.

When the Multimissile-enchanted missile is fired/thrown, one additional magical missile is created for every point of Magnitude. Each magical missile's attack is rolled for separately and each does the same damage as the original (though they will not benefit from the character's damage modifier). Magical missiles created through Multimissile will not cause critical hits, though the original missile can. Magical missiles created through Multimissile are magical and will affect creatures that can only be hurt by magic.

Pierce

Touch

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores one armour point when it strikes armour. Pierce can bypass magical armour as easily as normal armour.

Protection

For every point of Magnitude of this spell one armour

point is added to the armour of the target. This stacks with any existing armour and is treated in the same way.

Second Sight

Magnitude 3, Non-Variable

Second Sight allows the caster to gauge the POW of every creature and magic item within range. The spell is blocked by anything that blocks normal vision. The caster will know if each aura created by the illuminated POW is less than his own POW, within three points of his own POW or greater than his own POW.

Additionally, Second Sight provides a +25% bonus on Perception tests to notice hidden magical items or hiding people or creatures. Second Sight will also reveal invisible entities; though only a hazy image will show (treat such targets as partially obscured).

Slow

Resist (Resilience)

For every point of Magnitude of this spell the target's Movement Rate will be decreased by 0.5. A target's Movement may not be reduced to below one metre through use of this spell.

Speedart

Magnitude 2, Non-Variable, Touch, Trigger

Cast on a missile weapon, this spell is triggered when it is fired. It gives a +25% to Ranged Combat and +3 damage while using the missile. A missile under the effects of Speedart cannot benefit from Firearrow or Multimissile.

Spirit Shield

This spell forms a magical barrier that protects the caster from magic point loss as the result of a successful attack during Spirit Combat (see below). Each point of magnitude reduces the damage done by an attacking spirit by one point.

Strength

Touch

For every point of Magnitude of this spell, the target's Damage bonus increases by one step and strength based athletics tests are +10% per Magnitude. Note the Damage bonus increase is not treated as magical damage.

Vigour

Touch

For every point of Magnitude of this spell, the target's Hit Points score increases by +2. A target cannot have its Hit Points increased in this way to more than twice its original score. Damage is taken from the 'magical' hit points first, so when the spell dissipates the damage that was inflicted on the magical hit points disappear too. If you are using the Major Wounds optional rule then recalculate the Major Wound level while the spell is in effect.

Water Breath

Touch

This spell allows the target to breathe water for the duration of the spell. For every point of Magnitude, one additional person can be included in the spell or an extension of the duration by one minute. Water Breath has no effect on the target's ability to breathe air.

Weapon Enhance

Touch

This spell can be cast on any close combat weapon or any unarmed attack. For every point of Magnitude, it increases the chance to hit with the weapon by +10% and deals one point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The weapon's base damage remains non-magical. A weapon under the effects of this spell cannot benefit from Fireblade.

Specific types of Weapon Enhance spells

If you want to make this spell more specific to the type of weapon it affects, rename it and change the category of weapon it affects.

Besital Enhancement – works on natural weapons

Bladesharp – works on any bladed weapon.

Bludgeon – works on any blunt weapon.

Shamans

Shamanism is the belief that everything in the world has a spirit, which can be communicated with for knowledge and power and that these spirits have a direct effect on the world. They exist in a spirit world which exists alongside, but invisible to, the normal world. A village might have a guardian spirit that affects the fertility of the villagers and their livestock and the bounty of their harvests. If pleased and honoured with offerings at a well kept shrine, lots of healthy children and animals are born and the fields yield bumper harvests. If displeased by inappropriate offerings, behaviour, or worst still neglect, then the local spirit can blight crops and make sure no children or animals are born.

It is, therefore, important that Shamans interact with this 'spirit world', communicating with sympathetic spirits and driving off hostile spirits, on behalf of her tribe. Disease and Pain spirits regularly have to be exorcised by

the Shaman, while Magic, Healing and Spell spirits have to be contacted and encouraged to use their abilities for the benefit of the Shaman's community. They are also responsible for caring and communicating with the spirits of dead ancestors who, if honoured regularly, help the community by lending their advice and magical abilities. The abilities and powers of these spirits are covered in Chapter 10 Monsters.

Becoming a Shaman

Usually a Shaman is chosen by the spirit world and hears the call. During the period of change, where the character becomes attuned to the spirit world, they might appear to have gone mad to their friends who are still rooted in the mundane world and can not see the character's new friends in the Spirit World. The character is usually then taken under the wing of an existing Shaman who teaches them the skills they will need in their new vocation.

In game terms, a character spends five improvement points and gains the skills of Shamanism at the base skill ranking. Becoming a Shaman is a big commitment and is usually not taken by characters during character generation, unless the Games Master allows it.

Shamanism (INT +POW)

This skill provides for a number of abilities. These abilities, although magical in origin, are always on or, in the case of Disassociate, can be called upon. No Magic Points are needed.

Disassociate from Body - the Shaman can put his body into a deep sleep while his spirit travels the spirit world. The two are connected by a slender silver cord, and if the body is destroyed the Shaman is effectively dead and his



spirit is trapped in the spirit world. If the Shaman is reduced to 1 or 0 Magic Points while in the spirit world his Spirit returns to his body immediately. In this 'dissociated' form the Shaman can engage in Spirit Combat with an attack equal to his Shamanism score. During his time in the Spirit World, the Shaman has no physical body therefore is considered STR, CON, DEX and SIZ less. Any skills that are based upon those Characteristics or require a physical presence can not be used. The only way that a Shaman can interact with the physical world is through casting spells or Spiritually attacking. While disassociated the Shaman is invisible to the physical world.

See into the spirit world - The Shaman can always see what is happening in the spirit world and therefore detect spirits that are invisible to non-Shamans.

Assess harmony of the spirit world - This ability allows the Shaman to sense if something is wrong with the immediate spirit world to a range of POW in kilometres.

Knowledge of the spirit world - The Shaman learns about the 'geography' of the spirit world and its inhabitants.

In addition, Shamans commonly learn the following Battle Magic spells; Drive out Spirit, Spirit Shield and Call Spirit.

Spirit Combat

Not all spirits in the spirit world will be friendly to the player characters. Some will be guardian spirits placed over treasure and locations to guard them against intruders who they will attack when they enter their area. Some will be hostile spirits unleashed in combat by enemy Shamans. Some will be malignant entities that a Shaman will encounter in his travels in the spirit world looking for beneficial spirits.

In these cases Spirit Combat will occur. This is the clash of spiritual energies each trying to overcome and dominate the other.

Procedure

- This is a simultaneous opposed test. If part of a physical combat then an entire Spirit Combat occurs instantaneously in real time. Resolve the Spirit Combat before continuing with the rest of the combat round.
- Use Spirit Combat skill vs Shamanism skill or Persistence if Character does not have Spirit Combat, such as a normal person who hasn't been trained in Shamanism.
- Spirit Combat (Type of Attack) (POW x 3) This skill allows the character to engage in Spirit combat. It also allows them to bind a spirit after successfully defeating them.
- The combatant that loses the Spirit Combat Test loses D6 Magic Points minus the Magnitude of any Spirit Block they may have cast on them.
- The more powerful a spirit is the more damage it does. For every ten points of POW above 20 a spirit combatant gains an extra +1D6 to the damage they do in spirit combat.
- If a combatant's Magic Points are reduced to 0 it loses the combat. If the opponent was using Persistence the spirit is banished and flees into the depths of the spirit world. If the opponent was using a Spirit Combat skill and knows the appropriate Call spell for the spirit then they may bind the spirit to their service for one action right there and then. If the loser is a mortal with a body, and the winner is a spirit capable of possession, the loser is possessed by the spirit.



Chapter 7 The Quest and afterwards

What to expect on a Quest and how your character develops as a result

A Quest is an epic story that involves the player characters as the main protagonists. There is a chance of reward or failure, of encountering foul monsters, dangerous magics and hidden traps. Like any story it has a beginning, middle and an end. It may last one or more game sessions. Whatever might happen, it will be a memorable event in the character's lives that leaves them altered, for good or for bad, forever.

The Quest is the centre of OpenQuest play and the main purpose in the player character's life. They may have some sort of normal life that they return to between Quests, but it is during their adventures that they drastically change. For the players, Quests are where the fun happens, where their creations are placed centre stage.

Setup: The beginning

This phase of the game is where the Games Master and the players set up the Quest. At first, while the players are still finding their feet in the game, this process will be led by the Games Master. For example, he may set up a wealthy 'Patron' who requires the player characters to perform a job on his behalf. The players' characters could work for a Guild or another powerful organization, which pays them for completing missions for them. Another way of setting up a Quest is to have some sort of major event happen in the player character's locale that affects them all, such as an outbreak of a magical plague or a full scale invasion. It is then up to the players to determine how their characters react, but the central premise of the Quest has been set up and is already loaded with gaming possibilities.

Once the players are more familiar with the game and confident of their character's abilities they may define the reason for their participation in the Quest. Perhaps there is a villain from an earlier Quest that they want to hunt down and settle unfinished business. Or maybe there's a far away part of their land they want to head off and explore. In this case the players work with the Games Master to define what the aims of the Quest are.

By the end of this phase both the players and the Games Master know what the aims of the Quest are. The Games Master then starts play by summarising the background and aims of the Quest in the form of a 'Player's Introduction'.

An example player's introduction.

Death comes to Ridsdale

A bad wind howls through the empty streets of Ridsdale. A foul magical wind that brings with it a deadly plague. With its citizens succumbing to the 'Death Breeze', as the

locals are calling it, the Merchant's League of Ridsdale offers a reward of 500 Gold Ducats and a villa in a prime part of the city to anyone who can find out who is responsible for the wind and bring them to justice.

Games Master Advice

Let your players help you

Don't feel that you always have to come up with the starting point for Quests. Even when you have a strong idea of what locations, events and non-player characters you want to have in the Quest, it is useful to hear what the players have in mind and weave that into what you already have. This gives the players a greater sense of involvement and allows you to feed in the excellent ideas that they have into your own. It also ensures that you and your players get the adventure you both want. For example a Games Master prepares a Quest which relies heavily on investigation and politics, while the players are really looking forward to an action based game. If the Games Master sticks to his original plan, then the players will get bored and not have fun. If the Games Master asks the players what they want during set up then he can mix in some action and generally up the pace of the investigation so that the players are no longer potentially twiddling their thumbs. He might even decide that the players' ideas are so cool that he puts aside his original investigation idea for another day when the players are in a more reflective mood.

Use the players' ideas to provide you with a springboard to think up locations and encounters. That being said, remember to keep a few surprises up your sleeve. Part of the fun of the game is unpredictability and twists.

Game play: The middle

This phase of the game should be the main part of the Quest. The middle is where all the dice rolling and action happens and most of the story is told. Since each story is different, with its own characters, hazards and settings, and the unique actions of the players, the middle of the adventure is very different for each Quest. There are however a few common features to all Quests.

Preparation

Before the Quest starts in earnest the players will probably want to have their characters prepare for the Quest. Preparation is usually of three kinds.

Equipping. The players make sure that their characters are equipped for the adventure. If they are heading off into the wilderness, for example, they will want to make

sure that they have enough food, water, appropriate clothing, horses and camping equipment for the long hard journey ahead. This usually entails a trip to the local market to make deals with the traders and merchants for the equipment they need. If the characters are trying to find an especially obscure item a successful Streetwise test is required.

Research. This type of preparation is where the characters try to find out as much information about the perils they will face on the quest. This may lead them into the local Temples to consult the ancient scrolls stored there. Alternatively this may involve talking to people who have been to where the characters are planning to go.

Magical rituals. This is especially relevant to characters that have either Divine or Sorcery spells (see Chapter 8 & 9 respectively). Before setting off on the Quest the player characters may cast long duration spells and rituals if they know them. This ensures that the magic is already in effect by the time that the group embarks on the quest and will last throughout it. Also those characters that are in good standing with their gods, usually make a trip to their local Temple to ask the priests to cast Divination on their behalf, to find out what their god knows about the Quest.

Games Master's Advice

Don't get stuck in the preparation!

Although Preparation is in the Game Play phase, rather than Setup, it still isn't really where the players want to be, which is in the midst of the Quest itself. So, unless the situation and story warrants it, quickly move through the preparation phase. Especially if the player characters decide to split up and do different things.

Death comes to Ridsdale (continued)

Rurik, Lura, Mancala and Abnon met up in a tavern in Ridsdale. They decide that they are going to find out who is responsible for the plague. Each character has a different motive for doing so. Rurik and Mancala are motivated by the prospect of the reward. Lura wants to find out what the magical power is behind the plague. Abnon wants to bring justice to the fiend that has caused so many deaths in the city.

During Preparation, the players decide to split up.

Rurik goes to the market to find a new shield. This is a common item, so the Games Master asks Rurik's player to deduct the price and note the new shield on Rurik's character sheet. Rather than describe Rurik's shopping trip to the market in detail, just note that Rurik has a new shield and move on.

Lura goes to the local Temple of Knowledge, to consult

its library to see if there has ever been a similar incident in the history of Ridsdale. The Games Master could make Lura's player make a skill test, but in this case it is quicker to give her the information. Lura finds out that apart from an outbreak of 'the shakes' twenty years ago, which was started by the vengeful Goblin King by poisoning the city's water supply, there has never been a city wide epidemic in the history of Ridsdale.

Mancala goes to his favourite tavern, to see if the local thieves know any thing about the plague. Apart from moans about business being slow because of the plague, he learns very little.

Abnon makes a trip to his temple to ask for guidance from his god. Since what the god reveals about the upcoming Quest is significant and relevant to the story, the Games Master takes more time in describing the Divination and its results.

What happens on the Quest itself?

Hazards and dangers are part and parcel of Questing. Without risk the rewards of adventure are not worth having. The game would be stale, boring and not fun.

Some of the things that the player characters may meet on their adventure include fearsome and violent monsters, fiendish traps and mysterious magic of ancient civilizations.

The backdrop to the Quest may bring its own challenges. Ruined buildings may be littered with unstable masonry as well as the traps laid by the creatures who have made it their lairs. Once away from the comforts of the city, the wilderness on the edge of civilization has many dangers. Scarcity of food and water, adverse weather conditions and the danger of getting lost in difficult terrain are all things the player characters will have to deal with.

Through investigation the player characters will find out more about what is going on in their immediate surroundings and some of the deeper mysteries of the Quest. This will bring them into contact with non-player characters, who they will need to influence to prise out information. There will also be clues in the locations they find themselves in. Much of this will be role played out, with both the players and Games Master being in character. Occasionally, if it feels right and raises the tension of the game, the Games Master may call for skill tests using Influence, if questioning non-player characters, or Perception, if searching for hidden clues. Like all skill tests the Games Master should be wary about making the players roll dice every time in an investigation. Some clues are readily apparent if the players ask or look in the right place in the right way, especially if they combine this with good roleplaying. In these cases the Games Master should simply give the players the information. Part of a good mystery anyway is down to how the players interpret the clues and how they act based upon what they know.

They might jump to conclusions when only knowing part of the picture.

Most creatures and monsters that the player characters meet upon their Quests will have their own motives. Sometimes these will run counter to the player characters and lead to conflict and in some extreme cases Combat. Sometimes, if the player characters stop to talk and work out what the creature is doing, they will find that instead of being only sword fodder they have aims and objectives

Games Masters Advice

Dungeon Ecology

In the early days of fantasy roleplaying most adventures took place in underground complexes filled with monsters, treasure and traps called dungeons. Players would move their characters through the dungeon corridors, kicking in locked doors, attacking the monsters that lived within and counting up their treasure once they had slain them. They then repeated this procedure until they meet some big end of level boss monster, defeated it and returned home laden with treasure. In an effort to spice things up traps would be randomly placed round the dungeon. Concealed pit traps in the middle of corridors and doors trapped with guillotine blades that could kill an unlucky player character with little warning. Mainly these traps served only to slow down the players' rampage through the dungeon. This style of play is commonly known as 'Kill things and take their stuff' and while it can be exhilarating for a while, it quickly becomes boring.

So, enterprising Games Masters started to work out some form of 'ecology' to their dungeons. The inhabitants had some reason for being there and had relationships with one another. The Boss Level monster, became the ruler of the dungeon, which the rest of the monsters followed out of respect, or, more likely, fear. Traps were placed rationally, usually in the territory of intelligent monsters, to keep out intruders or at least slow their advance until an organised defence could be formed. Everything placed in the dungeon had a reason for being there, which no matter how fantastic helped 'suspend the disbelief' of the players immersing themselves in the fantasy world that the Games Master was describing.

As the player characters moved out into the wilderness around the dungeons and the cities which they called home, this design principal was continued, creating large fantasy worlds that have places and people in them loaded with potential stories just waiting to happen.

OpenQuest, with the centrality of Quests as a vehicle for interactive storytelling, emphasises this approach to creating settings. If something is in the game world, make a quick note on why it's there. This rationale can be the spring board to action and adventure when the players encounter it. This will prevent things encountered in a Quest becoming meaningless and lacking in context, which could lead to the players overlooking or failing to interact with it.

similar to their own. Some creatures of course will be neutral, perhaps merely only interested in defending their own territory and easily avoidable if the player characters stay away from their lair.

Death comes to Ridsdale (continued) The Quest

The player characters investigate the deadly plague. They follow up a lead that Abnon's Divination provided – a vision of an old disused graveyard – and find that a group of necromancers have taken up residence in an old crypt. After avoiding the traps at the entrance of the crypt, meant to deter intruders, the group confronts the evil sorcerers and their undead servants in the crypt. Abnon and Rurik particularly distinguish themselves during the fight. The group initially thinks it's all over at this point, but sharp eyed Mancala notices that the sarcophagus of the crypt is freshly disturbed and they realize that the master of the necromancers is newly risen and abroad in the city. Many of the graves are empty and tracks show that that a small army of shuffling corpses has left the old necropolis, led by the master necromancer.

Resolution: The end

Every story has an end. If it's a good story it will have an exciting climax which leaves the reader satisfied at the end of it.

Both the players and the Games Master should be aware that this is the aim of playing OpenQuest and should gently steer the action towards such a satisfying conclusion.

After the adventure has ended the Games Master should hand out any improvements that the players have earned for their characters.

Improvement Points

These are a measure of how the character grows with experience. The more experiences that the character has during a Quest the more improvement points they will earn by the end of the session. Improvement points are spent by players to increase and add new skills and spells (see Improving Characters below).

- For each session that the character played in 1 point
- For being the person who pushes forward the plot at a crucial point in the story 1 point.
- For being the Player who helped everyone have the most fun 2 points. This is determined by a vote amongst the players and Games Master.

Hero Points

In an average story, each character should also receive two Hero Points. This can be modified if the character performed particularly poorly or heroically, giving a range of between zero and four Hero Points awarded.

Death comes to Ridsdale (concluded)

The group follows their noses and the trail of grave soil through the city and finds the master necromancer, an undead creature known as a Lich, and his zombie hordes besieging the city council house.

In this case the players and Games Master decide that a final battle royal between the group and the Lich and his undead armies, with the winner deciding the fate of the city, is the way that they want to go. The resolution of the Quest is not fixed however. The players might instead have felt that escaping the city and leaving it to its doom was a satisfactory conclusion.

At the end of 'Death comes to Ridsdale' the Games Master determines the Improvement Points for each character:

For each session that the character played in 1 point

Every player gets 1 point because the Quest took one session to play.

For being the person who pushes forward the plot at a crucial point in the story 1 point.

Abnon gains an extra point since it was his Divination that really gave the players their first concrete lead.

Abnon and Rurik distinguishes themselves during the fight at the graveyard

It is Mancala who finds the clues at the graveyard which leads them to the Lich .

All the characters where involved in this heroic fight.

Which means Abnon gets 3 additional improvement points, Rurik gets 2, as does Mancala and Lura only gets one for the final fight against the Lich.

For being the Player who helped everyone have the most fun 2 points.

Everyone votes that Mancala's player Sarju helped everyone have fun and get involved in the game, so he earns an additional point for Mancala.

So the final Improvement point totals are;

Abnon 4

Lura 2

Mancala 4

Rurik 3

Then the Games Master works out the number of Hero Points for each character.

Everyone gets 1 point for playing through the Quest, while Abnon gets an extra point for going one to one with the Lich in the final battle which concludes the Quest.

Opportunities for further Quests

If you are playing in a series of linked Quests (known as a Saga see below), then not all the plot threads need be closed in the Resolution. Enemies might escape to fight another day, side line mysteries and dilemmas may remain unsolved, and a successful Resolution may still pose as many questions as it answers. All this give the players and Games Master more ideas for future quests.

Death comes to Ridsdale – A mystery unresolved

It occurs to Abnon after the celebrations of the plague's dispersal, that they are still none the wiser about why the necromancers took up residence in the old Necropolis. How did they remain undetected for so long? Also he doubts that they could have resurrected the Lich on their own. This makes him suspect that some greater evil power may still be at large in the city.

Sagas

In heroic literature, such as the Icelandic Sagas, the epic poems of Homer, The Iliad and The Odyssey, and the Epic of Gilgamesh, they tell of the exploits of a hero or band of heroes over a number of stories which build up to a suitable climax.

In OpenQuest a series of interconnected Quests are known as a Saga. What interconnects the Quests are the 'Prize', 'Themes' and 'Reoccurring' characters.

The Prize is the overall goal of the Saga. It is only obtainable over many grueling adventures, with each Quest seeing the player characters one little bit further to obtaining it.

Example prizes from classical epics

In the story of Jason and the Argonauts the crew of the Argos, led by the hero Jason, is engaged in a search for the fabulous Golden Fleece.

In the 'Odyssey' the prize is Odysseus reaching home after a long and hazardous journey from the war at Troy, with Poseidon trying to stop him at every opportunity.

Themes are less obvious at first. They are the subtle ideas that set the tone of the Quests that the Players will encounter during the Saga. In both of the examples above there is a common theme, that of the relationship between god and hero. On the one hand the gods can both love and help the hero to succeed. However the heroes also have gods who they have offended who intervene during the Saga to make the heroes lives more difficult.. Other example themes that could be explored during the course of a Saga are

"Does Power corrupt?", Can man live in harmony with nature?, or "Can a small minority of magic using people

triumph over a close minded majority?”

Reoccurring Characters include the player characters themselves, their close and powerful allies and nemeses. One of the big attractions of running a Saga is watching how the player characters develop as they go from Quest to Quest. Indeed, in some Sagas this will be the main reason why the players are playing. Even if the Games Master has elaborate Themes and Prizes in mind, he must make sure that he provides opportunities in the Saga for the players to develop their characters in the direction they want. Of course it doesn't mean that the Games Master should hand player desired improvements on a plate. Risk and danger should still pave the way to rewards, but the direction in which the player wants to develop their character gives the Games Master a pool of ideas for Quests.

During a Saga the players will develop and meet powerful allies. Initially these will be the patrons who give them their early Quests. Later on these allies will become the great and the good that become impressed with our heroes' noteworthy deeds. They will decide that their cause is aligned with the player characters and continue to help them as a result. Of course such characters may not necessarily be good at heart and their allegiances to the player characters may change with the wind. Allies could become enemies if they suffer slights, real or imagined, at the hands of the player characters.

Nemeses are enemies who, Quest after Quest, oppose the efforts of the player characters. They may be the institutions that the players are ideologically opposed to or an evil villain whose grand master plan to dominate the world is being incrementally unraveled by the players Quest by Quest. They can be monsters; the Lich from 'Death comes to Ridsdale' is a good example. They could also quite easily be a character, or group of characters, that are much like the player characters.

Unlike an individual Quest's Resolution, the finality of the Saga's climax must be absolute, with all plot threads resolved. When a Saga finally climaxes, it is at the end of several sessions of play. Although the player characters may live on and adventure with one another afterwards, this is the last time that they will all be Questing together in this particular story. The players expect and deserve an even bigger pay off than at the end of a standalone Quest.

Improving characters

Spending Improvement Points

Improving Skills

A player can choose to spend one improvement point to increase one known skill.

Select the skill to be increased and the skill increases by +5% points.

There is no limit to the score a skill can reach.

Improving Characteristics

A player can choose to spend three improvement points to increase one Characteristic by one point.

SIZ may never be increased using improvement points.

The maximum a human character can increase a Characteristic to is 21. For non-humans, the maximum for a Characteristic is equal to the maximum possible starting score for the Characteristic plus three.

Summary of Improvements

Cost	Improvement
1 improvement point	+5% to Skill
3 improvement points.	+1 to any Characteristic except SIZ
1 improvement point per Magnitude	Learn a Battle Magic spell (see Chapter 6 Battle Magic)
2 improvement points per Magnitude	Learn a or a increase Divine Magic spell (see Chapter 8)
2 improvement points	Learn a Sorcery Spell (see Chapter 9)

Improving outside of Quests: Practice & Research

The Player characters may often experience long stretches of 'downtime' between Quests. This is quite normal. Group members may need to heal from wounds suffered during the last Quest, the players may engage in some activity that takes time, or life may simply return to normal until the next danger to face the player characters appears.

During such downtime the players may improve their characters. The players might actually request downtime between Quests to learn new skills and it is up to the Games Master to determine if this is appropriate.

For each three month period of practice or research a character may gain 1 Improvement Point



Questing spot rules

This selection of rules is designed to deal with individual situations that may crop up throughout the game. Two of these rules are optional: encumbrance and fatigue. These two rules govern ongoing situations that crop up continually in a Quest, but which the Games Master and players may not want to be a feature of their games. Use them if you wish.

Travel

Daily travel rates

Type	Rate km/day	Notes
Hiking	50km	Ten hours of steady walking on road or path with no wagons or animals. Need to make Fatigue Test at the end of the Hike to avoid becoming Fatigued.
Marching	30 km/day	Marching in organised groups for ten hours, ready to fight at the end of the day. No need for a Fatigue test, since pace is such still able to fight at the end of the March
Riding	30km	Moving at a walk possibly accompanied by pack animals and wagons

The above is based on average move rates. If you need to precisely determine which of two groups reached a

destination first, use an Opposed Athletics (for walking) or Riding test.

Modify the above rates by the effect of the terrain being crossed

Terrain	Effect on movement rate
Road/Path	100 % of normal rate
Light brush	80% of normal rate
Medium scrub/Light woods	70% of normal rate
Heavy wood land	50% of normal rate
Rolling hills	70% of normal rate

Illuminating Items

Example	Radius
Candle or embers	1m
Flaming brand or lantern	3m
Campfire	5m
Bonfire	10m
Light spell	10m, but unlike natural light sources, the Light spell only illuminates a 10m radius and does not provide partial darkness or darkness to areas beyond this radius.

Illumination & Darkness

The following table gives the effects of various types of illumination and darkness on the characters.

Environment is...	Example	Effects
Brightly Illuminated	Blazing summer day	None
Illuminated	Heavily candlelit room, overcast day, within radius of illuminating item.	None.
Partial Darkness	Cavern mouth, misty day, within 3 x radius of illuminating item (see below).	-25% to vision-based Perception tests.
Dark	Large cavern illuminated only by embers, foggy day, within 5 x radius of illuminating item.	-50% to vision-based Perception tests. Movement Rate halved.
Pitch Black	Sealed room with stone walls, cavern many miles underground, mountaintop whiteout, shrine holding a rune of Darkness.	Perception tests reliant on vision become near impossible, as are ranged attacks. Close combat attacks are at -75%. Movement rate a quarter of normal.

Dark Sight

This allows the character to treat pitch black conditions as if dark. Normally possessed by subterranean or darkness aligned creatures.

Night Sight

This ability allows the character to treat partial darkness as illuminated and darkness as only partial darkness. This is normally possessed by nocturnal creatures.

Fatigue (Optional)

Combat, sprinting, climbing, swimming against a strong current, are all examples of when a character can become fatigued and tired.

If the Games Master thinks that a character has been engaged in an activity that may have drained him of physical energy, then they may call for a Resilience roll. If the character fails the roll they suffer the effects of Fatigue (see below).

For example: Rurick has just been in a long, ten round, combat against a group of bandits. Although he has emerged victorious, the Games Master rules that Rurik's player must successfully roll against Rurik's Resilience of 30% or become Fatigued.

This roll is usually made after the activity has been completed, unless the activity is long and drawn out and there is a real danger that Fatigue will stop the task being completed successfully. For example, on a long hard march the characters are pressing on ahead so that they can reach a fort before an enemy army arrives there. In this case there is a real danger that the player characters will arrive not only too late but tired and worn down.

The effects of fatigue

If a character fails the Resilience test then they become fatigued. All skill tests are at -25%. Also movement rate drops by a quarter. The character also becomes sluggish, DEX and INT are each reduced by three points for the purposes of determining order in Combat.

If the fatigued character insists on engaging in heavy activity, such as combat, heavy labour or running, then another Resilience roll is made at -25%. If the character fails this second skill test they become heavily fatigued and all the above penalties are doubled.

If a character fumbles any of their Resilience rolls, then they immediately fall unconscious for 3D6 minutes and upon waking are still fatigued.

Recovering from fatigue

A character who completely rests for 20-CON hours will remove the effects of any Fatigue.

A Vigour spell (see Battle Magic) will also remove the effects of Fatigue.

Exposure, Starvation and Thirst

A character can normally survive for a number of hours equal to his CON before suffering from exposure.

A character can survive for a number of days equal to his CON before becoming starved, though after three days they will begin to suffer a -10% penalty to Fatigue tests.

A character can survive for a number of hours equal to his CON x 2 before becoming chronically thirsty, though

particularly arid environments may reduce this to CON x 1 or even CON x 1/2. Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately doubles to -20%. In addition, the character will automatically suffer one D6 of damage every day, for every condition he is experiencing. Natural or magical healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural or magical healing to take place.

Healing

Healing can be performed in one of three ways – using the First Aid skill, a magical spell, or through natural healing, resting while the injuries heal themselves.

Natural Healing

A character's Minor injuries regain CON/4 (round down) hit point per 24 hours, as long as the character does not engage in anything more than light activity.

If you use the optional Major Wounds the natural healing will not improve them. A Major Wound requires treatment with a successful Healing test or magical healing. Once this is done Major Wounds heal at a rate of one hit point per day, as long as the character does not engage in anything more than light activity, and the character succeeds a daily Resilience test.

Magical Healing

However magical healing is achieved, whether from a spell, prayer or potion, it has an instantaneous effect.

In addition to the restoration of hit points, any character suffering a Major Wound that receives even a single hit point restoration through magical healing will immediately stop bleeding and is healed sufficiently to benefit from natural healing.

If a character has been knocked unconscious due to a Major Wound, the restoration of a single hit point to the wound that caused the unconsciousness will revive the character.

Unless specifically stated, magical healing cannot re-attach severed limbs or revive the dead.

Encumbrance [Optional]

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, apart from those items that are too small or light. Characters can usually ignore the effects on Encumbrance that these light items have until they start to carry a lot of them – assume that an average of 20 such items will equal 1 ENC, on the basis that the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to his STR+SIZ without penalty.

Encumbrance is a measure of not only weight but also bulk of the item, reflecting the awkwardness of handling the item. Roughly 1 ENC is equal to 1/4 of a SIZ point.

Overloading

A character carrying total ENC greater than his STR+SIZ is Overloaded.

Overloaded characters suffer a –25% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a –25% penalty to all Fatigue tests.

A character cannot carry more than twice his STR+SIZ in ENC.

Falling

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

A character takes 1D6 damage per 1m fallen after the first metre.

As long as the character was not surprised, they may attempt an Athletics test to mitigate falling damage. A successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 hit points due to the fall, the character lands safely and is not prone. If the roll is a critical then miraculously no damage is taken. If the roll is a fumble then the maximum possible damage is taken.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.

Suffocation

While underwater or moving through a poison gas cloud a character can hold his breath for a number of Combat Rounds equal to his CON. .

Once a character has surpassed the time for which he can hold his breath, he must make a Resilience test every round with a cumulative –10% penalty. If he fails, he automatically starts inhaling the suffocating substance.

Suffocating Substance

Substance Inhaled	Damage Taken
Water	2D6
Vacuum	2D6
Thick Smoke	1D6
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D6 damage is incurred in addition to the poison's effect.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw breathable air once more. Even then, the character will require a Resilience test to be able to do anything other than wretch or gasp for breath for 1D4 Combat Rounds.

Fire and Heat

The amount of damage per Combat Round suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table. Metal armour, such as Plate or Chain mail, does not subtract from the rolled damage.

Fire and Heat

Damage Source	Example	Damage per Combat round
Flame	Candle	1 point
Large Flame	Flaming brand	D4 points
Small Fire	Camp fire, cooking fire	D6 points
Large Fire	Scolding steam, large bonfires, burning rooms	2D6 points
Inferno	Lava, inside a blast furnace	3D6 points

Poison

Plants and creatures have developed poisons as a method of protecting themselves against predators. They are also used by assassins and wrong doers of all kinds to murder their victims.

Every type of poison has the following information detailed:

Name: The poison's name. Also, if the poison is magical in nature, it will be mentioned here.

Type: Lists whether the poison is ingested, used on a weapon, or inhaled.

Delay: The time between the poison's introduction to a character, to the time its effect takes hold.

Potency: This is a number between 10 and 100 that measures the strength of a poison. Some magical poisons, like basilisk venom, have even higher Potencies. A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

Effect: Usually hit point damage, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed

or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by poison will not automatically heal – it must be healed through magical or natural healing.

Poison Succeeds, Character Fails

If the poison succeeds its Potency test and the character fails his Resilience test, the poison has its full effect.

Character Succeeds, Poison Fails

If the character succeeds his Resilience test and the poison fails its Potency test, the poison has no effect.

Both Poison and Character Succeed

Whoever rolled the highest in their test wins.

Both Poison and Character Fail

Whoever rolled the lowest in their test wins.

Here is an example poison, that of the fearsome snake haired Gorgon

Gorgon Serpent Venom

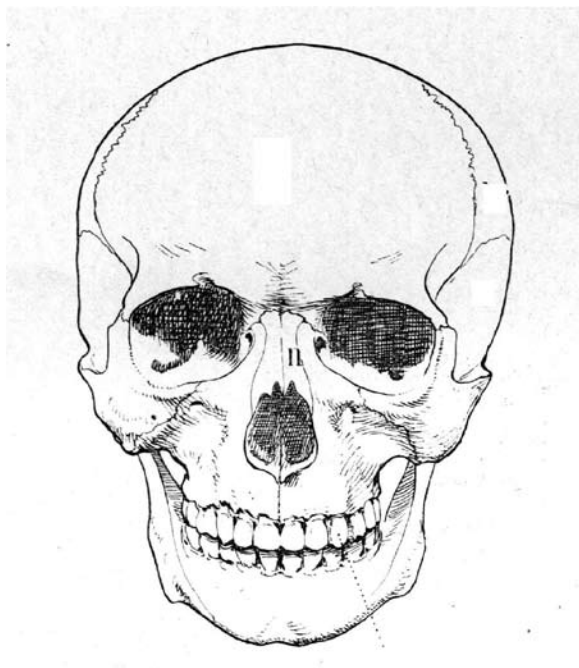
Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 34

Full Effect: 1D3 hit point damage applies –3 penalty to victim's CON

Duration: 6D10 minutes



Disease

Disease is a source of threat in fantasy worlds, either from fantastic diseases that ravage the land from time to time or those caused by Disease Spirits.

Every type of disease has the following information detailed:

Name: The disease's name. Also, if the disease is magical in nature, it will be mentioned here.

Type: Lists whether the disease is spread through contamination, touch or is airborne.

Delay: The time between the diseases introduction to a character, to the time its effect takes hold. It is also the time following disease contraction that a victim will be forced to make follow-up opposed disease tests.

Potency: This is a number between 10 and 100 that measures the strength of a disease. Some magical diseases, like the shining plague, have even higher Potencies. A character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the damage of the disease.

Effect: Usually hit point damage, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by disease will not automatically heal – it must be healed through magical or natural healing.

Disease Succeeds, Character Fails

If the disease succeeds its Potency test and the character fails his Resilience test, the disease has its full effect.

Character Succeeds, Disease Fails

If the character succeeds his Resilience test and the disease fails its Potency test, the disease has no effect.

Both Disease and Character Succeed

Whoever rolled the highest in their test wins.

Both Disease and Character Fail

Whoever rolled the lowest in their test wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the first opposed test is failed by the victim, they will have to make an additional opposed test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second opposed test, he has overcome the worst of the disease and will no longer suffer its effects, other than remaining hit point damage,

after a while. Use the disease's delay statistic to determine how long this takes.

If the victim fails this second opposed test, he falls deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

Here are two examples of Diseases, one a normal mundane disease and one that is magical.

Example Diseases

Name: The Shakes.

Type: Touch.

Delay: 1-2 days.

Potency: 50.

Effect: This flu like disease renders its victims in a cold and constantly shaking state, during which DEX is halved. Also for each day that the victim suffers from the Shakes they take 1D6 hit points of damage.

Name: Melting Disease (Magic)

Type: Contamination.

Delay: Immediate

Potency: 23

Effect: This disease only occurs in areas where there have been large discharges of magic, such as when two powerful Magi have been fighting each other and caused the strands of reality to temporarily bend and warp. The effected starts melting, losing two points of CON, STR and DEX per day.

Inanimate Objects

All inanimate objects have armour points and hit points. Except in the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal.

The object's armour points will be deducted from any damage dealt as normal, with the remainder being applied to its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless.

Inanimate Objects

Object	Armour Points	Hit Points
Boulder	4	40
Castle gate	4	120
Castle wall (2m section)	5	250
Hut wall (2m section)	2	15
Iron door	4	75
Wooden chair	2	6
Wooden door (normal)	2	25



Chapter 8 Divine Magic

Exact the will of the Gods!

This type of magic is gained through the worship of a god or goddess. Divine Magic spells come directly from the deity and given to the character to use on their behalf.

The first step in learning Divine Magic is to join a cult that worships the deity whose magic the character wants to learn.

Cults

Put simply cults are the religions of the fantasy world. They range in size from a hand full of worshippers meeting in secret to honour a dead hero of the revolution to the millions of devotees of a world spanning sun god. They teach their members Battle Magic associated with the god and provide temples where worshippers can learn Divine Magic directly from their deity. They have rules and expectations of their worshippers and anyone found wanting is expelled from the comfort and support of the cult.

Each cult is described using the following Cult format.

Name of God or Religion.

Short description- This short description briefly covers the cult's mythology and its current place in the world.

Worshippers – The type of people who typically make up the cult members.

Type of cult – This is the type and size of cult Great Deities are worshipped by millions and at least acknowledged across the entire world. Major Deities are important in a specific region and have hundreds of

thousands of worshippers. Minor Deities are usually the minor members of a religious pantheon appealing to a small group of specialist worshippers. Hero Cults worship dead heroes whose deeds and magic powers live on after their death.

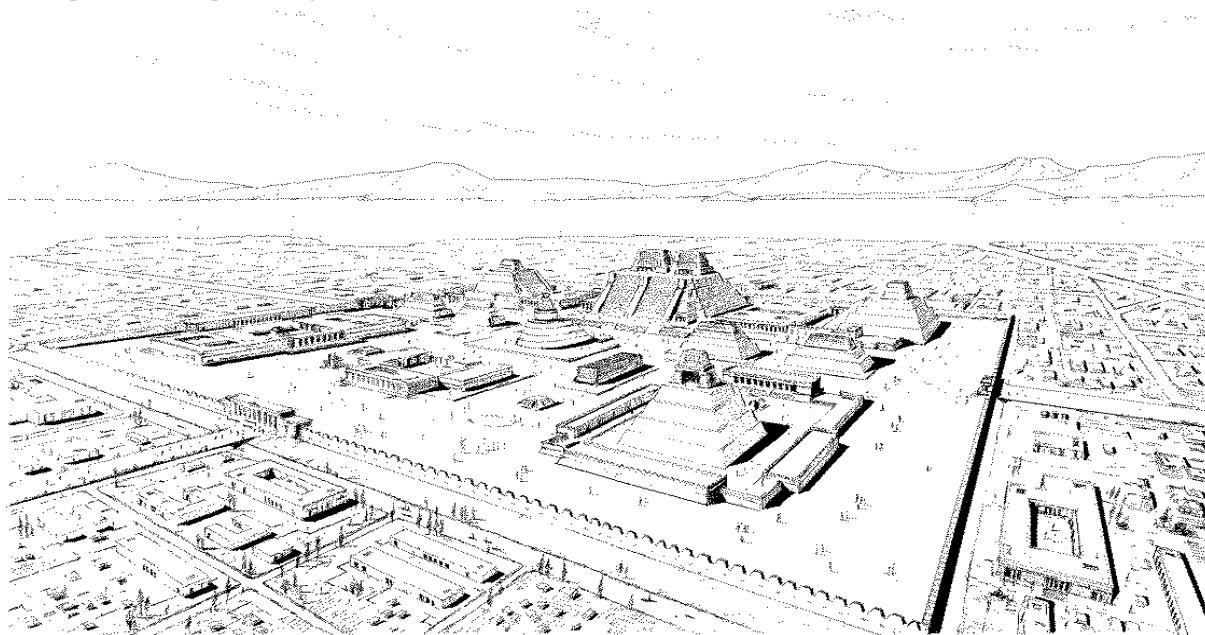
Cult skills – These are skills favoured by the cult's patron deity and taught to its worshippers by its priests.

Worshipper Duties – This is what the god and cult expect of its members. Break these rules and expect expulsion. On the other hand follow these rules and promote them to others and the character will advance in the cult's hierarchy.

Cult Spells – usually made up of Battle Magic and Divine Magic that the god teaches. Both types are available when appropriate to the god's sphere of influence. For example a war god is likely to teach Weapon Enhancement (Battle Magic) and Battle Rage (A Divine Magic specific to the war god) rather than Healing spells.

Special Benefits – any bonuses to skill use or other special abilities or advantages that a worshipper gains by being a member of the cult.

See the Universal Earth Mother below for an example of a cult write up. More cults are written up in Chapter 11 The Empire of Gatan.



The Universal Earth Mother Cult

The all embracing and loving Earth Mother is known throughout the world. Some people believe that she is the world itself. She is the source of all nature's bounty, which clothes and feeds mankind, but also has a savage side that expresses itself in hurricanes, tidal waves and other natural disasters.

Worshippers: The cult is made up of people and creatures who live off the land. In civilised areas these are the peasants who farm the land and the woodsmen who hunt and gather in the forests. In the savage wilderness of the Darklands the Elves, Satyrs and Woods Men worship her. She is found where ever creatures have an acknowledged connection with nature.

Type of Cult : Great Deity.

Cult skills: Healing, Nature Lore, Resilience.

Worshiper Duties: Respect the Earth. Don't foul or pollute the environment. Practice the peaceful cut, a small prayer said in thanks to the animal spirit before killing it for food that returns it to the Earth Mother and into the cycle of rebirth into the world.

Cult Spells

Battle Magic: Heal, Protection,

Divine Magic: All Common spells + Absorption, Berserk, Heal Body.

Special Benefits – Any member of this cult gains a +25% bonus to their Nature Lore due too their connection to Nature which they gain through their relationship with the Earth Mother.

Improvement points and worshiper duties

Each cult has a set of Worshiper Duties which represent the cult's objectives in the world.

When a character does an action that fulfils one of the Worshiper Duties they gain one Improvement Point for a minor act and up to three points for a major act.

When a character does an action that goes against one of the Worshiper Duties they lose between one and three improvement points, depending on the grievousness of their transgression. If they have no improvement points left, then they start to lose magic spells learnt from the cult as a penance, on a one to one basis. The player may choose which spell to lose, but they must be ones that they have learnt from the cult and Divine Magic is lost before Battle Magic spells.

For example Gerik the Pious acts in away that brings his god into disrespect and loses an improvement point. He has no improvement points to lose, since he has previously spent them on cult improvements, so he loses

Shield 3 that he previously learnt from the cult, which becomes Shield 2.

If the offending character has no improvement points or spells to lose, then they are excommunicated from the cult and may never join it again.

Cult Ranks

There are four ranks of cult membership: lay members, initiates, priests and holy warriors.

Lay members

Lay members are normal worshippers of the religion. They regularly attend the temple on holy days and do their best to uphold the strictures of the religion. In return the religion protects them as best it can and its priests and initiates cast magic on their behalf. Lay members cannot learn Divine Magic, although for a fee they may learn low magnitude (no more than magnitude 2) Battle Magic known to the cult. To become a lay member of a religion a character must have Lore (Religion) of at least 20%.

Initiates

Initiates are worshippers who have dedicated their lives to the tenants of the religion. They always attend the temple on holy days and always uphold the strictures of the religion. In return, the religion will pay ransoms if they are captured and teach the initiate magic. Initiates can learn unlimited magnitude of any Battle Magic spell the religion teaches and up to 2 magnitude of any Divine Magic spell available to the religion. To become an Initiate a member of a religion have a Lore (Religion) of at least 40% and pay an Improvement Point cost of two points.

Priests

Priests are the living embodiment of their faith, instructed by their deity to be their living representative in the mortal world. They lead the services for their temple on holy days. In return the religion will pay ransoms if they are captured and teach the inner secrets of their religion (in one sense this means all available magic at unlimited magnitude). To become a Priest a character must have a Lore (Religion) and two of the cult skills at least 75%, there must be a vacancy in the temple hierarchy or the Priest be willing to become a missionary and establish a new temple. In addition the Player must pay five Improvement Points.

Allied Spirit : Upon becoming a priest the character gains an Allied Spirit. This is a spirit associated with the Cult who is willing to work with one of their mortal worshipers to further the aims of the cult. The Allied Spirit is usually bound in either an animal or item sacred to the cult. If this item or animal is destroyed then the Allied Spirit returns to its home plane of existence. A priest must go on a Quest of repentance which directly benefits his Cult to gain a new Allied Spirit, since the Gods look dimly on Priests who lose their Allied Spirits.

An Allied Spirit starts with an INT of 2D6+6 and a POW

of 3D6 and knows 6 points of Battle Magic and 3 points of Divine Magic known to the Cult. The spirit can see immaterial and invisible spirits alerting its master to their presence in a twenty meter range. An Allied Spirit is in permanent Mind Link with its master, with a range equal to its POW x5 in meters.

An Allied Spirit has whatever physical characteristics that its host animal or item has.

Allied Spirits can be improved like player characters, by spending Improvement Points from their master's total.

Example Priest : Earth Mother Priestess

These matrons represent the divine Earth Mother at the religion's rituals and it is acknowledged that she speaks through them.

Earth Mothers usually bind their Allied Spirits into animals local to their temple, such as Cows in urban areas or Foxes and Bears in Mountain areas. If a suitable animal is not available wooden staves taken from local trees are satisfactory.

Due to the nature of the cult, most are Female but very rarely a male with a strong feminine side will meet the requirements.

Holy Warriors

These are holy warriors who protect the temples and worshippers of their Deity. Not all Cults have Holy Warriors, especially those dedicated to peace, but where they do these warriors are ceaselessly crusade to protect the faithful and punish the cult's enemies.

The minimum requirement to become a Holy Warrior is to have Lore (Religion) of at least 50% and a Weapon Skill of 75% in the Cult's holy weapon, usually the weapon that is most associated with the Deity that the Cult worships. In addition the Player must pay five improvement points.

Benefits of being a Holy Warrior

Holy arms and armour: Upon becoming a Holy Warrior they are gifted a specially consecrated weapon, that gives them a bonus when fighting to defend fellow worshippers, cult temples and attacking enemies of their faith. This bonus is usually +25% to the appropriate weapon skill and double damage when fighting for their Cult. All damage done by such weapons are considered magical.

They also gain armour which is magically blessed by the cult's deity. Normally this is at least double the normal AP of the armour type used, and may have other powers depending on the Deity.

Divine Magic: They may get Divine Magic that further enhances their ability to fight on the behalf of the cult. This is at unlimited magnitude.

Ransom: Holy Warriors are incredibly useful to the cult they belong to, which will always pay any ransom or make a rescue attempt when a Holy Warrior is captured.

Responsibilities: Like Priests they are expected to uphold the Worshipper duties unflinching. Also as the cult's warriors they are expected to take up arms against any aggressor who attacks its worshippers or the cult's Temples.

Priests and Holy Warriors, what they do?

Priests and Holy Warriors don't just hang around their Temple doing their duties. They have plenty of Initiates and lay worshippers to do the more mundane administrative tasks, such as collecting tithes and feeding the poor. As player characters their lives are more interesting and the source of constant Questing on behalf of their cult. Some of the Quests that they can get involved in are as follows.

- Going out and converting the unbelievers (or believers in clearly the incorrect deity)
- Actively fighting the enemies of the cult.
- Recovering long lost symbols and powerful artefacts of the faith.
- Attending a cross-faith meet up on dealing with all the politics and misunderstanding to come to a consensus about what to do about a common enemy.
- Rushing to the aid of an embattled and besieged town of his faithful believers beset by enemies or some other form of spiritual peril.
- Visiting the hinterlands to provide spiritual guidance and duties to those in need
- Traveling to a distant Holy Mountain to commune to directly with their Deity or otherwise performing idealistic inspirational acts, or to prove their worth
- Going on special mission only their Divine Magic can solve
- Traveling as a special envoy of the Cult to show due deference to the King / Priest / High Emperor

Example Holy Warrior: The Axe Maidens of the Earth Mother

These fierce female warriors protect the holy sites of the Earth Mother and extract retribution against the violators of the earth.



Required weapon skill: Close Combat at 75%

Holy Weapon: Axes of any type +25% and double damage vs Cult enemies.

Holy Armour: Red woad. This mixture of the blood of the cult's enemies and the blessed earth taken from a holy site, such as the consecrated grounds of a Earth Mother temple, gives a +25% to Dodge rolls and 6 AP.

Divine Magic: Earth Scream, Shield, True Axe

They have access to other cult magic as initiates.

Earth Scream

Area 10m Magnitude 2 Duration 15 Resist Persistence.

When cast the Axe Maiden makes a blood curdling scream at a group of enemies. If they are within the area of the spell's effect they make a Persistence test or run away from the Axe Maiden in terror for the duration of the spell.

Warrior priests

Normally a character can not be both a priest and a holy warrior. Both are very specific roles within the cult which are quite demanding on the character's time. However some cults may have more martially inclined priests, such as the, which combine the functions and abilities of the priest with that of a holy warrior. See the cult of the Burning Heart for an example of a Warrior Priest in their

Blood Cheiftain (Chapter 11).

Summary of cult ranks

Rank	Minimum Lore (Religion)	IP cost	Benefits
Lay	20 %	0	Learn Cult Battle Magic magnitude 1-2
Initiate	40 %	2	Learn Cult Battle Magic unlimited magnitude. Learn Cult Divine magnitude 1-2. Cult pays ransom if captured.
Priest	75 %	5	Learn Cult Battle Magic and Divine at unlimited magnitude. Cult pays ransom if captured. Gain Cult Allied Spirit.
Holy Warrior	50% (75% in Weapon Skill)	5	Learn Cult Battle Magic at unlimited magnitude. Learn Special Divine Magic Cult pays ransom if captured. Gain Cult Weapon and Armour.

Learning Divine Magic

Before a spell can be cast using Divine Magic, the following process must be followed:

In order to acquire a particular Divine Magic spell, the caster must possess the Lore (Cult) skill appropriate to his religion and be of Initiate or Priest within a cult dedicated to that religion.

The character must pay a cost in Improvement Points equal to twice the magnitude of the spell to the deity. This may be done in an incremental fashion, i.e. the player buys Shield 1 for two improvement points and then later increases this to Shield 3 by spending an additional four points. These points are not regained even when the character leaves the religion.

Casting Divine Magic

A character must be able to gesture with his hands and be able to chant in order to cast a spell. Whenever a spell is cast using Divine Magic, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide for any given spell but will automatically be detected by any creatures within ten times the Magnitude of the spell in metres.

Casting a Divine Magic is automatically successful. No dice need be rolled, no chances to fumble or critical either.

Magic Points

Divine Magic does not cost any Magic Points when it is cast.

Casting Time

Divine Magic spells always take only a single combat Action to cast and takes place on the INT order of the character casting the spell.

Cast Once Only

Each Divine Magic spell may be cast only once, after which the character must return to a temple and pray or take part in a worshipping ceremony on the religion's holy day to regain use of the spell. The Caster need not spend Improvement Points again.

Limitations

Divine magic spells do not stack. i.e. Shield 1 + Shield 2 does not equal Shield 3

Dismissing Divine Magic Spells

A caster can dismiss any Permanent or Duration Divine Magic spell(s) he has cast as a single combat action. Ceasing to cast a Concentration spell is immediate and not a combat action.

Splitting Magnitude

Divine Magic allows the caster to 'split' a spell's Magnitude into multiple spells. For instance, if the caster knows the Absorption spell at Magnitude 3, he may choose to cast it as a single Magnitude 3 spell, or he may split it into three Magnitude 1 Absorption spells, or one Magnitude 1 and one Magnitude 2 Absorption spell. The split spells are treated as separate instances and are cast separately.

The Power of Divine Magic

When in a direct contest with other forms of magic, Divine Magic is considered to have double its normal Magnitude.



Spell Traits & Descriptions

The traits used by Divine Magic spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the caster to continue to gesture with both arms, chant and ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude than the minimum.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case

of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The caster must remain in physical contact with the target for the entire casting.

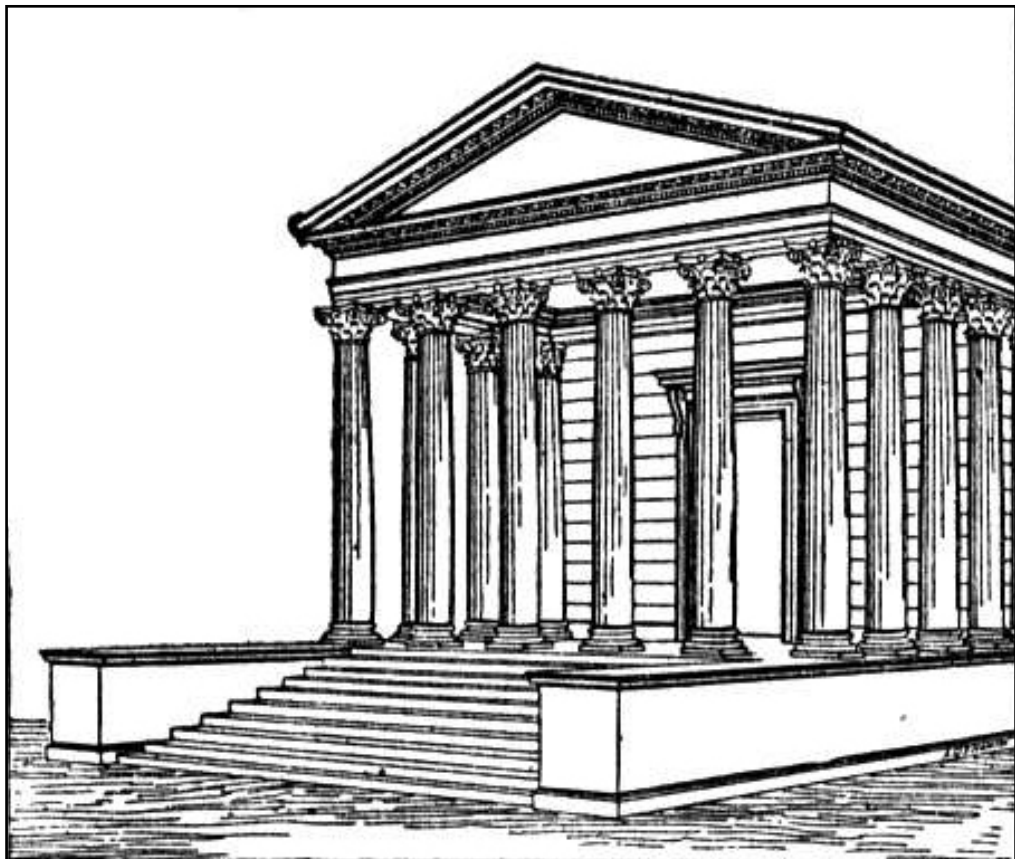
Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Cult: The type of cult that offers this spell to it's worshippers. If the cult is listed as 'All', the spell is a Common spell available in all cults. The cult's description will help determine which spells should or should not be available.

Common Divine magic

The following spells are listed as 'All' for the type of Cult that offers them;

Consecrate, Create Blessed Item, Create Relic, Dismiss Magic, Divination, Excommunicate, Exorcism, Extension, Find X, Mindlink, Soul Sight, Spirit Block, Spiritual Journey.



Divine Magic list

	Traits	Cults	Description
Absorption	Duration 15, Magnitude 1, Progressive, Touch	Earth, Night	Absorbs incoming spells aimed at the target or his equipment, converting their magical energy into Magic Points which are then available to the target.
Berserk	Duration 15, Magnitude 2, Touch	Beasts, War	The recipient is overcome with bloodlust, causing him to disregard his own safety and loyalties but imbuing him with tremendous stamina and combat ability.
Breathe Water	Duration 15, Magnitude 2, Touch	Sea, Water	Allows an air-breathing creature to breathe water for the spell's duration
Call (Elemental)	Magnitude 1, Permanent, Progressive	Fire, Earth, Air, Darkness and any with an affinity to any elements.	Summons and binds an elemental to the service of the caster.
Call (Undead)	Magnitude 1, Permanent, Progressive	Monster, Evil, Death.	Reanimates a dead human corpse and turns it into an undead creature.
Consecrate	Area Special, Magnitude 1, Permanent, Progressive	All	The ritual that magically creates a temple.
Create Blessed items	Area Special, Magnitude 1, Permanent, Progressive	All	Allows the caster to create items which store Divine Magic spell(s) that are blessed by a Priest with power from the cult's deity.
Dismiss Magic	Instant, Magnitude 1, Progressive, Ranged	All	Dismiss Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target.
Excommunicate	Magnitude 5, Permanent, Resist (Persistence), Touch	All	Severs the mystical link an initiate enjoys with his god, causing the target of the spell to immediately and permanently lose all Divine Magic from the caster's cult.
Exorcism	Concentration, Magnitude 3	All	Draws out a spirit currently possessing a corporeal being.
Divination	Duration: Instant, Magnitude 1, Progressive	All	For each point of Magnitude the caster can ask one question of their Deity, which they must answer to the best of their ability.
Divine Heal	Instant, Magnitude 1, Progressive, Touch	Earth, Fertility	Instantly heals a number of hit points equal to its Magnitude times four.
Extension	Duration Special, Magnitude 1, Progressive	All	Lengthens the duration of any Divine Magic spell with the Duration trait.
Fear	Instant, Magnitude 1, Ranged, Resist (Persistence, see below)	Chaos, Night, Evil	Causes the target to be gripped with overwhelming fear.
Find X	Duration 15, Magnitude 1, Ranged	All	Finds substance or people, dependant on what X is.

	Traits	Cults	Description
Illusion	Duration 15, Magnitude 1, Progressive, Ranged	Moon, Trickster	Creates an illusion based on all five senses.
Lightning Strike	Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)	Storm	Creates a lightning bolt which does 1D6 per Magnitude.
Madness	Instant, Magnitude 1, Ranged, Resist (Persistence, see below)	Chaos, Moon	Causes the target to lose contact with reality and become a gibbering loon.
Mindblast	Instant, Magnitude 1, Progressive, Ranged, Resist (Persistence)	Moon	Applies a penalty to the victim's INT equal to the Magnitude of the spell.
Mindlink	Duration 15, Magnitude 1, Progressive, Ranged	All	Allows the transmission of conscious thoughts, spell knowledge and Magic Points between one participant per Magnitude.
Reflection	Duration 15, Magnitude 1, Progressive, Ranged	Trickster	Reflects incoming spells weaker or equal to its magnitude
Resurrect	Concentration Special, Instant, Magnitude 5, Touch	Death, Fertility, Sun	Brings a dead character back to life.
Shield	Duration 15, Magnitude 1, Progressive	War	+1 AP +10% vs Magical attacks per Magnitude.
Soul Sight	Duration 15, Magnitude 1, Touch	All	Allows the caster to see another's Aura and determine POW and MP.
Spirit Block	Duration 15, Magnitude 1, Progressive, Touch	All	Blocks spirits from attacking character
Spiritual Journey	Duration 15, Magnitude 4, Touch	All	Allows the caster to travel to the spirit world
Sunspear	Instant, Magnitude 4, Ranged, Resist (Dodge)	Sun	A spear of light that does 4D6 damage
Sureshot	Duration 15, Magnitude 1, Ranged	Hunter	Automatic hit with missile weapon.
True (Weapon)	Duration 15, Magnitude 3, Ranged	War	Doubles weapon damage

Divine Magic descriptions

Absorption

Duration 15, Magnitude 1, Progressive, Touch

Cults: Earth, Night

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

Absorption Results

Incoming Spell's Magnitude is. . .	Effect
Equal to or weaker than Absorption's Magnitude	Incoming spell absorbed and Absorption remains.
1 or more points stronger than Absorption's Magnitude	Absorption eliminated and incoming spell takes effect.

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

Berserk

Duration 15, Magnitude 2, Touch

Cults: Beasts, War

The recipient of this spell is overcome with bloodlust, causing him to disregard his own safety and loyalties but imbuing him with tremendous stamina and combat ability.

The recipient will automatically succeed any Resilience test for the duration of the spell. The recipient also automatically succeeds at any Fatigue tests and cannot be rendered unconscious. The Close Combat skills of the recipient receive a +50% bonus for the spell's duration.

However, the subject may not parry, dodge or cast any magic spells while under the influence of Berserk. Normally, the recipient remains in the Berserk state for the entire 15 minute duration of the spell, but Games Masters may allow a Berserk character to shake off the effects with a Persistence test modified by -50%. At the end of the spell, the recipient immediately becomes

Fatigued.

Berserk may not be combined with Fanaticism – Berserk will always take precedence in such cases.

Breathe Water

Duration 15, Magnitude 2, Touch

Cults: Sea, Water

This spell allows an air-breathing creature to breathe water for the spell's duration (the subject will still be able to breathe air as well). It may also be used upon a water-breathing creature to allow it to breathe air.

Call (Elemental)

Magnitude 1, Permanent, Progressive

Cults: Fire, Earth, Air, Darkness and any with an affinity to any elements.

This spell summons and binds to the service of the caster an elemental from another plane of existence, of a size dependant on the Magnitude of the spell.

1 = Small, 2= Medium, 3= Large and 4=Huge (for more details on Elementals see Chapter 10 Creatures).

The elemental stays under the control of the priest until it is killed or the Call spell is dispelled.

To be successfully cast the spell requires an equal volume of the same material that the elemental is made up of. For example a Large Undine (Water elemental) requires a pool of water of at least 50 m3

Call (Undead)

Magnitude 1, Permanent, Progressive

Cults: Monster, Evil, Death.

This spell reanimates a dead human corpse and turns it into an undead creature.

1 = Skelton, 2 = Zombie, 5= Ghoul, 8= Vampire

The undead creature stays under the control of the priest until it is killed or the Call spell is dispelled.

Other Call spells

You can use Call (Elemental) as a template for other Call (Creature Type) spells, for example Call (Demon) or Call (Angel). The creature being summoned from the Otherworld by the Priest must have some sort of association, either through alliance or mythic reasoning, with the Priest's cult. Use the overall effectiveness of the creature to determine the magnitude of the spell. For example Call (Demon) could work along the lines of magnitude 1 summons weak demons (known as imps), magnitude 2 summons human sized demons (such as winged gargoyles), magnitude 5 summons elephant sized Pit Demons and magnitude 8 summons the gargantuan Fire Lord of the Deepest Hell.

Consecrate

Area Special, Magnitude 1, Permanent, Progressive

Cults: All

This spell is as much a part of a temple's foundation as its cornerstone, but may actually be cast almost anywhere. It creates a sphere with a radius of ten metres per point of Magnitude. The consecrated sphere is sacred to the caster's god. Consecrate by itself does nothing to keep outsiders at bay, but the caster of the spell will know immediately if a spell, spirit or someone who is not a lay member of his cult crosses the boundaries of the Consecrate spell.

Create Blessed items

Area Special, Magnitude 1, Permanent, Progressive

Cults: All

This spell allows the caster to create items which store Divine Magic spell(s) that are blessed by a Priest with power from the cult's deity.

Only Priests and High Priests can create blessed items.

The enchanter forgets the spell(s) he blesses the item with.

The wielder of the item can cast the spell(s) the item is blessed with, but once the item's power is discharged then it must be reconsecrated at a temple of the cult. The consecration takes as many hours as the magnitude of the spell. If the magnitude of the spell is higher than two, the consecrating team must have at least one Priest.

The wielder must be a member of either the cult that created the blessed item.

Blessed items become protected by the cult's deity and can not be broken by normal non-magical means.

Dismiss Magic

Instant, Magnitude 1, Progressive, Ranged

Cults: All

Dismiss Magic may be cast against either a general target or a specific spell. Dismiss Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dismiss Magic will not have any spells currently affecting it eliminated. The caster can also target Dismiss Magic against a single specific spell.

As long as Dismiss Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Dismiss Magic may be fired as a Reaction, but only when another spell is cast within Dismiss Magic's Range that the character wishes to counter. A successful Dismiss Magic disrupts the other spell and nullifies it.

Divination

Duration: Instant, Magnitude 1, Progressive

Cults: All

For each point of Magnitude of this spell the caster can ask one question of their Deity, which they must answer to the best of their ability. A deity can only answer questions it knows about and that falls within its sphere of power. For example a Mountain God will know exactly what is going on its slopes at any given time, but will be completely ignorant about the Ocean.

Gods will also commonly ask for a sacrifice of an animal or precious object worth one Gold Ducat per question asked. Particularly cruel and bloodthirsty deities will demand blood sacrifices of sentient beings.

Divine Heal

Instant, Magnitude 1, Progressive, Touch

Cults: Earth, Fertility

This powerful spell instantly heals a number of hit points equal to its Magnitude times four. Each casting of Divine Heal will heal one Major Wound and if necessary will reattach or regenerate damaged limbs and organs.

Excommunicate

Magnitude 5, Permanent, Resist (Persistence), Touch

Cults: All

This spell severs the mystical link an initiate enjoys with his god, causing the target of the spell to immediately and permanently lose all Divine Magic from the caster's cult. The target will never again be able to learn or use Divine Magic spells from the cult, though it will still be able to use Lore (Cult) for purely academic purposes.

This spell must be cast by a priest and takes one hour to cast. The initiate need not be present. The spell can only be cast on initiates or higher and worshipping the same god of the caster of the spell.

Exorcism

Concentration, Magnitude 3

Cults: All

By means of this spell, a Divine Magic caster can draw out a spirit currently possessing a corporeal being. Whether the possession is dominant or covert is immaterial. The caster must be open to the spirit world in order to cast this spell – he may not be shielded by a Spirit Block, Spirit Screen, Spirit Resistance or similar effect.

This spell forces a possessing spirit into Spirit Combat. The caster uses his Religion (Own) as the attacking skill in the opposed contest, as this represents the strength of his or her faith. If the caster is successful in defeating the spirit it is cast out of the victim and flees. If the caster fails the spirit remains in the possessed victim. .

Extension

Duration Special, Magnitude 1, Progressive

Cults: All

This spell lengthens the duration of any Divine Magic spell with the Duration trait. Extension, and the spell it is extending, are cast simultaneously by the caster – this is an exception to the normal rule that only one Divine Magic spell may be cast during a single Combat Round.

Each point of Magnitude of the Extension spell doubles the target spell's duration. Thus, a Magnitude 1 Extension increases Breathe Water's Duration to 30 minutes, a Magnitude 2 increases it to one hour, Magnitude 3 increases it to two hours, Magnitude 4 increases it to four hours, and so on.

Fear

Instant, Magnitude 1, Ranged, Resist (Persistence, see below)

Cults: Chaos, Night

This spell causes the target to be gripped with overwhelming fear. Fear has no effect on unconscious targets, targets without an INT Characteristic or targets

that are currently under the effect of a Fear spell.

Fear Effects

Target's Persistence Test	Effect
Target fumbles Persistence test	Victim instantly loses half original hit point damage (enough to cause a Major Wound,) as its heart stops.
Target fails Persistence test	Victim flees in screaming terror for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will not engage in combat unless forced to and will use the Run Combat Action whenever possible (unless a faster mode of egress is available).
Target succeeds Persistence test	Victim is shaken and disturbed, suffering a –25% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).
Target critically succeeds Persistence test	Victim is unaffected by the spell and cannot be affected by further Fear spells for a number of Combat Rounds equal to its POW.

Relics

The bones and other preserved clothes, hair of a cult Holy Person (minimum rank Priest).

Each 'part' (item of clothing, body part) stores one of the spells that the Holy Person knew in life at the magnitude they knew it.

Relics are created at the time of death of the Holy Person.

The wielder of the relic can cast the spell which is reusable after being reconsecrated (see above).

The wielder must be a member of same cult that the Holy Person was a member of and must be in good standing with the Deity.

Relics are protected by the cult's deity and can not be broken by normal non-magical means.

Find X

Duration 15, Magnitude 1, Ranged

Cults: All

This is actually several spells, though they all operate in a similar fashion, which allow the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. It is also blocked by Absorption, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Absorption. The separate Find spells are listed below.

Unlike the Battle Magic Detect spells, the Find spells do not require concentration on the part of the caster – they simply function and alert him to the presence of whatever they are meant to locate.

Find Enemy: Gives the location of one creature who intends to harm the caster.

Find Magic: Gives the location of the nearest magic item, magical creature or active spell.

Find Species: Each Find Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Find Goblin, Find Dwarf and Find Horse

Find Substance: Each Find Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Find Coal, Find Gold and Find Wood.

The Games Master should provide the rough power of the detected subject ('weak magic' or 'rich gold lode').

Illusion

Duration 15, Magnitude 1, Progressive, Ranged

Cults: Moon, Trickster

This spell creates an illusion based on all five senses. The illusion will seem real and solid unless the person looking at it succeeds in a Perception test, which is subject to a modifier based on the Magnitude of the spell. If the viewer succeeds in a Perception test and the Illusion could usually cause damage if believed in, it can no longer cause damage to that character. As soon as a viewer disbelieves the illusion it becomes insubstantial and ghost like to him.

The Size of the illusion is also governed by the magnitude. A Magnitude 1 Illusion can quite happily create small household items, say a fake table and chair, but would not be able to create an illusion of a fire breathing Dragon.

Illusions

Magnitude	Modifier to Perception test	Type of illusion possible
1	+50 %	Not capable of motion or causing damage. Slightly fuzzy and unreal round the edges. Limit of SIZ 10
2	+25 %	Some minor discrepancies. Capable of motion, but not of damage. Limit of SIZ 15
3	0	Capable of motion and causing damage. Limit of SIZ 20
4	-25 %	Capable of motion and causing damage. Limit of SIZ 30
5	-50 %	Indistinguishable from the real thing, capable of motion and damage. Limit of SIZ 40
+1	-50%	+10 SIZ per Magnitude

Lightning Strike

Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Cults: Storm

This spell causes a sizzling bolt of lightning to streak from the hand of the caster toward the target. If the bolt is not dodged, each point of Magnitude of the spell will cause 1D6 damage. Armour points are not effective against this damage and it counts as both magical and electrical damage.

Madness

Instant, Magnitude 1, Ranged, Resist (Persistence, see below)

Cults: Chaos, Moon

This spell causes the target to lose contact with reality and become a gibbering loon. Madness has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the effect of a Madness spell.

Madness Effects

Target's Persistence Test	Effect
Target fumbles Persistence test	Victim instantly loses 1D4 INT permanently and lapses into a catatonic state for a number of minutes equal to 20 minus its POW (minimum of one Combat Round).
Target fails Persistence test	Victim gibbers and raves uncontrollably for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will perform random Combat Actions during this period Roll 1D6: 1 – Move to close combat attack a random target; 2 – Run in a random direction; 3 – Cast a spell at random target; 4 – Use ranged attack against random target; 5 – Shout at random target; 6 – Change stance.
Target succeeds Persistence test	Victim is shaken and disturbed, suffering a –25% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).
Target critically succeeds Persistence test	Victim is unaffected by the spell and cannot be affected by further Madness spells for a number of Combat Rounds equal to its POW.

Mindblast

Instant, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Cults: Moon

This spell applies a penalty to the victim's INT equal to the Magnitude of the spell. The effect lasts a number of days equal to the caster's current CHA.

Mindlink

Duration 15, Magnitude 1, Progressive, Ranged

Cults: All

This spell allows the transmission of conscious thoughts, spell knowledge, runes and Magic Points between participants.

Additional points of Magnitude allow multiple sets of people to be linked together, either creating several separate pairs of Mindlinked people, or making the caster the central hub of a small Mindlink network. In the second case, only the 'central' character is linked directly to other participants.

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

Participants in a Mindlink have a special vulnerability to INT, POW, CHA and morale-affecting spells. Such a spell cast against any member of a Mindlink will affect all those connected, though all participants are entitled to defend themselves individually.

Although participants in a Mindlink share Magic Points and conscious thought, they remain their own entity. Mindlink does not include hidden thoughts, memories, unconscious urges or permanent spell knowledge. A Mindlink participant may cast a spell using a rune one of the other participants has, but only if he himself has the necessary Runecasting skill – Mindlink does not allow sharing of skills.

Any participant may sever their connection to the Mindlink as a Combat Action. If any participant in Mindlink leaves the spell's range, that participant is considered to have left the Mindlink.

Reflection

Duration 15, Magnitude 1, Progressive, Ranged

Cults: Trickster

This spell reflects incoming spells aimed at the target or his equipment, redirecting the spell back at the original caster. Once cast on a subject, Reflection will attempt to reflect any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Reflection depend on the relative Magnitude of both itself and the incoming spell – see the Reflection Results table for more details.

Reflection is incompatible with Absorption, Shield and Spirit Block

Reflection Results

Incoming Spell's Magnitude is . . .	Effect
Equal to or weaker than Reflection's Magnitude	Incoming spell reflected and Reflection remains.
1 or more points stronger than Reflection's Magnitude	Reflection eliminated and incoming spell takes effect.

Resurrect

Concentration Special, Instant, Magnitude 5, Touch

Cults: Death, Fertility, Sun

The body of the deceased must be present and must be whole. If the target died due to disease or poison, the

ailment must be eliminated or the Resurrect spell will fail.

This spell summons the deceased spirit to return its former body. Resurrect takes a number of minutes equal to the target's totalled Characteristics to take effect, during which time the caster must maintain concentration on the spell. If interrupted the spell fails. If the spell is completed without interruption the dead character returns to life with one hit points

Resurrect must be cast within a number of days equal to the POW of the deceased. Casting the spell after this point results in the magic automatically failing.

Shield

Duration 15, Magnitude 1, Progressive

Cults: War

This spell protects the caster from physical and magical attacks. Each point of Magnitude gives the caster one armour point and provides a +10% bonus to any tests the caster may make to resist malign magical effects. A Magnitude 4 Shield spell provides the caster with +4 AP and a +40% bonus against malign spells, for instance. These effects are cumulative with other spells, as well as any physical armour the caster is wearing. Shield is incompatible with Absorption, Reflection and Spirit Block.

Soul Sight

Duration 15, Magnitude 1, Touch

Cults: All

This spell allows the recipient to see the POW aura of anyone he looks at, enabling him to discern that creature's current Magic Points, as well as the nature of any active spells or enchanted items the creature is carrying. It also allows the recipient to see into the spirit world.

Spirit Block

Duration 15, Magnitude 1, Progressive, Touch

Cult: All

The recipient of Spirit Block may only be touched by spirits with a POW greater than the spell's Magnitude, squared.

Spirit Block Effectiveness

Spirit Block's Magnitude	Recipient May Only Be Harmed By Spirits With...
1	POW 10 or higher
2	POW 17 or higher
3	POW 26 or higher
4	POW 37 or higher
5	POW 50 or higher
6	POW 65 or higher
7	POW 82 or higher
8	POW 101 or higher

A spirit unable to touch a Spirit Blocked character will not be able to personally attack or harm the recipient, including through ranged attacks (such as a thrown spectral javelin). A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds Spirit Block's Magnitude.

Spirit Block is incompatible with Absorption, Reflection and Shield.

Spiritual Journey

Duration 15, Magnitude 4, Touch

Cults: All

This spell shunts the physical form of the recipient into the spirit world. The recipient's corporeal body literally disappears to mundane sight as it moves to coexist with the recipient's spirit.

As a traveller in the spirit world, the recipient automatically gains the effects of Soul Sight for the duration of his Spiritual Journey. However, he will suffer a -40% penalty to all Perception tests to spot mundane items or events in the real world while in the spirit world.

While on the Spiritual Journey the recipient otherwise obeys all the other rules that a Shaman regarding skill use (see P58). Characters who know this spell gain Spirit Attack as a skill, starting at INT+POW, and use this to defend and make attacks while in the spirit world.

When the spell's Duration expires, the recipient's body phases back into the real world.

Sunspear

Instant, Magnitude 4, Ranged, Resist (Dodge)

Cults: Sun

This spell will only function in direct sunlight. When cast, a shaft of light two metres wide streaks from the sky to blast a single target, who must be visible to the caster. If the target does not dive out of the way, the blazing light will burn it for 4D6 damage. Armour points are not effective against this damage and it counts as both magical

and fire damage.

Sureshot

Duration 15, Magnitude 1, Ranged

Cults: Hunter

Cast on a missile weapon (such as a knife, arrow, javelin or rock), this spell is triggered when it is fired. Unless the wielder of the weapon rolls an automatic failure or a fumble, the missile hits successfully (though it may be dodged or parried). So long as the target is within the maximum range of the weapon, the missile will strike home, regardless of concealment or any other factors. Attempts to parry or dodge the missile suffer a -25% penalty.

Sureshot may not be combined with Firearrow, Multimissile or Speedart – Sureshot will always take precedence in such cases.

True (Weapon)

Duration 15, Magnitude 3, Ranged

Cults: War

Cast on the specified type of close combat weapon, this spell doubles that weapon's normal damage dice. Other modifiers, such as Damage Modifier, are not affected. The wielder of the weapon should roll the weapon's damage twice and total the result

Other aspects of Divine Magic

As well as the spells themselves and the cults that teach them, cultists also gain the ability to call for Divine Intervention

Divine Intervention

A character who is an Initiate or higher can call upon his deity for Divine Intervention whenever he faces a desperate situation. He may even do so if dead or unconscious as long as it is called for in the instant that consciousness fades or death occurs. When Divine Intervention is requested, roll 1D100. If this roll is equal to or less than the character's POW, the call for aid is answered. However, the gods demand a heavy price for their help and the character will suffer a permanent loss of POW equal to the 1D100 roll if he is successful. If the character's POW is reduced to 0 by this, his soul is taken to serve the god directly, effectively killing the character permanently (though his request will still be granted).

A character can only call for Divine Intervention once per month, whether he is successful or not.

Divine Intervention can take many forms and the following can be considered guidelines:

- Allow the character to cast any cult spell at any Magnitude..
- Allow a cult spell to affect every worshipper of the

god within the character's line of sight.

- Bring back to life a worshipper (who may not be the character calling for Divine Intervention).

Various 'divine' effects are also possible dependant on the nature of the character's deity. Examples could include creating a fog to allow the character to escape from enemies, double his STR to defeat a powerful enemy or cause a river to break its banks to stall an invading army.

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



Chapter 9 Sorcery

Manipulate the laws of reality

Sorcery is an approach to magic that acknowledges that there are magical rules that govern the Universe and that by studying these rules a Magician can manipulate reality to his will.

Often Sorcery is atheistic, regarding gods and spirits as merely intelligent forces of the universe that exist to be interacted with and dealt with on an equal footing.

Practitioners of Sorcery develop in one of two ways. The majority are organised into schools of wizardry, which have their own books of spells and rules that they teach their apprentices. Alternatively, there is a long tradition of practitioners working in solitude, cut off from other sorcerers and society at large to focus purely on their magical activities. Occasionally they take on an apprentice to teach their art or simply as a helping hand around the magical laboratory.



Example School: The Imperial College of Wizardry

This august institution was set up by the first Emperor of Gatan to ensure the correct tutoring and installation of socially responsible wizards. It has its own university in the capital city itself, where an established and esteemed staff of adepts trains a large body of apprentices under the gaze of the Chancellor Magus. They maintain smaller schools in the Duchies in villages and towns to teach basic literacy and numeracy to promising candidates who, upon reaching adult hood and passing an exam, go on to be apprentices at the University. As well as the magical safety of the city the College is responsible for providing war wizards to the Imperial armies in time of wars.

Benefits: Free board and lodging at all Imperial Hostleries and Forts.

For Adepts and Magus

Rescue or ransom if captured.

Duties: Uphold the laws of the Empire

Support the Army in its efforts to expand the light of reason into the Darklands.

Sorcery taught: Animate (Substance), Cast Back, Create Spell Matrix, Create Scroll, Damage Boosting, Damage Resistance, Dominate (Orc), Dominate (Goblin), Energy Projection (Fire), Enhance (STR), Enhance (DEX), Mystic Vision, Neutralise Magic, Palsy, Protective Sphere, (Sight) Projection, Spell Resistance, Summon (Magic Spirit), Treat Wounds.

Prohibited Magic: Tap (Characteristic), Summon Demon or Undead, Venom.

Battle Magic and Sorcery

Sorcerers do not consider these two approaches to magic exclusive, but where they have access to the stronger more versatile sorcery spell they will learn that instead. For example they will learn Damage Boosting over Weapon Enhancement if they can learn it. Their attitude to Battle Magic can be summed up in the terms they use to describe it. Sorcerers will often refer to Battle Magic as 'Low Magic' while Sorcery is known as 'High Magic'.

However, it is worth noting that a sorcerer would be foolish not to learn the powerful Battle Magic spell 'Create Magic Store', as will become apparent below.

Example Solo Sorcerer: Haganst Ogran

A Hedge wizard, who lives in an isolated village on the boarder with the Darklands. He lives in an old ruined tower just outside the village conducting magical experiments and ensuring the safety of the village from 'things from beyond'. Most of the villagers think he is a mad fool, but are not beyond seeking out his services of healing and exorcism when beset by the strange magical horrors of the Darklands. He has taken a fondness to Yuren an intelligent local lad. With his parents' permission he is handing down his knowledge to the boy.

Sorcery Spells known: Cast Back, Create Spell Matrix, Create Scroll, Damage Boosting, Damage Resistance, Diminish (SIZ), Dominate (Spirit), Energy Projection (Cold), Fly, Mirage, Neutralise Magic, Protective Sphere, Shape change (Man) to (Wolf), Skin of Life, Spell Resistance, Spirit Resistance, Summon Elemental, Summon Spirit, Treat wounds.

Prohibited Magic : Venom, Tap (Characteristic)

Ranks of Sorcery

There are three basic ranks of sorcerers

Apprentices. Students of sorcery who will only know a couple of spells, usually including Mystic Vision, at a base of 40%. As well as being taught the arts of sorcery they are expected to spend 60% of their time working for their tutors, performing menial tasks in their magical laboratories, or other jobs that their masters consider beneath them.

Adepts. Graduates of the schools of wizardry. They will know between five and ten spells and will have a Sorcery Casting skill ranging from 50% to 90%. If a member of a school of wizardry they will be expected to spend 30% of their time performing duties for the school, such as teaching apprentices or recovering lost magical knowledge.

Magus. Acknowledged masters of sorcery. They will have at least ten spells and a Sorcery Casting skill of 90%+ If a member of a school of wizardry then they will serve on its ruling body and have the complete resources of the school at their command. In return it is expected that they spend 90% of their time researching, teaching and performing missions on the school's behalf.

Learning Sorcery and basic casting procedure

Before a spell can be cast using sorcery, the following process must be followed:

The character must first learn the spell through research. In order to learn a particular sorcery spell, the caster must possess the spell in written form or be taught it by a teacher. In game terms this means having access to a teacher who knows the spell or a book or scroll were it is

written down. The player then spends two improvement points and writes the spell down on their character sheet.

Each Sorcery spell is governed by the Sorcery Casting magical skill. This skill is automatically acquired at its basic score (INT) when the character is first created. This skill may be improved normally though the use of improvement points. Even non-sorcerers have this skill since at its base as it is used to give them a chance to use magic items and scrolls that store sorcery spells..

Once the Sorcery spell has been learned, the character will be ready to try casting it.

Casting Sorcery Spells

A character must be able to gesture with his hands and be able to chant in order to cast a spell. Whenever a spell is cast using sorcery, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide for any given spell but will automatically be detected by any creatures within ten times the Magnitude of the spell in metres.

Casting a Sorcery spell requires a successful skill test using the Sorcery Casting skill. If successful, the spell takes effect.

If the casting test fails, the spell does not take effect.

Magic Points

All sorcery spells cost a base of one Magic Point to cast. If a Manipulation effect is applied to a spell, each effect costs one Magic Point to apply (see below).

Casting Critical Successes

If a sorcery spellcasting test, results in a critical success then any attempts to resist or counter the spell suffer a -25% penalty and the Magic Point cost for applying any Manipulation effect is negated.

Casting Fumbles

If a Sorcery spellcasting test results in a fumble then the spell fails and the sorcerer loses 1D6 Magic Points, in addition to the Magic Point loss for any Manipulation effects.

Casting Time

No other Combat Action may be taken while casting a spell, though the character may slowly walk up to half their Movement.

A spell takes effect at the end of its casting, which starts at the beginning of the Combat Round and ends on the INT of the Caster in the Combat order. Note that while spellcasting a character will draw possible attacks from enemies they are adjacent to during a Combat Round.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or disarmed, or suffers a Major Wound) or require Persistence tests to maintain concentration on the spell.

Manipulation of Sorcery spells

Sorcery spells have three basic effects which can be manipulated by the caster: Magnitude, Duration, and Range.

Each effect has a default value which the spell can be cast at, costing one Magic point. The default value for the spell effects are listed in the Manipulation table below.

The tens value of the caster's Sorcery Casting skill determines the max number of additional Magic Points that can spend on each of the manipulation types.

For example Omar the Magnificent with a Sorcery Casting skill of 80% can spend an additional 8 Magic Points on manipulating each of the spell's effects, in Magnitude, Duration and Range. That's a manipulation of up to 8 levels for each effect, not 8 levels in total across all three effects.

The decision of which effects to manipulate and how many extra Magic Points are to be spent is made before the spell is cast.

Manipulation cost, combined table

Magic point cost.	Magnitude	Duration	Range
1 (Default)	1	5 minutes	10 m
+1	2	15 minutes	20 m
+2	3	30 minutes	40 m
+3	4	1 hour	80 m
+4	5	2 hours	160 m
+5	6	4 hours	320 m
+6	7	12 hours	640 m
+7	8	1 day	1 km
+8	9	2 days	2 km
+9	10	5 days	5 km
+10	11	1 week	10 km
+11	12	2 weeks	20 km
+12	13	1 month	50 km
+13	14	2 months	100 km
+14	15	1 Season	200 km
+15	16	2 Seasons	500 km
+16	17	1 Year	1000 km
+17	18	2 Years	2000km
+18	19	5 Years	5000km
+19	20	10 Years	10000km

Example of Manipulation in action

Lura casts Damage Boosting on Rurik's sword, and wants it to be at a magnitude of 4 for an hour.

She has a Sorcery Casting skill of 60%, which means she can spend an additional six Magic Points on manipulating any spell's effects. Looking at the Manipulation table (see above), Lura can comfortably manage a Magnitude of 4, for three additional Magic Points, and can manage a duration of an hour with her remaining three points.

Lura's player rolls the dice and compares the result against Lura's casting skill of 60% to see whether she successfully casts the spell.

In fact Lura can spend a maximum of six points on a magnitude of range 640m, another six on a duration of 12 hours and another 6 on a magnitude of 7, which is a total of 19 Magic Points (18 for the manipulations and 1 for the spell itself).

Where do Sorcerers get all the Magic Points they need for Manipulated Spells ?

As you can probably work out from the example above, it is possible for a Sorcerer to cast a spell which needs more Magic Points in its manipulated form than a Sorcerer will normally have. Sorcerers get round this by carrying either Magic Point stores (see Battle Magic spell Create Magic Store) or Binding Magic Spirits into their service (see the Battle Magic spell Call Spirit).



Spell Traits & Descriptions

The traits used by Sorcery spells are detailed below.

Concentration: The spell's effects will remain in place as long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spell caster to continue to gesture with both arms, chant and ignore distractions. This trait overrides the normal Sorcery spell default Duration.

Instant: The spell's effects take place instantly. The spell itself then disappears. This trait overrides the normal Sorcery spell default Duration.

Permanent: The spell's effects remain in place until they are dispelled or dismissed. This trait overrides the normal Sorcery spell default Duration.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell

entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spell caster must remain in physical contact with the target for the entire casting. This trait overrides the normal Sorcery spell default Range.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Defaults

Sorcery spells tend to have far fewer traits than other types of magical spell. This is because most Sorcery spells share the same basic qualities: A Duration equal to 5 minutes, a Magnitude of 1, a range equal to 10 metres and the default Sorcery spell will only affect one target.



Sorcery Spells

Spell	Traits	Description
Animate (Substance)		Each point of magnitude animates one SIZ of inanimate substance.
Cast Back		This protective spell shields the caster from hostile magic and has a chance of sending it back to the attacking spell caster.
Create Spell Matrix	Permanent	This spell creates items that store Sorcery spells.
Create Scroll	Permanent	Creates scrolls that store spells
Damage Boosting	Touch	Each magnitude of this spell cast on a weapon adds one point of damage
Damage Resistance	Touch	Any incoming attack dealing damage equal to or less than the Magnitude of the spell is ignored.
Diminish (Characteristic)	Resist (Persistence/Resilience), Touch	Reduces a specified Characteristic by an amount equal to the Magnitude of the spell.
Dominate (Species)	Resist (Persistence)	This spell allows the caster to gain control over a creature belonging to a specific species.
Energy Projection (Type)	Resist (Dodge), Instant	Streams or balls of energy are projected at the target doing Magnitude in damage.
Enhance (Characteristic)	Touch	Increases a specified Characteristic by an amount equal to the Magnitude of the spell.
Fly	Concentration, Resist (Persistence)	Allows one point of SIZ to fly.
Form/Set (Substance)	Instant	Manipulate the form of a given Substance.
Glow		This spell causes a glowing point of light to appear on a solid substance.
Haste		Per point of Magnitude +1 to Movement Rate. Per two points one point of DEX or INT in Combat Order.
Hinder	Resist (Resilience)	The reverse of the above
Holdfast	Touch	Binds two surfaces together with a STR equal to Magnitude +1
Mirage		This spell creates an illusion based on all five senses
Mystic Vision	Concentration	This spell allows the recipient to literally see magic.
Neutralise magic	Instant	Eliminates a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target.
Palsy	Resist (Resilience)	The spell will paralyse the target, provided the spell's Magnitude is greater than the target's hit points/4.
Protective Sphere		When completed, the Protective Sphere will create a sphere-shaped area of protection with a radius equal to the spell's Magnitude.
Regenerate	Concentration Special, Instant, Touch	This spell causes a severed or maimed limb to regrow or reattach. Regenerate cannot return a character from the embrace of death.
(Sense) Projection	Concentration	This spell allows the caster to project one of his senses anywhere within the spell's Range.

Spell	Traits	Description
Sense(Substance)	Concentration	Will cause all sources of the substance within range of the spell to glow an appropriate colour visible only to the caster.
Shape change (Species) to (Species)	Resist (Resilience), Touch	Changes the target into a creature of Ave SIZ equal to the spell's Magnitude
Skin of Life	Touch	This spell protects the recipient from suffocation by air deprivation, due to such factors as drowning or the Smother spell.
Smother	Concentration, Resist (Resilience Special)	If successful, this spell neutralises the air surrounding the target, making each breath stale and worthless, depriving it of oxygen.
Spell Resistance		If Spell Resistance's Magnitude is greater than the incoming spell's, then the incoming spell has no effect.
Spirit Projection	Touch	Spiritual Projection causes the recipient's soul to leave its corporeal body and manifest in the spirit world.
Spirit Resistance		If the recipient of the spell's combined POW + Spirit Resistance's Magnitude is greater than the spirit's POW, the spirit cannot touch the recipient.
Summon (Otherworld Creature)	Resist (Persistence)	This spell allows the Sorcerer to summon one otherworld creature per casting to the mundane world.
Tap (Characteristic)	Concentration, Resist (Persistence), Touch	Allows the caster to convert a Target's Characteristic points into Magic Points
Treat Wounds		For every point of Magnitude of this spell, the caster can repair one hit point per Combat Round the spell is applied.
Venom	Resist (Resilience Special), Touch	Infuses Target with a poison of Potency equal to Magnitude X 5



Animate (Substance)

Concentration

This spell allows the sorcerer to animate the substance indicated, up to one SIZ for every point of Magnitude. The sorcerer can cause it to move about and interact clumsily (Movement of 1m per three points of Magnitude).

The sorcerer's chance to have the animated object perform any physical skill successfully is equal to his own chance to perform that action halved (before any modifiers). If the appropriate Form/Set spell is cast immediately after this spell, the caster can perform much finer manipulation of the object. In this case, the animated object will use the caster's full skill scores for physical activities.

This spell can only be used on inanimate matter.

Cast Back

This protective spell shields the caster from hostile magic and has a chance of sending it back to the attacking spell caster.

Cast Back only affects spells that target the user specifically and have the Resist trait. Such spells may affect the protected character normally, but if it is resisted, the spell is launched back at the person who cast it, as long as its Magnitude is not greater than the Cast Back's Magnitude.

Create Scrolls

Permanent

These are written items which store Sorcery Spells.

All scrolls have an attached cost of 1Gold Ducat per magnitude of spell in ingredients for special inks/parchments etc

The resulting scroll is a one use item, which upon a successful Sorcery Casting test is casts the spell(s) with any manipulations at the magnitude that was cast on the scroll.

Alternatively, upon a successful Sorcery Casting the reader of the scroll can learn the spell at base skill percentage.

Either way upon a successful use of the scroll the spell fades from the scroll. If the casting roll merely fails the spell remains, but the reader can not attempt to use the scroll until their Sorcery Casting skill increases. If the casting roll is fumbled the spell fades from the scroll, without any benefit to the reader.

Create Spell Matrix

Permanent

This spell creates items that store Sorcery spells.

All spell matrices have an attached cost of 10 Gold Ducats per spell in special materials.

The enchanter pays 1 Improvement point per spell stored in the matrix.

The wielder can cast and manipulate the spell at the skill of the original enchanter, using their own Magic Points to fuel.

Spell matrices are reusable.

Spell matrices are mundane items in their own right and if the item is broken then the spell is dispelled. However at time of enchantment the enchanter can spend another Improvement point of to magically harden the item doubling its hit points and armor points.

Damage Boosting

Touch

This spell can be cast upon any weapon up to five ENC. Each point of Magnitude adds one point to the weapon's damage (the basic spell will increase a hatchet from 1D6 damage to 1D6+1 damage, for instance).

Damage Resistance

Touch

This spell protects the body of the recipient. Any incoming attack dealing damage equal to or less than the Magnitude of the spell is ignored. Any incoming attack dealing more damage than the Magnitude of Damage Resistance is unaffected and will deal its full damage as normal. Note that the protected character may still suffer from Knockback if applicable.

Damage Resistance may be combined with the Divine Magic spell Shield or the Rune Magic spell Protection. In either case, incoming damage is compared to the Damage Resistance spell first and only encounters the Shield or Protection spells if the Damage Resistance is bypassed.

Diminish (Characteristic)

Resist (Persistence/Resilience), Touch

There are actually seven Diminish spells, one for each Characteristic. The spell will temporarily apply a penalty to the specified Characteristic equal to the Magnitude of the spell. The penalty applied by this spell may not reduce a Characteristic below one and a creature must have the Characteristic in question to be affected by this spell.

Diminish (STR, DEX, CON and SIZ) are resisted with Resilience. INT, POW and CHA are resisted with Persistence.

Applying a penalty to POW does not reduce the character's Magic Points.

Note that not all uses of this spell are malignant. Thieves and others often value the timely use of a Diminish (SIZ) spell, as it can greatly enhance their ability to enter restricted areas.

Dominate (Species)

Resist (Persistence)

This spell allows the caster to gain control over a creature belonging to a specific species. If the target fails to resist the spell, it must obey the commands of the caster for the duration of the spell.

The controlled creature shares a telepathic link with the sorcerer by which it can receive its orders. If the sorcerer and the creature dominated do not share a common language, the sorcerer can order it about by forming a mental image of the actions he wishes the dominated creature to perform.

Energy Projection (Type)

Ranged, instant, Resist (Dodge)

Energy is either projected as a beam or a ball towards the target, which can avoid the attack by Dodging.

If the spell takes effect the target takes damage equal to double the Magnitude of the spell. Physical Armour does not protect against the damage, but magical protection does. Types of energy that can be projected by this spell are Cold (Dark), Lightning, Heat (fire), Shards of Rock (Earth), Windblast (Air).

Enhance (Characteristic)

Touch

There are actually seven Enhance spells, one for each Characteristic. Essentially the reverse of the Diminish spell, Enhance allows the sorcerer to temporarily apply a bonus to the specified Characteristic equal to the Magnitude of the spell. A creature must have the Characteristic in question to be affected by this spell.

Applying a bonus to POW does not increase the character's Magic Points.

Fly

Concentration, Resist (Persistence)

Using this spell allows the caster (or whomever or whatever he targets with the spell) to fly. The caster may levitate a number of objects or characters (the caster counting as one of these characters if he so wishes).

A levitated character may not be Overloaded and must have a SIZ Characteristic which is lower than the sorcerer's POW characteristic.

Objects must have an ENC lower than the sorcerer's POW characteristic.

Character or objects moved by this spell have a base Movement Rate of 6m. All objects and character moved by this spell move at the spellcaster's behest, not their own.

Each point of the spell's Magnitude may either be used to increase the target's Movement by +2m or to target an

additional object or character – but not both. A sorcerer casting this spell at Magnitude 4 may fly himself with a Movement of 14m, fly himself and a friend with a Movement of 10m each, or fly himself and three friends with a Movement of 6m each.

Form/Set (Substance)

Instant

There are an unlimited number of Form/Set spells in existence, one for every substance imaginable, from steel to smoke to water.

Each point of Magnitude allows the caster to shape one ENC of solid substance or one cubic metre of an ethereal substance (like darkness). The caster must be familiar with the shape he is forming.

When the caster has finished the forming process, the substance retains its shape. Rigid substances like steel will hold the form they had at the end of the spell, while more mutable substances like water will immediately lose their shape.

This spell can be used to mend damage done to an object. The sorcerer must form the entire object and must succeed at an appropriate Craft test but if successful he will restore the item to its original condition.

This spell can only be used on inanimate substances.

Glow

This spell causes a glowing point of light to appear on a solid substance. At its base, the spell creates an area of light one metre in radius, giving off the same illumination as a candle. Each additional point of Magnitude increases the radius of effect by one metre. At Magnitude 3, the brightness of the spell increases to that of a flaming brand at its centre. At Magnitude 5, it increases to that of a campfire and at Magnitude 10 to that of a bonfire.

This spell can be cast on an opponent's eyes. If cast on a living being the spell also gains the Resist (Dodge) trait. If the target fails to resist it, he will suffer a penalty to all attack, parry and Dodge tests, as well as any skills relying upon vision, equal to five times the spell's Magnitude, until the spell ends or is dispelled.

Haste

Each point of Magnitude of Haste adds 1 to the Movement rate of the recipient. Every two points of Magnitude also adds +1 to the recipient's Dexterity or Intelligence for the purposes of determining order in combat.

Hinder

Resist (Resilience)

Each point of Magnitude of Hinder subtracts 2m from the Movement rate of the target. Every two points of Magnitude also subtracts 1 from the recipient's Dexterity or Intelligence for the purposes of determining order in combat.

Holdfast

Touch

This spell causes two adjacent ten centimetre by ten centimetre surfaces (roughly the size of a man's palm) to commingle into one. The basic bond has a STR of 1. Each additional point of Magnitude will either increase the STR of the bond by +1 or double the area affected.

This spell can affect organic and inorganic substances. If the caster is attempting to bond a living being with this spell, the spell gains the Resist (Resilience) trait.

Mirage

This is the sorcerers' version of Illusion.

This spell creates an illusion based on all five senses. The illusion will seem real and solid unless the person looking at it succeeds in a Perception test, which is subject to a modifier based on the Magnitude of the spell. If the viewer succeeds in a Perception test and the Illusion could usually cause damage if believed in, it can no longer cause damage to that character. As soon as a viewer disbelieves the illusion it becomes insubstantial and ghost like to him.

The Size of the illusion is also governed by the magnitude. A Magnitude 1 Illusion can quite happily create small household items, say a fake table and chair, but would not be able to create an illusion of a fire breathing Dragon.

Magnitude	Modifier to Perception test	Type illusion possible
1	+50 %	Not capable of motion or causing damage. Slightly fuzzy and unreal round the edges. Limit of Siz 10
2	+25 %	Some minor discrepancies. Capable of motion, but not of damage. Limit of Siz 15
3	0	Capable of motion and causing damage. Limit of Siz 20
4	-25 %	Capable of motion and causing damage. Limit of SIZ 30
5	-50 %	Indistinguishable from the real thing, capable of motion and damage. Limit of SIZ 40
+1	-50%	+10 SIZ per Magnitude

Mystic Vision

Concentration

This spell allows the recipient to literally see magic. By augmenting the recipient's natural vision, the spell allows him to see a creature's Magic Points, as well as enchanted items with their own Magic Points or spells. The recipient must be able to actually see the creature or object for this spell to work. Mystic Vision also allows a recipient to see into the spirit world.

On a normal success the recipient of the spell will only know roughly how many Magic Points an object or creature has (1–10, 11–20, 21–30 and so forth). On a critical they will know exactly. On a fumble the Games Master should give the player a misleading total.

By looking at a spell effect, a recipient of Mystic Vision will automatically be aware of its magical origin (divine, battle magic, or sorcery). By increasing the Magnitude of Mystic Vision, the caster can learn more about what he is seeing. Compare the Magnitude of Mystic Vision to the Magnitude of any spell that the target is either casting or under the influence of. As long as Mystic Vision's Magnitude exceeds the other spell's, the caster will be able to precisely determine the effects of the perceived spell, and a mental image of who cast the spell (if it is not obvious).

By looking at an enchanted item, a recipient of Mystic Vision will automatically be aware of its gross magical effects (such as the types of enchantment currently on the item). Each point of Magnitude of Mystic Vision will also determine either the invested POW (and therefore the relevant strength) of a particular enchantment or a particular condition laid upon an enchantment, at the Games Master's choice.

Neutralise Magic

Instant

This spell allows a caster to neutralise other spells. Neutralise Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate the most powerful spell then it will instead target the second-most powerful spell. As soon as Neutralise Magic can no longer dismiss a target's spells, because all the remaining spell's Magnitudes are too high), its effects immediately end.

A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Neutralise Magic will not have any spells currently affecting it eliminated.

Neutralise Magic can be fired as a Reaction, but only when another spell is cast within Neutralise Magic's Range that the character wishes to counter. A successful Neutralise Magic disrupts the other spell and nullifies it. As long as Neutralise Magic's Magnitude equals or exceeds the target

spell's Magnitude, the target spell is countered.

Palsy

Resist (Resilience)

If the caster is able to overcome his target with this spell, he can turn the victim's own nervous system against him. The spell will paralyse the target, provided the spell's Magnitude is greater than the quarter of target's current hit points.

Protective Sphere

When completed, the Protective Sphere will create a sphere-shaped area of protection with a radius in metres equal to the spell's Magnitude. If this spell is cast on the ground (or other immovable place) it cannot be moved. If cast on a vehicle (such as the bed of a wagon) or a person, it will move with the target. After the sphere has been completed any one or all of the following spells can be added to provided the defensive capacities of the Sphere during the duration of the Sphere. The Sphere on its own provides no protection, that is down to the Resistance spells.

Damage Resistance, Spell Resistance, Spirit Resistance.

The Protective Sphere's perimeter contains the benefits of its combined Resistance spell(s). The Protective Sphere only inhibits spells or attacks entering the circle from the outside – attacks or spells originating within the circle are unaffected. Thus a Protective Sphere against spirits would block out outside spirits but have no effect on those already inside its perimeter. A Protective Sphere against damage or spells would block out incoming attacks/spells but have no effect on those attacks made within the sphere (including attacks targeting those outside the sphere).

Regenerate

Concentration Special, Instant, Touch

This spell causes a severed or maimed limb to regrow or reattach. Regenerate cannot return a character from the embrace of death.

The Magnitude of the spell must equal or exceed the maximum hit points lost as a result of the Major Wound taken. This spell will cause a limb severed by a Major Wound to regrow or, if the detached limb is still present, for the limb to reattach itself to its stump.

Regenerate takes a number of Combat Rounds equal to the target's SIZ to reattach a limb, during which time the caster must maintain concentration on the spell. The hit points lost due to the major wound are recovered at the end of this period.

Regenerate takes a number of minutes equal to the target's SIZ to regrow a limb, during which time the caster must maintain concentration on the spell. The hit points lost due to the major wound are recovered at the end of this period.

(Sense) Projection

Concentration

Each (Sense) Projection spell is a separate spell. These spells encompass the five base senses but there are also variants for any unusual sensory mechanism appropriate to the game world (such as sonar).

This spell allows the caster to project one of his senses anywhere within the spell's Range. The spell forms an invisible and intangible sensor, some ten centimetres across, which receives the specified type of sensory input and transmits it to the caster. The sensor can move a number of metres per Combat Round equal to the spell's Magnitude at the sorcerer's direction and allows him to use his Perception skill through the sensor.

Spells can be cast through the sensor of some Projection spells. For instance, ranged spells require Sight Projection, while touch spells require Touch Projection (and likely Sight Projection too, simply so the sorcerer can find his target efficiently).

Characters using Mystic Vision can see the sensor and attack it if they wish, though it is only vulnerable to magic. Magical weapons and spells employed against the sensor will not destroy it but will instead transfer their damage directly to the caster.

Sense (Substance)

Concentration

Eminently useful for finding valuables from afar, this spell has a variation for every substance imaginable. Sense (Substance) will cause all sources of the substance within range of the spell to glow an appropriate colour visible only to the caster – diamonds will gleam like ice, amber will shine like a camp fire and so on. Each point of this spell's Magnitude allows it to penetrate one metre of rock, wood or dirt. If the source is concealed behind such a material, the surface nearest the caster will glow for a moment. The spell cannot penetrate refined metal, though it can penetrate ore.

Shapechange (Species) to (Species)

Resist (Resilience), Touch

Each Shapechange spell is a separate spell. Of all spells with multiple variations, the Shapechange spell has the most, comprising a new spell for almost every combination of creatures imaginable. The spell only works on living things – the dead or inanimate cannot be shapechanged.

The Magnitude of the spell must be equal to or greater than the average SIZ of both specified species. Thus changing a mouse (SIZ 1) into a newt (also SIZ 1) is Magnitude 1. Changing a mouse into a lion (SIZ 19) is Magnitude 19.

If the spell is successful, the target will be biologically changed, gaining the STR, DEX, CON and SIZ of its

new form. Its INT, POW and CHA are unchanged and the target retains its memories and abilities (though it may be unable to use some of those abilities in its new form).

Skin of Life

Touch

This spell protects the recipient from suffocation by air deprivation, due to such factors as drowning or the Smother spell. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Skin of Life spell would sustain a SIZ 12 creature.

Smother

Concentration, Resist (Resilience Special)

If successful, this spell neutralises the air surrounding the target, making each breath stale and worthless, depriving it of oxygen. The caster must concentrate each round in order to keep the spell operating. For the duration of the spell, the target will be unable to breathe, essentially drowning on dry land.

When the spell begins, the target's Resilience test determines whether it is able to gasp in one last breath before Smother cuts off the surrounding oxygen supply. If the target succeeds, it may hold his breath as normal. If it fails, it will start drowning in the next Combat Round.

This spell can also be used to extinguish fires, as the flames will be starved of oxygen. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Large Flame, Magnitude 4 a Small Fire, Magnitude 7 a Large Fire and Magnitude 10 will put out an Inferno. Smother has no effect on magical fire or on fire-based creatures.

Spell Resistance

This spell matches its Magnitude against the Magnitude of any incoming spell. If Spell Resistance's Magnitude is greater than the incoming spell's, then the incoming spell has no effect. If the incoming spell's Magnitude is equal to or greater than the Magnitude of Spell Resistance, then the spell affects the target normally.

Unlike many protective spells, Spell Resistance remains in place for the entirety of its Duration – spells that successfully breach the spell do not dispel it. However, it does not discriminate between incoming spells – a comrade attempting to magically heal the recipient of Spell Resistance must overcome it in order to successfully use a healing spell.

Spiritual Projection

Touch

Spiritual Projection causes the recipient's soul to leave its corporeal body and manifest in the spirit world. The recipient's corporeal body slumps into a catatonic state for the remainder of the spell. While Spiritual Projection is sometimes used for scouting purposes (as the recipient's spirit can pass through nearly any obstacle) it is usually

used to combat or confront spirit world denizens.

The recipient's body remains vulnerable for the Duration of the Spiritual Projection. The soul will always know the direction its host body lies in and the rough range to it in metres, but it cannot use the body's senses. It is quite possible for a wandering soul to have its body destroyed and not realise it until it returns from its sojourn. It is also possible for a wandering spirit to possess the host body, leaving the wandering soul trapped as a spirit... at least until the spell ends and the soul dies. It is for these reasons that most sorcerers ensure that their bodies are protected by Damage, Spell and Spirit Resistance before casting Spiritual Journey in a safe stronghold.

As a traveller in the spirit world, the recipient automatically gains the effects of Mystic Vision for the duration of his Spiritual Journey. However, he will suffer a –40% penalty to all Perception tests to spot mundane items or events in the real world while in the spirit world. A recipient may not travel further than this from its host body than the Range of the spell and moves at a Movement Rate double their normal rate.

While on the Spiritual Journey the recipient otherwise obeys all the other rules that a Shaman regarding skill use (see P58). Characters who know this spell gain Spirit Attack as a skill, starting at INT+POW, and use this to defend and make attacks while in the spirit world

When the spell's Duration expires, the recipient's spirit must be close to its host body. As long as it is within the spell's Range in metres, the soul and body reunite without any problems. However, a soul that is too far away or has had its body killed or possessed, will begin to suffer. Every minute it is denied from its body, the spirit loses one point of POW, permanently. If POW reaches zero, the soul dies.

Spirit Resistance

This spell matches its Magnitude against the POW of any spirit that comes into contact with the recipient. If the recipient of the spell's combined POW + Spirit Resistance's Magnitude is greater than the spirit's POW, the spirit cannot touch the recipient.

A spirit unable to touch a recipient will not be able to personally attack or harm him, including through ranged attacks. A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds Spirit Block's Magnitude.

Summon (Otherworld creature)

Resist (Persistence)

This spell allows the Sorcerer to summon one otherworld creature per casting to the mundane world. The creature is not automatically under the Sorcerer's control. If the summoned creature succeeds its Persistence test it is free of the Sorcerer's command and if so inclined may be hostile to the sorcerer. Otherwise it acts as if under the influence of a Dominate spell for the duration of the spell. The duration of the summon spell also determines how long the creature is trapped on the mundane world.

Example Otherworld creatures; Elementals, Spirits and Undead.

Tap (Characteristic)

Concentration, Resist (Persistence), Touch

There are actually seven Tap spells, one for each Characteristic. These devastating spells allow the caster to permanently strip a target of Characteristic points, transforming them into Magic Points for his own use.

The caster must make contact with the target, either physically or through Touch Projection in order to Tap it – therefore the spell cannot be used on incorporeal creatures, such as spirits.

Tap will only work if its Magnitude is equal to or greater than the target's specified Characteristic. Thus a Magnitude 6 Tap Strength spell would only work on targets with a STR of 6 or lower.

The number of points Tapped by the spell are equal to 1D6 per Combat Round the Spell is applied to the Victim.

Characteristic points lost to Tap are lost permanently, though the victim can raise them again through normal means of increasing a Characteristic. Characteristics may be Tapped to 0 which usually involves the death of the victim. The exception being Charisma.

For each Characteristic point the sorcerer taps, he will gain one Magic Point. The sorcerer is limited in the number of Magic Points he can gain through Tap; the spell can only increase his Magic Points to double his normal limit. A sorcerer may simply Tap a target and dissipate any gained Magic Points.

If the sorcerer gains more Magic Points through Tap than his normal maximum, they will disappear at the rate of one Magic Point per minute once the spell finishes.

Treat Wounds

Instant, Touch

This spell must be cast upon a wounded character. It dramatically accelerates the natural healing rate of the target. For every point of Magnitude of this spell, the caster can repair one hit point per Combat Round the spell is applied. Treat Wounds cannot reattach or regrow a severed limb and will not work on any Major Wound.

Venom

Resist (Resilience Special), Touch

This spell infuses the target's body with a magical poison. The Potency of the poison is equal to the spell's Magnitude x 5, takes affect instantly and does damage equal to the magnitude per combat round for the for the spell's Duration. The target may resist the poison with a Resilience test, as normal.



Chapter 10 Creatures

In OpenQuest, Monsters can be as richly detailed as the characters themselves. As well as characteristics they have skills, weapons and magic spells. They are not mere cannon fodder to be killed and looted. They have their own motives that often bring them into conflict with the player characters, and if sentient can be used to create player characters.

This chapter is split into two lists. The first is the monster list which is full of creatures fantastic and magical. The second is the Animals List, a smaller list which details more mundane creatures, which the characters may encounter or commonly use as mounts and beasts of burden.

Using the Monsters List

The following characteristics, attributes, skills and special rules, collectively known as a 'Stat block', for each of the creatures listed on the Monsters List are the bare bones of a creature. You can use them straight away to give an average non-descript member of that race.

Monsters as Player Characters

Although in theory any of the following monsters can be used as player characters the following list are especially suited;

- Dwarf
- Elf
- Centaur
- Goblin
- Merman
- Orc
- Ogre
- Lizard Man

To create creatures that truly fit the adage "Monsters are People too" either, take the Stat block and use it as a base for a complete character. Think of a concept for the character and then add the skills, characteristics and magic that the character needs. You may want to generate the creature character as if it was a player character. This often creates good opposition for the players since the creature will be of comparable experience. Use the further experience Optional 'More Experienced Characters' (see Chapter 2) to create Veterans and Masters to base really tough opponents on.

Warning: Do not increase encounter difficulty by throwing ever increasing numbers of monsters at the player characters a much better way is to increase the power of individual monsters, by increasing skills and magic use, to be closer to the player characters. OpenQuest combat works best when there is roughly the same amount of monsters as player characters in an encounter.



Plunder

Although OpenQuest is not a game of 'Killing Things and Taking their Stuff' it is sometimes useful and expected that creatures that the Player Characters meet upon their Quests will have treasure both mundane and magical.

Normally the needs of the story can dictate what treasure and magical items the creature possesses, but if a quick random roll is necessary the following guidelines can be consulted.

Each creature has a 'Plunder Factor' which is a rating of how much treasure the creature is likely to be carrying. For creatures that form groups increase the Plunder Factor by at least one, for groups of up to 20 creatures and 3 for groups over a hundred. In this case the Plunder will be held in a defended and guarded treasure room which the leader of the creatures will have access to.

Plunder

Plunder factor	
0.	Not a hoarder. No treasure what so ever.
1.	Chance hoarder. A couple of coppers, loose change (1d6 CP). Very remote (05%) chance of a minor magical item, which either uses by accident (my lucky talisman) or completely oblivious to.
2.	Hordes enough for a rainy day. About 5D20 in SP, 1d10 GD. If the creature uses magic POW % chance of 1d4 Minor Magic items appropriate to the type
3.	Hoard for a better future. Collects treasure for its worth and appreciates its value. 5D100 in SP, 3D20 in GD. If uses magic POW X 2% of 1D4 Minor Magic Items
4.	Significant hoard. Hoards for hoarding sake. 10D100 SP, 1D100 GD. POW X 3% of 1d6 Minor Magic items and POW % of 1D4 Major Magic Items regardless of whether the creature uses magic.
5.	Treasure trove. the wealth of a minor Lord. examples Grave goods of a dead noble worth about 1D6 thousand Silver Pieces, with 1D6 Minor magic items and POW X 3% of 1D6 Major Magic items.
6.	Wealth of Kings. eg. Dragon's Hoard, a hoard almost beyond comprehension 1D4 Million Silver pieces, 2D10 Minor Magical items, 1D8 Major Magic items and one Relic or Artefact.

Magic Items

Magic items will usually be of the type used by the creature. In cases where the creature does not use magic, but has the item in its hoard due to its value and beauty, roll 1d6

1-4 Battle Magic

5 Divine Magic

6 Sorcery

Minor Magic Items

One spell of 1D4+1 magnitude.

Major Magic Items

1D3+1 Spells of 1D6+2 magnitude.

Artefacts

The stuff of legend, one of a kind mighty magic items created by the gods or the greatest magicians of the Age. Always one of a kind which have powers beyond normal magic spells.

Magic Spells which create Magic Items

The following spells can be used in the creation of magic items. Refer to the relevant chapters for details.

Battle Magic

- Create Charm
- Create Magic Point Store
- Create Potion
- Call Spirit

Divine Magic

- Create Blessed Item

Sorcery

- Create Spell Matrix
- Create Scroll

Plunder Items format

Plunder items have the following format. This is to give a concise description of the item and some background information which prevents the item from being bland and colourless.

Background

Details of who and why it was created it and significant owners and events in its history

Description

This is a physical description of the item.

Creation

How the item was created. Usually this section details the spells that we're used and any special rituals that the creators used.

Magic Powers

This section lists the relevant spells stored in the item.

Also if any spirits are bound into the item or if the item acts as a Magic Store it is noted here.

Any special magic powers unique to the item are recorded here.

Cult affiliations

This section lists the cults which are friendly to the item, who will try especially hard to get obtain the item. Paying

extra silver to get hold of it and if so inclined resorting to violence or underhand methods. Enemies are cults who for old reasons hate the item and will either go out of their way to avoid the user or try to destroy the item.

Price

If listed this is the price that a collector would pay for the item. Rough guides, 100 Silvers per Magnitude of spell stored in it. Very rarely will a magic item be available on the open market and in most fantasy worlds there is no such thing as 'Ye Olde Magic Shop'.

Example Plunder items

The Dice of Desto (Minor Magical Item)

Background

Created to aid some hapless unlucky noble with a taste for gambling these dice have changed hands throughout the ages, giving good fortune to their owners but deserting them in their moment of need.

Description

A pair of blue crystal dice, that flash when rolled.

Creation

Create Charm 6 with Enhance Any Skill 6 cast on it .

Cult affiliations

None.

Magic Powers

Enhance Any Skill 6.

On a Fumbled Battle Magic Casting roll the dice will disappear and reappear somewhere else far from the present owner.

Price

600 Silvers

The Holy Sword of Zunder (Major Magical Item)

Background

Forged during the time of the Old Empire, this solid iron sword was the property of General Zunder, a now forgotten hero who successfully led the Empire's Legions against the Burning Heart.

Description

A solid razor-sharp iron long sword, with a large crystal at it hilt, which glows with a purple light when it has magic points in it. It also has the word 'Zunder' engraved in Imperial down the length of the blade.

Creation

This item was created specially by the Imperial Academy of Magic, using a Create Charm and Create Magic Store battle magic spells.

Magic Powers

Weapon Enhancement 4

Protection 4

The hilt of the sword is a magic point Store which holds 16 Magic Points, which may be regenerated by the user transferring their own into it.

Cult Friends

The sword is invaluable to any one who is a member of the Imperial Cult.

Cult Enemies

Any member of the Burning Heart will be quick to throw this sword into the burning forges of the Orc Mages to destroy it.

Holy bones of Abner Tweantor (Relic)

Background

A voracious Cleric of the Imperial Cult, Abner was martyred by a particularly foul Orc Warlord of the Burning Heart when they over ran his diocese after the death of Emperor Sontan. After the Orcs were repelled his bones still in a pose of defiance were recovered by his followers and interred in the Imperial Cathedral in Sontan.

Description

A set of iron hard bones, burnt black by the orcish fires of his martyrdom.

Creation

Abner's bones are a holy relic created by the Divine will of the Celestial Emperor at the time of his death.

Magic Powers

Skull – Mind Link 5

Rib cage -Shield 4

Hip bone – Heal 5

Cult affiliations

Any member of the Imperial Cult will revere these bones, while any member of the Burning Heart will revile them.

Price

If the bones go missing from the Imperial Cathedral the Imperial Cult will pay 1000 GD to have them safely returned.

The Sword of Imperial Will (Artefact)

Background

The very symbol of the Empire handed to the first Emperor Sontan by the Celestial Emperor himself. Only a True Emperor of Gatan may wield it. It calms the citizens and smites the heathens.

Description

A silver great sword with a large ruby in its hilt.

Creation

From the divine will of the Celestial Emperor himself.

Magic Powers

Imperial Harmony – The sword when wielded by the Emperor stops any dissent, rioting and civil war in a fifty kilometre radius.

Smite the Heathen – When the sword successfully hits an avowed enemy of the Empire, the target must make a Persistence test -50% or be instantly slain.

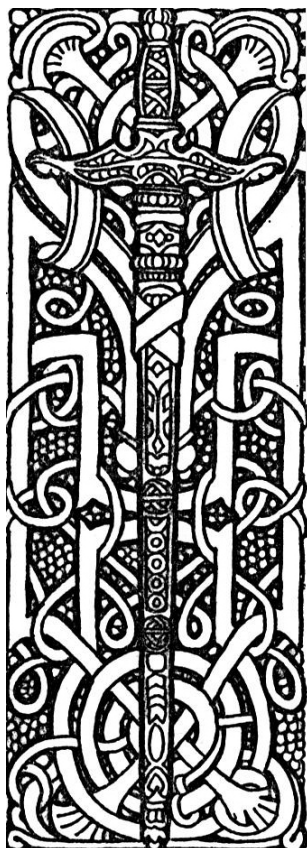
Slay non-True Emperor – Anyone picking up the sword who is not the True Emperor of Gatan must make a Persistence test -50% or be instantly slain..

Cult affiliations

Friendly: Imperial Cult of Gatan

Price

Beyond measure.



The Monster List

Each of the following monsters is described in the following format.

Characteristics

These are the characteristics that the monster possesses. If a monster is missing a characteristic for any reason the effect of this is noted under the Special rules section for that monster. Two scores are given for each characteristic. Firstly the dice range of that you can roll to randomly determine an individual's characteristics and in brackets the score of an average individual of that species. This average score is used throughout the rest of the stats, so you can just quickly pick-up and use the monsters, so if you randomly roll characteristics you will have to adjust the rest of the skills and other characteristic dependant scores accordingly.

A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a Single number, rather than a die roll) is not sentient. Fixed INT creatures operate solely on instinct rather than logic or intuition.

Attributes

Hit points, Major Wound, Damage Modifier and Magic points of the creature. Again these are based upon the characteristic scores of an average member of the species. Movement Rate it also notes Movement Rates if the creature can fly or swim. Typical armour worn, including the Armour Points (AP) as well as the creature's plunder rating.

Skills

Monsters have skills like player characters. This section breaks down into the skills categories, and details the significant skills that an average member of this species will have. Combat skills have the damage, including damage modifier, and other details for the weapon used in brackets next to the weapons name. Unless otherwise noted a creature with multiple attack forms will only get to use one as its combat attack.

Magic

Suggestions of the type of magic spells that an average member of the species will know.

Special Rules

This section has details other rules that the monster uses for its abilities are described if necessary.

Beastman

Hybrids of animals of beasts and men, they typically take the form of a man with a beast's head. Tied to the savagery of nature, they react with hostility to man's attempt to clear the wilderness for cultivation.



Characteristics

STR 2D6+6 (13)

DEX 3D6 (11)

CON 1D6+12 (16)

SIZ 1D6+12 (16)

INT 2D6+6 (13)

POW 3D6 (11)

CHA 2D6 (7)

Attributes

Hit Points: 16

Major Wound 8

Damage Modifier +1D4

Magic Points: 11

Movement Rate: 15m

Armour: Leather armour (AP 2)

Plunder rating :2

Skills

Resistances

Dodge 40%, Persistence 30%, Resilience 30%

Knowledge

Nature Lore 70%

Practical

Deception 40%

Combat

Close combat 50%

Club (1D6+1D4)

Shortspear (1D8+1D4)

Target Shield (1D6+1D4)

Unarmed combat 60%

Head Butt (1D6+1D2))

Magic

Beastmen usually are members of some Nature cult and learn 3 points of Battle Magic

Basilisk

Born from the egg of a cockerel acted upon in an Alchemist's or witches cauldron, this magical monster is the product of foul sorcery. It is a large lizard with multicoloured scales. Its baleful gaze can kill and its blood is poisonous and corrosive. Basilisks are usually employed as guardians of their master's treasure.



Characteristics

STR 2D3 (4)

CON 2D6+6 (13)

DEX 2D6 (7)

SIZ 1D3 (2)

INT 3 (3)

POW 1D6+12 (16)

CHA 3 (3)

Attributes

Hit Points 7
 Major Wound 4
 Damage Modifier -1D6
 Magic Points 16
 Movement Rate: 15m
 Armour Scales (2pt)
 Plunder rating 5

Skills

Resistances
 Dodge 30%, Persistence 50%, Resilience 70%
 Practical
 Athletics 60%, Deception 40%,
 Knowledge
 Natural lore 40%
 Combat
 Ranged Combat 100%
 Gaze (Death, Range: POW in metres)
 Unarmed Combat 30%
 Bite (1D6–1D6+poison)
 The basilisk can attack with both gaze and bite simultaneously in the same combat round as its action.

Magic

Poison Blood & Venom

Any non-magical weapon hitting the basilisk corrodes in the creature's blood, completely disintegrating after D4 rounds.

The basilisk's poison and corrosive blood are magical effects, which lose their special properties a few minutes after leaving the basilisk's body, making it virtually impossible to use the creature as a source for such lethal compounds.

Basilisk Venom

Type: Ingested or smeared

Delay: Immediate

Potency: 65

Full Effect: 1D4 hit point damage, applies –6 penalty to victim's CON

Duration: 6D10 minutes

Death Gaze

A basilisk can kill with a glance. In combat the basilisk glares at a single opponent each round. If the basilisk

overcomes the target in an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Magic Points, and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a Magnitude 6 Battle Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again.

Centaur

Atop of the body of a well breed and strong horse this creature has the body of a strong athletic human where the horse's head should be. The centaur is the raw power and nobility of nature incarnate. Often they act as the self styled protectors of the wilderness, which brings them into conflict with more settled races who encroach on their territory.



Characteristics

STR	3D6+6	(17)
CON	3D6	(11)
DEX	3D6+3	(14)
SIZ	4D6+12	(26)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	3D6	(11)

Attributes

Hit Points 19
 Major Wound 10

Damage Modifier +1D6

Magic Points: 11

Movement Rate: 23m

Armour: Leather armour (AP 2)

Plunder rating: 2

Skills

Resistances

Dodge 30%, Persistence 45%, Resilience 60%

Knowledge

Natural lore 60%,

Practical

Athletics 60%, Performance 50%, Deception 30%,
Perception 40%

Combat

Ranged Combat 70%

Long Bow (2D8+1D6)

Close Combat 40%

Lance (1D10+1D6 / 2 AP)

Target Shield (1D6+1D6 / 8 AP)

War Sword (1D8+1D6 / 4 AP)

Unarmed Combat 40%

Kick (1D6+1D6)

Centaur's get one attack per combat round as their action.

Magic

Centaur's are usually members of Earth and Nature cults and learn Battle Magic and Divine Magic from these.

Dragon

These giant reptilian monsters fly through the air using the thermals and if needed warm air using their fiery breath. Dragons are very individual in their temperament. Some are evil cruel beasts. Others are solitary hoarding creatures. Some use their high intelligence to lord it over other lesser races.

Characteristics

STR	20D6	(70)
CON	10D6	(35)
DEX	4D6	(14)
SIZ	10D6+30	(65)
INT	6D6	(21)
POW	4D6+12 (26)	
CHA	6D6	(21)

Attributes

Hit Points 50

Major Wound 25

Damage Modifier: +7D6

Magic Points 26

Movement Rate: 30m on land, 45m when flying

Armour: Dragon Scales (AP 12)

Plunder rating: 5 or 6 depending on size of Dragon.

Skills

Resistances

Dodge 30% Persistence 180%, Resilience 120%,

Knowledge

Natural lore 100%, Culture (local) 100%

Practical

Athletics 120%, Influence 150%, Perception 110%

Combat

Unarmed Combat 125%

Bite (1D10+7D6 / 4 AP)

Claw (1D8+7D6 / 6 AP)

Tail (1D20+7D6 / 8 AP)

A dragon can make either a single tail attack or two claw attacks or one bite attack in a Combat Round.

Magic

Dragons are highly magical creatures and often learn sorcery and battle magic (of which they have a minimum of 10 points of Magnitude of spells)

Breathe Flame: The Dragon may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the Dragon, which stretches for its POW in



metres. At its furthest extent, the cone is equal to the creature's POW in width.

Any creature caught in the flame suffers 4D6 fire damage, though on a successful Dodge roll a character may dive for cover to halve this damage and AP counts as normal.

The Dragon may only breathe flame once in a once per hour. Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative -25% penalty for every attempt.

Dwarf

These short, stocky and bearded human like creatures, live underground in vast halls meticulously carved out of the rock by their highly skilled hands. Long lived and proud off their work, Dwarfs are the natural enemies of Orcs and Goblins who often encroach upon their realms.

Characteristics

STR	4D6	(14)
CON	2D6+12	(19)
DEX	2D6	(7)
SIZ	1D6+6	(10)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	3D6	(11)

Attributes

Hit Points 15
 Major Wound 8
 Damage Modifier 0
 Magic Points 11
 Movement Rate: 15m
 Armour: Chainmail (AP 5)
 Plunder rating: 3

Skills

Resistances
 Dodge 20 % Persistence 40%, Resilience 55%
 Knowledge
 Craft 70%,
 Practical
 Athletics 50%, Engineering 35%, Trade 60%, Mechanisms 40%,
 Combat
 Close Combat 65%
 War Hammer (1D8+1 / 3AP)

Battleaxe (1D6+1 / 3AP)

Target Shield (1D6 / 8AP)

Ranged Combat 45%

Light Crossbow (2D6)

Magic

Dwarfs either join Earth Cults or are practitioners of Sorcery.

Special Rules

Earth Sense – Dwarfs can sense automatically how far they are underground and whether or not the tunnels or chambers they are in are structurally sound.

Dark Sight – Dwarfs see in the dark as if it is day, by detecting heat and cold.



Elemental

These are magical beings of raw elemental power that come from the Otherworlds. They are usually called or summoned to the mundane world to do the bidding of Priests and Sorcerers.

- Undines are water elementals and look like a featureless humanoid made of water whose legs dissolve into a pillar then pool of water.
- Shades are darkness elementals and are living blobs of darkness.
- Salamanders are fire elementals and look like lizards made of fire.
- Gnomes are earth elementals and look like humanoids made of rock.
- Sylphs are air elementals who take the form of clouds which fly.

The only Stat that an elemental has is SIZ, all its derived attributes and skills are based off this.

*Elementals are immune to disease and poison.

Elementals attack by engulfing their enemies. All opponents within the area of attack are potential targets. Elementals use their Attack percentage, which is equal to their size times five, to hit the target who then resists using the resistance appropriate to the attack.

	Type of attack	Resistance used	Attribute damage
Undines	Drown	Resilience	Hit points
Shade	Fear	Persistence	Magic points
Salamander	Burning	Resilience	Hit Points
Gnome	Crush	Resilience	Hit points
Sylph	Buffet	Resilience	Hit points

Shades attack using Fear, when they reduce their opponent's Magic Point's total to zero they literally die

of shock.

Other elemental abilities

- See Invisible
- Elementals have magical senses that allow them to 'see' invisible creatures such as immaterial spirits. They also gain a +50% when detecting hidden characters.
- Almost invisible against the same element.
- All elementals have the equivalent of a 90% Deception when lying next to a environment of the same element as themselves. For example undines are nearly invisible when lying in a pool of water and Gnomes can curl up and blend into a surrounding rocky area.



Size of Elemental	SIZ	Damage	Hit Points (=SIZ)	Attack (=SIZ x 5)	Area of attack (=SIZ / 3)	Movement Rate(=SIZ X 2)	Dodge	Persistence	Resilience*
Small	3	1d6	3	15%	1m	15m	120	30	100
Medium	9	2d6	9	45%	3m	23m	90	60	100
Large	21	3d6	21	105%	7m	30m	60	90	100
Huge	50	4d6	50	250%	16m	45m	30	120	100

Elf

Forest dwellers, these creatures are slender and tall with ears that end in a point. Haughty and proud they do not suffer the ravages of time like other mortal races. Tightly bound to their forest realms in ways no human can understand they often come into conflict with those who despoil their lands.



Characteristics

STR	2D6+3	(10)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	2D6+3	(10)
INT	3D6+6	(17)
POW	2D6+6	(13)
CHA	3D6	(11)

Attributes

Hit Points	11
Major Wound	6
Damage Modifier	0
Magic Points	13
Movement Rate:	15m
Armour:	Leather (2AP)
Plunder rating:	1

Skills

Resistances

Dodge 55 % Persistence 55 % Resilience 20%

Knowledge

Natural lore 80%

Practical

Athletics 55%, Deception 55 %, Perception 30% Healing 50%

Combat

Close Combat 60%

Longspear (1D10/ 2 AP)

Ranged Combat 80%

Long Bow (1D10)

Magic

Elves usually are at least Initiates in an Earth or Fertility cult. Their leaders tend to be Priests in such cults.

Gargoyle

Grotesque humanoids with leathery bat like wings, faces with exaggerated features and large fangs that protrude from their lower jaws, their skin is a dull grey meaning that they are often mistaken for statues, a fact that a predatory Gargoyle will often use to its advantage staying still for hours upon end. It is rumoured that once the Gargoyles had a vast underground Empire, but now they are encountered in small groups of twenty at the most. Often they find themselves drafted into Orc war bands as flying troops.

Characteristics

STR	5D6+12	(29)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	5D6	(17)
INT	1D6	(4)
CHA	1D6	(4)
POW	3D6	(11)

Attributes

Hit Points	16
Major Wound	8
Damage Modifier	+2D6
Magic Points	11
Movement Rate:	1, 1.5 when flying
Armour:	Tough Hide (AP 6)

Plunder rating: 0

Skills

Resistances

Dodge 25% Persistence 40 % Resilience 40%

Knowledge

Natural Lore 40%

Practical

Athletics 40%, Deception 30 %, Perception 40%

Combat

Unarmed Combat 50%

Claw (1D6+1D12)

Magic

Gargoyles tend not to learn magic unless taught it. If some one is stupid to teach them magic it is usually very low magnitude Battle Magic (max 3), enough to make them useful as troops but not enough to give them the upper hand in any mutiny.



Ghost

Those that have passed beyond the veil, but have not found peace remain to haunt the living as ghosts. Jealous and mean they seek to do harm to the living and often will try to possess a victim to experience the joys of living once again.

Characteristics

STR –

CON –

DEX –

SIZ –

INT 3D6 (11)

POW 3D6 (11)

CHA 3D6 (11)

Attributes

Hit Points N/A

Major Wound N/A

Damage Modifier N/A

Magic Points 11

Movement Rate: 23m

Armour: None

Plunder rating: 0 if a wandering Ghost in the Wilderness, 5 for dead noble in his tomb

Skills

Resistances

Dodge 40% Persistence 50 % Resilience NA

Knowledge

Lore (Spirit World) 30%,

Practical

Deception 50%, Perception 40%

Combat

Spirit Combat 40%

Dominant Possession (1D6)

Magic

As in life

Special Rules

Ghosts can only be affected by magic spells with either dominate or drive them off or by characters who can engage in spirit combat.

Ghoul

Amongst the foulest of the undead, Ghouls survive by eating the flesh of the living in a state of perpetual ravenous hunger. Most Ghouls haunt their old tombs in packs waiting for the living to foolishly enter their lairs. More capable and magically powerful ghouls, enslave weaker living races, such as orcs and goblins, and use these creatures to capture their prey for them. Unlike other undead the ghoul's flesh has a tight leathery sheen as if it has been tanned at the time of death or transformation. The eyes are alive and bright and the teeth are sharp and needle like.

Characteristics

STR	4D6	(14)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6+6	(13)
POW	3D6	(11)
INT	3D6	(11)
CHA	1D6	(4)

Attributes

Hit Points 12

Major Wound 6

Damage Modifier 0

Magic Points 11

Movement Rate: 15m

Armour: None

Plunder rating:1

Skills

Resistances

Dodge 40% Persistence 30% Resilience 40%

Knowledge

Lore (Undead) 75%

Practical

Athletics 40%, Deception 60%, Perception 30%

Combat

Ranged Combat special see below

Howl (Demoralise see below)

Unarmed Combat 60%

Claw (1D4)

Bite (1D6+poison)

A Ghoul is able to use its howl once per combat round in

addition to either a Claw or Bite attack.

Magic

Ghouls either learn Battle Magic from each other with the occasional powerful leader becoming a Shaman or Priest of some Evil Cannibal cult.

Special Rules

Ghoul Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 22

Full Effect: Paralysis

Duration: 1D10 hours or until healing is administered that restores at least 1 hit point

Ghoul Howl

Ghouls employ a blood chilling howl in combat. When a ghoul howls, every creature in a radius equal to the ghoul's POW in metres becomes Demoralised (as the Rune Magic spell) unless he can overcome the ghoul's Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week.

Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoul's howl.



Giant

Standing at least six metres high a Giant is a marvel to behold to the 'little' races that it towers over. It is rumoured that they once had their own civilisation that challenged that of the Gods, and so they were cast down and scattered. Giants are human like and tend to take on the cultural aspects of the nearest human culture, which they often trade with. That be said many are primitive barbarians living outside and beyond human society in the wilderness. Some are master stone masons so are found in the mountains where there is an abundance of stone.

The following Characteristics are determined for a giant that stands six metres tall. For every two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

Characteristics

STR	9D6+18 (49)
CON	6D6+18 (39)
DEX	2D6+3 (10)
SIZ	9D6+18 (49)
INT	3D6 (11)
POW	3D6 (11)
CHA	2D6 (7)

Attributes

Hit Points 44

Major Wound 22

Damage Modifier +5D6

Magic Points 11

Movement Rate: 30m

Armour: Tough Hide (AP 3),

Plunder rating: 4

Skills

Resistances

Dodge 10 % Persistence 25 % Resilience 80%

Knowledge

Natural lore 20%,

Practical

Athletics 50 %, Deception 5%, Perception 40%

Combat

Close Combat 90%

Huge Club (2D6+5D6)

Giants tend to use mighty clubs (and sometimes even tree trunks) in battle.

Ranged Combat 35%

Thrown boulder (2D6+5D6)

Unarmed Combat 75%

Stomp (1D6+5D6)

Magic

Giants tend to learn the magic of those cultures nearest them. Giants who are isolated in the mountains learn Battle Magic with more powerful individuals becoming Shamans.



Goblin

Sneakier crueller cousins of the Orcs, goblins are a quarrelsome bunch of green skinned humanoids. They stand as tall as a human child and their smiling faces are dominated by large hooked noses and mouth full of razor sharp teeth. Constantly in the shadow of the larger humanoid races, often as a slaves or cannon fodder, these diminutive psychopaths take out their frustration on other creatures unlucky to be outnumbered by them or in their power.



Characteristics

STR	2D6+3	(10)
CON	2D6+3	(10)
DEX	5D6	(17)
SIZ	2D6	(7)
INT	3D6	(11)
POW	2D6+3	(10)
CHA	2D6	(7)

Attributes

Hit Points	9
Major Wound	5
Damage Modifier	0
Magic Points	10
Movement Rate:	15m
Armour:	Leather (2 AP)
Plunder rating:	1

Skills

Resistances

Dodge 50%, Persistence 20 % Resilience 35%,

Knowledge

Natural lore 50%

Practical

Athletics 50%, Perception 35%, Deception 75%, Mechanisms 50%

Combat

Close Combat 40%

Shortspear (1D8)

Buckler (1D4)

Ranged Combat 50%

Sling (1D6)

Magic

On their own Goblins tend to learn Battle Magic and have Shamans. When they are exposed to bigger evil cultures they tend to get press ganged into the service of Evil Cults.

Special Rules

Night Sight – Goblins can see at night as if it was day, by seeing heat and cold.

Gorgon

These giant creatures have the upper body of female humans whose lower body is that of a giant snake with metallic scales and who have leathery wings growing out of their back. To top off their gruesome visage, which can turn other living creatures to stone, is a head that has living writhing serpents for hair. Evil and vicious to the extreme, it is fortunate that Gorgons are solitary creatures, except in the occasional time that they lord it over other evil creatures.



Characteristics

STR	4D6	(14)
CON	3D6+6	(17)
DEX	3D6+6	(17)
SIZ	4D6	(14)
INT	3D6	(11)
POW	1D6+12	(16)
CHA	1D6	(4)

Attributes

Hit Points 16

Major Wound 8

Damage Modifier +1D6

Magic Points 16

Movement Rate: 15m on land, 23m when flying

Armour: Scales (AP 8)

Skills

Resistances

Dodge 50% Persistence 35 % Resilience 45 %

Knowledge

Practical

Athletics 65%, Deception 60%, Perception 50 %

Combat

Ranged Combat Special see below

Gaze attack (Petrifaction)

Unarmed Combat 75 %

Talons (1D6+1D6)

Serpents (1D4+poison)

Gorgons attack using their Gaze at the beginning of the combat round (see below) and then have one combat attack (either Talon or Serpents) as usual.

Magic

Gorgons have at least 10 magnitude of Battle Magic or Sorcery or Divine Magic. They are usually Priestesses or Adepts, with a casting skill of 75%.

Special Rules**Gaze Attack**

The gorgon's gaze attack is an automatic attack at the beginning of every round. Every susceptible creature must make an opposed Resilience test against the gorgon's Persistence or be turned to stone.

Gorgon Serpent Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 34

Full Effect: 1D3 hit point damage applies -3 penalty to victim's CON

Duration: 6D10 minutes

Griffin

The body of a lion and the head of an eagle and two eagle wings, the mighty Griffin is associated with nobility who often hunt it for sport. It lairs in the mountains and is often the lord of its terrain.

Characteristics

STR	8D6	(28)
CON	3D6+12	(22)
DEX	3D6+12	(22)
SIZ	8D6	(28)
INT	6	(6)
POW	2D6+6	(13)
CHA	7	(7)

Attributes

Hit Points 25

Major Wound 13

Damage Modifier +2D6

Magic Points 13

Movement Rate: 23m on land ,30m when flying

Armour: Tough Hide (AP 3,)

Plunder: 0

Skills

Resistances

Dodge 40% Persistence 80 % Resilience 70 %

Knowledge

Natural lore 60%

Practical

Athletics 80%, Deception 28%, Perception 50%

Combat

Unarmed Combat 70%

Bite (1D8+2D6)

Claw (1D6+2D6)

Harpy

A foul foetid creature, with the body of a human woman and the filth encrusted wings, legs and claws of a bird. Intimately associated with death, this creature is primarily a scavenger and can be found living in packs of four to forty.



Characteristics

STR	3D6	(11)
CON	3D6	(11)
DEX	5D6	(18)
SIZ	2D6	(7)
INT	3D6	(11)
POW	3D6	(11)
CHA	1D6	(4)

Attributes

Hit Points	9
Major Wound	5
Damage Modifier	0
Magic Points	11
Movement Rate:	15m on land, 30m when flying
Armour:	None
Plunder rating:	3

Skills

Resistances

Dodge 50 % Persistence 25 % Resilience 60%*

*Harpies are immune to disease (see below)

Knowledge

Natural lore 60%

Practical

Athletics 60 %, Deception 60 %, Perception 75%

Combat

Ranged Combat 40%

Stone (1D6 per 3 metres fallen)

Droppings (Temporary loss of 1D10CHA)

Unarmed Combat 30%

Claw (1D6+disease)

Magic

Wild Harpies tend to learn Battle Magic (Coordination and Mobility are particular favourites). Harpy nests who have contact to other Evil cultures tend to join Evil Cults.

Special Rules

Dropped Stones

Harpies often fight by dropping stones on their foes. These stones are between 5 and 10 kilograms, and inflict 1D6 damage for every three metres the stone falls (to a maximum of 10D6).

Harpy dung

A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease. If the harpy has the opportunity, it will often roll a stone in its dung before dropping it, which will also transmit a disease.

A character struck by harpy droppings gains, in addition to a disease, an overpowering stench that causes the temporary loss of 1D10 CHA. The character must bathe for one hour for every CHA point lost to rid himself of the stink. Cloth and other porous items (leather and wood, for example) must likewise be cleansed to get rid of the smell.

Disease resistance

Harpies are completely immune to both magical and mundane diseases.

Hippogriff

Head of a hawk and wings of a hawk on a body of a horse, this strange beast is often used as flying cavalry by those cultures that learn how to tame and breed them. In the wild it is a fierce predator that values horse meat above all.

Characteristics

STR	4D6+24	(38)
CON	3D6+6	(17)
DEX	3D6+6	(17)
SIZ	4D6+18	(32)
INT	7	(7)
POW	2D6+6	(13)
CHA	5	(5)

Attributes

Hit Points 25

Major Wound 13

Damage Modifier +3D6

Magic Points 13

Movement Rate: 23m on land, 37m when flying

Armour: Hide (1 AP)

Plunder rating: 0

Skills

Resistances

Dodge 40 % Persistence 40% Resilience 50 %

Knowledge

Natural lore 60%

Practical

Athletics 50%, Deception 10%, Perception 60%

Combat

Unarmed Combat 60%

Foreclaw(3D6)

Bite(1D8+2D6)

A Hippogriff can make two attacks per combat round. Either two foreclaw attacks or a Foreclaw and a bite.

Lamia

They say the female is the deadliest of the species. If that is the case the Lamia is the deadliest of all females, since no males exist. Highly intelligent and ruthlessly evil, Lamias use their magical abilities to dominate and control other races. They have upper body of an extremely attractive human female, while their lower body is that of a giant snake.

Characteristics

STR	3D6	(11)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	3D6+6	(17)
INT	4D6	(14)
POW	4D6	(14)
CHA	3D6+6	(17)

Attributes

Hit Points 14 Major Wound 7

Damage Modifier +1D4

Magic Points 14

Movement Rate: 15m

Armour: Scales (3 AP)

Plunder rating: 5

Skills

Resistances

Dodge 60% Persistence 60 % Resilience 60%

Knowledge

Culture (Local) 80%,

Practical

Athletics 60%, Deception 60%, Perception 60%

Combat

Unarmed Combat 50%

Bite (1D6+1D4+Blood Drain, see below)

Kiss(POW drain, see below)

Tail (1D6+1D4)

Magic

Lamia's either learn Sorcery, with a minimum Sorcery Casting of 75%, or Divine magic, with a minimum of ten Magnitude worth of spells.

Special Rules

Illusionary appearance

As Lamia is able to project an illusion that covers her lower half and makes her look like a human woman. The illusion contains visual components only – while it may look like the Lamia has legs, anyone brave enough to touch her will feel the hard, cold scales of her serpent half, rather than a pair of shapely legs. This illusion lasts as long as the Lamia wishes and costs her two Magic Points per day to maintain. Her chance to create the illusion is 100%. This illusion can be dispelled as though it were a Magnitude 4 spell.

Gaze Attack

Each combat round, as a Combat Action, a Lamia may make a gaze attack to try to overcome a male humanoid (including humans, dwarfs, elves, and orcs) in an opposed test of her Persistence against the male's Resilience. This attack costs the Lamia no Magic Points. If the Lamia wins, the man immediately falls hopelessly in love with her for as long as she is present. The first time he sees her in her true form, rather than cloaked in an illusion, he may attempt to break her hold by making another opposed test. If he succeeds, he breaks free, but if he fails, he remains entranced as long as he is in her presence. If a character is able to resist the Lamia's gaze attack, he will be immune to it for a full 24 hours.

The surest way to break someone of a Lamia's influence is to remove him from her presence. Even then, the victim will remain in love with the Lamia for a number of days equal to her CHA. The Lamia uses this ability to keep a handful of strong warriors as her willing slaves and bodyguards for extended periods of time. Eventually, her gnawing hunger leads her to drain them of their blood, but such men may live for weeks or even months as a Lamia's servant.

A man in thrall to a Lamia will do virtually anything she asks, including attacking friends and comrades.

Blood Drain

A Lamia loses 1D6 hit point per day to sustain her supernatural life, and does not regenerate hit points normally. Instead, she must take them from other beings by draining their blood. On a successful bite attack, the Lamia will hang on and drain one point of STR from the victim every round. Each point of drained STR gives the Lamia 1D6 hit points. When the Lamia drains the victim's STR to 0, he dies. This attack costs the Lamia no Magic Points.

POW Drain

A Lamia's kiss drains POW from the victim. When she kisses a victim, she must match her Persistence against the victim's Persistence in a standard opposed test. If she succeeds, she drains 1D6 POW from the victim, granting her an equal number of Magic Points. This POW loss is

permanent for the victim, though the Lamia cannot drain a victim below POW 1. This attack costs the Lamia no Magic Points.

Lizardman

Bipedal Lizards that walk upright, use tools, magic and would threaten mankind, if they didn't prefer very hot climates, such as arid deserts and steamy swamps. Found in anything from small primitive groups to large civilisations which enslave humans to build their awesome monuments.



Characteristics

STR	3D6+6	(17)
CON	3D6	(11)
DEX	2D6+3	(10)
SIZ	3D6	(11)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	2D6	(7)

Attributes

Hit Points	11
Major Wound	6
Damage Modifier	+1D4
Magic Points	11
Movement Rate	15m
Armour	Scales (2 AP)
Plunder rating	3

Skills

Resistances

Dodge 45% Persistence 25% Resilience 30%

Knowledge

Natural lore 45%

Practical

Athletics 45 %, Deception 35 %, Perception 35%

Combat

Close Combat 45 %

Battleaxe (1D8+1D4)

Ranged Combat 35%

Sling (1d6+1D4, Range 50m)

Unarmed Combat 25 %

Bite (1D6+1D4)

Magic

Typically 5 points of offensive Battle Magic.

Manticore

This monster has the face of a man, the body of lion and the tail of a scorpion. It has nothing but ill will towards other races. It skulks in the wilderness a lone predator feeding on sentient creatures unlucky enough to encounter it.

Characteristics

STR 4D6+12 (26)

CON 4D6+6 (20)

DEX 3D6 (11)

SIZ 4D6+12 (26)

INT 3D6 (11)

POW 3D6 (11)

CHA 7 (7)

Attributes

Hit Points 23

Major Wound 12

Damage Modifier +2D6

Magic Points 11

Movement Rate: 23m

Armour: Tough hide (3 AP)

Plunder rating: 3

Skills

Resistances

Dodge 25 % Persistence 65 % Resilience 45%

Knowledge

Practical

Athletics 25%, Deception 50%, Perception 60%

Combat

Unarmed Combat 75%

Claw (1D6++2D6)

Gore (1D8+2D6)

Poison Sting (1D6+2D6+poison)

Manticore poison

Type: Ingested

Delay: 1D3 Combat Rounds

Potency: 50

Full Effect: 1D4 hit point damage applies -3 penalty to victim's CON

Duration: 5D10 minutes

Magic

Only if someone has been stupid enough to teach it some. It will take to it like a duck to water, usually learning at least 5 points of magnitude of which ever approach.



Minotaur

One of the most powerful of all the Beastmen races, with the body of a well proportioned powerful human and the head of a bull or cow. As well as mazes this race lives in the forests and hills of the wilderness, in family groups and alongside its Beastman peers.

Characteristics

STR 3D6+12 (23)

CON 1D6+12 (16)

DEX 3D6 (11)

SIZ 3D6+12 (23)

INT 2D6 (7)

POW 3D6 (11)

CHA 2D6 (7)

Attributes

Hit Points 20

Major Wound 10

Damage Modifier +2D6

Magic Points 11

Movement Rate: 15m

Armour: Tough hide (3AP)

Plunder rating: 3

Skills

Resistances

Dodge 60% Persistence 40% Resilience 75%

Knowledge

Practical

Athletics 60%, Deception 10%, Perception 40%

Combat

Close Combat %

Great Axe (2D8+2D6)

Unarmed Combat %

Gore (1D6+2D6)

Head Butt (1D6+2D6)

Magic

Minotaurs tend to join Earth or Nature cults and learn Battle and Divine magic from them.

Mummy

The preserved remains of nobility, whose death rituals deliberately have then become this form of undead.

Often bandaged from head to toe as part of this process they tend to be found in their original tomb. Being nobility they are of course found as the leader of other lesser undead types, who were often their servants during life as well.

Characteristics

STR 3D6+12 (23)

CON 3D6+12 (23)

DEX 2D6 (7)

SIZ 2D6+6 (13)

INT 2D6+6 (13)

POW 0 (0)

CHA 1 (1)

Attributes

Hit Points 17

Major Wound 9

Damage Modifier +1D6

Magic Points 0 (See below)

Movement Rate: 15m

Armour: Tough Skin (2AP)

Plunder rating: 4

Skills

Resistances

Dodge 30 % Persistence 80 % (+Immune to Mind control magics) Resilience 50 % (+ Mummies are immune to natural Disease and Poison)

Knowledge

Practical

Athletics 10%, Deception 10%, Perception 40%

Combat

Close Combat 80%

War Maul (2D8+1D6)

Unarmed Combat 60%

Fist (1D6+1D6)

Magic

Since Mummies are POW-less they never have Battle Magic. Mummies who were Priests in their previous lives may have Divine Magic, and Mummies who know Sorcery will always know at least one Tap spell to gain

Magic points to fuel their spells.

Special Rules

An Ignite spell will work on a mummy's body. A strike with a fiery weapon, such as a sword with a Fireblade spell on it, or even a torch, will ignite the mummy if the hit causes damage. The damage done by the initial hit is taken each combat round as fire damage, unless the fire is put out. To put out a fire the Mummy must take 1 combat round to roll on the ground or immerse itself in water. During this time it may not make any other actions or reactions.

Healing spells are ineffective on mummies, though a Repair spell will fix any damage done (in 1D10 hit point increments).

When a creature becomes a mummy, its STR and CON are doubled. The statistics above represent a human mummy, though any sentient creature willing to undergo the process may become a mummy.

Merman

These humanoids have a human upper body and a fish body from the waist down live in large undersea colonies which mirror the human kingdoms of dry land above. They are quite territorial and they have been known to lure sailors to their death who have not paid them the proper respect.

Characteristics

STR 3D6+3 (14)

CON 3D6 (11)

DEX 2D6+6 (13)

SIZ 3D6+6 (17)

INT 3D6 (11)

POW 3D6 (11)

CHA 3D6 (11)

Attributes

Hit Points 14

Major Wound 7

Damage Modifier +1D6

Magic Points 11

Movement Rate: 23m Swimming, 7m on land as it crawls along.

Armour: None

Plunder rating: 1

Skills

Resistances

Dodge 30% Persistence 30% Resilience 30%

Knowledge

Natural Lore 80%

Practical

Athletics (Swimming) 60%, Deception 30%, Perception 50%

Combat

Close Combat 35 %

Longspear (1D8+1D6)

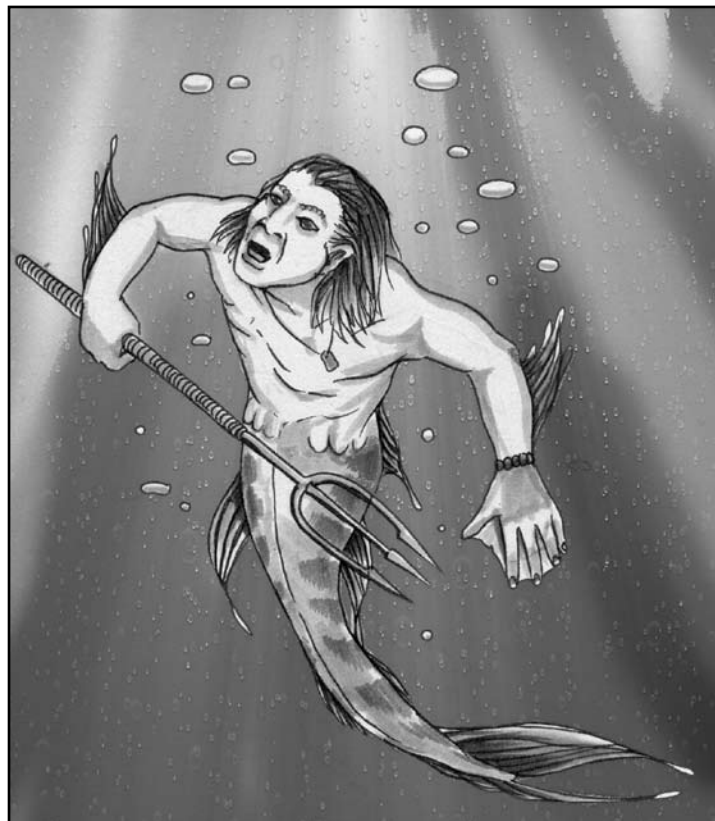
Dagger (1D4+1)

Magic

Mermen typically join the cults of the Sea God.

Special Rules

Mermen can hold their breath and swim underwater for their CON in minutes.



Mutant Ogre

Many ogres follow dark and hideous faiths, their foul practices and evil ways eventually lead to their bodies becoming monstrous and warped. It is hard to believe that these gigantic creatures are related to their seductive, weaker kin. Both types of ogre relish in the taste of human flesh and hunt man with vigour. Mutant ogres are either solitary or the leaders of great clans of other monsters, amongst them might rules.

Characteristics

STR	3D6+12 (23)
CON	2D6+6 (13)
DEX	3D6 (11)
SIZ	3D6+12 (23)
INT	2D6+6 (13)
POW	2D6+6 (13)
CHA	1D6 (3)

Attributes

Hit Points 18
 Major Wound 9
 Damage Modifier +2D6
 Magic Points 13
 Movement Rate: 15m
 Armour: Tough Skin 2AP
 Plunder rating: 1

Skills

Resistances
 Dodge 35% Persistence 55 % Resilience 35%
 Knowledge
 None
 Practical
 Athletics 35%, Deception 50%, Perception 50%
 Combat
 Close Combat 60%
 Maul(2D8+2D6)
 Ranged Combat 40%
 Rock (1D6)
 Unarmed Combat 60%
 Fist (1D6+2D6)
 Bite(1D8+2D6)

Magic

Mutant Ogres worship all manner of evil, demonic and foul spirits and gods.

Ogre

On first glance ogres look like tall handsome humans. But their mouth all full of sharp canines soon betrays their true nature. They live as small family groups, or as leaders of orc and goblin war bands and are fierce some carnivores, preferring the sweet flesh of intelligent creatures.

Characteristics

STR	2D6+12 (19)
CON	2D6+6 (13)
DEX	3D6 (11)
SIZ	2D6+6 (13)
INT	2D6+6 (13)
POW	2D6+6 (13)
CHA	3D6+3 (14)

Attributes

Hit Points 13
 Major Wound 7
 Damage Modifier +1D6
 Magic Points 13
 Movement Rate: 15m
 Armour: Typically Leather 2AP
 Plunder rating: 3

Skills

Resistances
 Dodge 35% Persistence 55 % Resilience 35%
 Knowledge
 Culture (local human) 60%
 Practical
 Athletics 35%, Deception 50%, Perception 50%
 Combat
 Close Combat 60%
 Longsword(1D8+1D6)
 Target Shield (1D6+1D6)
 Ranged Combat 40%
 Short bow (1D6)
 Unarmed Combat 60%
 Fist (1D3+1D6)

Bite(1D4+1D6)

Magic

Ogres typically learn the magic of the culture they are 'part' of although they do tend to gravitate towards evil cannibal cults.

Orc

Foul green skinned humanoids with pig like snouts and a foul temper. Orcs live for violence and have a society where the strong dominate the weak. Orc clans, known as warbands, regularly war on each other and other races that they come across.



Characteristics

STR	4D6	(14)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	2D6+3	(10)
INT	3D6	(11)
POW	2D6+3	(10)
CHA	2D6	(7)

Attributes

Hit Points 11

Major Wound 6

Damage Modifier +1D4

Magic Points 10

Movement Rate: 15m

Armour: Leather (2 AP)

Plunder rating: 2

Skills

Resistances

Dodge 35% Persistence 35 % Resilience 35%

Knowledge

Craft 40%

Practical

Athletics 35%, Deception 45%, Perception 45%

Combat

Close Combat 40 %

Scimitar (1D8+1D4/4AP)

Target Shield (1D6+1D4)

Ranged Combat 50%

Short Bow (1D8+1D4/75m)

Magic

Orcs usually worship evil or warlike deities and are members of their cults.

Pixie

Diminutive humanoids with butterfly wings, these mischievous beings live close to nature in forests and woods. They are quite friendly with elves, and other races quite often mistake them as a subspecies.



Characteristics

STR	2D3	(4)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	1D6	(4)
INT	3D6	(11)
POW	2D6+6	(13)
CHA	3D6	(11)

Attributes

Hit Points 8

Major Wound 4

Damage Modifier -1D6

Magic Points 13

Movement Rate: 15m, 30m when flying

Armour: None

Plunder rating: 0

Skills

Resistances

Dodge 60% Persistence 60 % Resilience 20%

Knowledge

Natural lore 80%

Practical

Athletics 60%, Deception 60%, Perception 60%

Combat

Close Combat 10%

Dagger (1D4+1-1D6)

Ranged Combat 25%

Sling (1D6/Range 50m)

Magic

Pixies are highly magical and know at least ten magnitude points of Battle Magic.

Satyr

These beastmen have the lower quarters of a goat, the upper torso of a man. Their hair tends to be thick and curly like a goats and they also have goat horns on their heads.

Characteristics

STR 5D6 (18)

CON 4D6 (14)

DEX 3D6+6 (17)

SIZ 2D6+6 (13)

INT 2D6+6 (13)

POW 4D6 (14)

CHA 2D6 (7)

Attributes

Hit Points 15

Major Wound 8

Damage Modifier +1D6

Magic Points 14

Movement Rate: 15m

Armour: None

Plunder rating: 1

Skills

Resistances

Dodge 35 % Persistence 50 % Resilience 50 %

Knowledge

Natural lore 75%

Practical

Athletics 45%, Deception 60%, Perception 60%

Combat

Close Combat 35%

Club (1D6+1D6)

Ranged Combat %

Unarmed Combat %

Head Butt (1D6+1D6)

Magic

Satyrs are naturally magical and know at least five points of Battle Magic. They also tend to join Earth or Nature cults, and the wise amongst them become Shamans.



Sea Serpent

These long serpentine sea monsters are distantly related to Dragons. They lair in caves at the bottom of the sea and this is where they drag their victims to be devoured.



Characteristics

STR 8D6+30 (58)

CON 4D6+21 (35)

DEX 2D6 (7)

SIZ 6D6+15 (36)

INT 3 (3)

POW 6D6 (21)

CHA 3 (3)

Attributes

Hit Points 36

Major Wound 18

Damage Modifier +5D6

Magic Points 21

Movement Rate: 23m swimming 0 on land

Armour: Scales (AP 5)

Plunder rating:3

Skills

Resistances

Dodge 40% Persistence 40% Resilience 80%

Practical

Athletics 60%, Stealth 25%

Combat

Unarmed combat 60%

Bite (1D6+2D10)

Skeleton

The animated bones of a human, these are the products of Sorcery and Divine magic. Skeletons are the lowest type of undead which if often merely created to act as disposable warriors and tomb guards.

Characteristics

STR 2D6+6 (13)

CON 1D6 (4)

DEX 3D6 (11)

SIZ 3D6 (11)

INT 0 (0)

POW 0 (0)

CHA 0 (0)

Attributes

Hit Points 8

Major Wound 4

Damage Modifier 0

Magic Points 0

Movement Rate: 15m

Armour: Typically Leather (2AP)

Plunder rating:0

Skills

Resistances

Dodge 10% Persistence 100% Resilience 100%

Immune to all diseases, poisons and mind control magics.

Combat

Close Combat 35%

Sword (1D8+1D6)

Medium Shield (1D6)

Magic

None

Special Rules

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. Skeletons are also immune to disease, fatigue, poisons and mind control magics.

A skeleton has the same Movement Rate the creature had in life, but as a skeleton it cannot fly or swim (if the creature had those abilities while alive). Skeletons never

suffer Fatigue.

Slime

This creature lives up to its name, being an amorphous blob of indeterminate colour that oozes around dripping highly corrosive acid. It is carnivorous, engulfing their victims and dissolving them with their acid secretion.



Characteristics

STR	1D6	(4)
CON	3D6	(11)
DEX	1D6	(4)
SIZ	6D6	(21)
INT	1	(12)
POW	3D6	(11)
CHA	1	(1)

Attributes

Hit Points 16

Major Wound 8

Damage Modifier 0

Magic Points 11

Movement Rate: 7m can also crawl up walls and hang from ceilings.

Armour: None

Plunder rating: 1

Skills

Resistances

Dodge 10% Persistence 40 %* Resilience %

*Immune to all mind control magics, poison and disease.

Practical

Athletics %, Deception %, Perception %

Combat

Unarmed Combat 75%

Envelop (Acid damage equal to the Slime's SIZ)

Magic

Slimes do not learn magic (under normal sane conditions).

Special Rules

A Slime can only be killed by fire or magic. Normal weapons merely pass through the Slime's rancid tissue without causing damage. Because of a Slime's caustic nature, neither acid nor poison has any effect on it. Non-fiery weapon enhancement spells do no damage to a Slime. Disruption and similar spells have their normal effect.

A Slime's body retains its full acidic properties for a number of days after death equal to the creature's CON.

A Slime attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Dodge skill or his Athletics skill to jump out of the way. Using Athletics rather than Dodge incurs a -40% penalty. A Slime's attack may not be parried – the creature will simply slide around the parrying weapon to engulf its foe.

Every round a creature is enmeshed by a Slime, that creature will take acid damage equal to the SIZ of the Slime. Armour will protect against this damage for the first round, after which it is dissolved by the Slime's acid unless it is enchanted in some form or another. A character caught by a Slime may attempt to escape by making another Dodge or Athletics skill test.

Spirit

Spirits are magical creatures that exist in the Spirit world, which exists invisibly alongside the mundane world of the player characters. Most of the time spirits are invisible to characters in the mundane world, but when they are revealed they are nebulous forms that reflect their type.

Spirits can engage in spirit combat with living creatures that have a POW characteristic. If they win the combat they possess the loser, since spirits crave a physical body for a variety of reasons depending on type. For example Disease spirits possess their victims and riddle their bodies with foul disease.

Although Spirits lack a physical presence, due to lack of STR, CON and DEX, they move at a rate equal to twice their POW.

There are two types of possession;

Covert

This type of possession has the spirit hide in the victim's body. It only assumes partial control of the victim when it needs to do something to the victim's body.

Dominant

The spirit takes full control of the victim's body and in turn the victim's spirit is imprisoned in the body unable to do anything until the hostile spirit is exorcised or leaves.

Disease Spirit

Disease spirits are the source of misery and illness and appear as a sickly green humanoid form with a skull or sunken plaid face for a head.

They are commonly encountered in wilderness areas where there are no shamans to banish them and around evil monster groups whose evil shaman's bind them to protect treasure and the lair.

Characteristics

STR	–
CON	–
DEX	–
SIZ	–
INT	2D6 (7)
POW	3D6+6 (17)
CHA	3D6 (11)

Attributes

MP	17
Movement Rate:	30m
Plunder rating:	0

Skills

Resistances	
Dodge 40%,	
Persistence 50%,	
Knowledges	
Lore (Disease) 100%, Lore (Spirit World) 40%,	
Practical	
Deception 30%	
Spirit Combat 50%	
Spectral Claw	1D6

Special Rules

A disease spirit is in essence a disease, either mundane or magical. After covertly possessing its victim, the possessed will be forced to make Resilience tests to resist the effects of the disease. However, the disease cannot be thrown off until the disease spirit is ousted. Also, the spirit will nearly always choose to apply its POW as a penalty to the possessed's Resilience tests.

If the possessed dies while being possessed by a disease

spirit, there is a percentage chance equal to the spirit's POW that it will arise as a new disease spirit in 2D6 hours.

See Chapter 7 the Quest and Afterwards for example Diseases.

Healing Spirit

The nemesis of the disease spirit this spirit appears as a bright happily glowing orb. They are typically summoned to help heal the sick and wounded.

Characteristics

STR	–
CON	–
DEX	–
SIZ	–
INT	2D6 (7)
POW	4D6 (14)
CHA	3D6 (11)

Attributes

MP	14
Movement Rate:	30m
Plunder rating:	0
Magic	
Battle Magic	100%
Heal	6

Skills

Resistances	
Dodge 40%,	
Persistence 50%,	
Knowledge	
Lore (Disease) 100%, Lore (Spirit World) 60%,	
Spirit Combat 50%	
Spiritual Blast	1D6

Special Rules

The natural enemy of a disease spirit, a healing spirit is only capable of entering spirit combat with a disease spirit already covertly possessing a creature. If the healing spirit can bring the disease spirit to zero hit points, it will force it to leave its host. The healing spirit will then depart as well, for it cannot permanently possess any creature.

If a healing spirit is used on an individual who is sick from a mundane illness (rather than from a disease spirit), it will add its POW as a percentage bonus to the individual's chance of success on his next Resilience test to throw off the effects of the disease.

Magic Spirit

Magic spirits are spirits that have mastery of one or more spells. If bound the holder of the spirit may use the spirit's Magic Points for casting spells.

Magic spirits may not initiate spirit combat, but may use the spells it knows to attack or defend itself.

They appear as a series of multi-coloured orbs equal in number to the number of spells they know.

Characteristics

STR	–	
CON	–	
DEX	–	
SIZ	–	
INT	3D6	(11)
POW	3D6+3	(14)
CHA	1D6	(4)

Attributes

MP 14

Movement Rate: 30m

Plunder rating:0

Magic

A magic spirit knows 1D6 battle, divine or sorcery spells. These spirits will only know one spell type – for example, a magic spirit will not have both divine and sorcery spells, nor may it ever learn spells of another type. If the spirit casts Divine Magic, it must regain the use of spent spells in the same way a priest does. If casting sorcery or battle magic it has a casting skill equal to its POW x 5.

Skills

Resistances

Dodge 40%,

Persistence 50%,

Knowledge

Lore (Spirit World) 60%

Spirit Combat 50%

Spiritual Blast 1D6

Passion Spirit

This group of spirits embody negative and harmful feelings and emotions. If they successfully defeat a living creature in spirit combat, they will covertly possess that creature. The results of this possession depend upon the particular passion spirit. They are normally invisible, but fear spirits appear as an inky black form with a skull head, madness spirits are ghost like with faces quickly changing from one expression to another while pain spirits take on an angry red form with a face twisted in agony.

Fear Spirit

If a fear spirit covertly possesses a host, the host becomes permanently Demoralised (as the spell), until the spirit is cast out.

Madness Spirit

If a madness spirit succeeds in covertly possessing a victim, it will manifest itself in daily bouts of insanity. At least once per day, the madness spirit will attempt to cause an insane fit in its host. It matches its Persistence against the host's Resilience in a standard opposed test. If the host succeeds, the madness spirit will be quiescent for at least a number of hours equal to the host's POW. If the host fails, he becomes incapacitated for 1D20 hours – screaming madly, giggling incoherently or simply becoming catatonic for the duration of the effect. The madness spirit chooses the manner of madness, though most are partial to a single effect. The madness spirit will also attempt to assert itself whenever its host is in a stressful situation. Combat is an obvious example, but these spirits also delight in affecting their hosts in a variety of other stressful, important situations – collapsing into a fit of mad giggling while petitioning an unfriendly king for a boon is exactly the kind of thing madness spirits enjoy. Note that if the stressful situation occurs during a period of forced quiescence on the part of the spirit, it will be unable to manifest itself.

Pain Spirit

If a pain spirit manages to covertly possess its target, the victim will be overcome with a sudden burst of pain. From that point on, until the spirit is cast out, the victim will always be conscious of a dull ache in his joints or a twinge in his muscles. Whenever the host acts quickly (as in combat) or concentrates (as in spell casting), and sometimes purely at random intervals, he is struck by a sudden spasm of pain. This pain reduces all the host's skill tests by a penalty equal to the spirit's POW.

For example, if a pain spirit with a POW of 17 possesses a victim, that victim loses 17% from all skill tests so long as the spirit possesses him. If he had an Athletics skill of 90%, was attempting to climb a cliff and rolled an 80, the test would be a failure as the pain spirit effectively reduces his skill to 73%.

Characteristics

STR	–
CON	–
DEX	–
SIZ	–
INT	2D6+3 (10)
POW	3D6+6 (17)
CHA	4D6 (14)

Attributes

MP	17
Movement Rate:	30m
Plunder rating:	0

Skills

Spirit Combat	55%
Spectral Claw	1d6
Resistances	
Dodge	40%,
Persistence	50%,
Knowledge	
Lore (Spirit World)	60%

Troll

Standing over two metres tall, the troll is a fearsome humanoid monster with grey green slimy skin. Bulging bloodshot eyes, clawed hands and a stooped posture finishes off the grim countenance of this terrifying creature. Its appearance is not only the reason for its evil reputation. The troll has the ability to literally regrow served limbs, bashed bones and mend slashed skin before the eyes of its attackers. Fortunately such creatures are solitary, unless enslaved by other evil humanoids, and of incredibly low intelligence.

**Characteristics**

STR	4D6+12 (26)
CON	3D6+9 (20)
DEX	2D6 (7)
SIZ	4D6+12 (26)
INT	1D6+3 (6)
POW	3D6 (11)
CHA	2D6 (7)

Attributes

Hit Points	23
Major Wound	12
Damage Modifier	+2D6
Magic Points	11
Movement Rate:	23m
Armour:	Tough hide (3AP)

Plunder rating: 1

Skills

Resistances

Dodge 25 % Persistence 25 % Resilience 60 %

Knowledge

Nature Lore 40%

Practical

Athletics 20%, Deception 20 %, Perception 20%

Combat

Close Combat 40%

Club (1D6+2D6)

Unarmed Combat 40%

Claw(1D6+2D6)

The troll may attack with either club or claw as its action during a combat round but not both.

Magic

None

Special Rules

Trolls regenerate damage done to them quite quickly, healing 1D6 Hit points per Combat round. This regeneration will not work on damage caused by fire.

Trolls also have Night Vision being able to see in the Dark as if it was day.

Unicorn

Pure white magical horses with a Single foot long horn that grows from their forehead and is the source of their healing powers. Unfortunately this makes them the target of those that see profit in selling it as a magic item.

Characteristics

STR 2D6+12 (19)

CON 3D6+12 (22)

DEX 3D6+3 (13)

SIZ 2D6+12 (19)

INT 2D6+6 (13)

POW 2D6+12 (19)

CHA 3D6+6 (17)

Attributes

Hit Points 21

Major Wound 11

Damage Modifier +1D6

Magic Points 19

Movement Rate: 30m

Armour: Hide (1 AP)

Plunder rating: 0

Skills

Resistances

Dodge 40% Persistence 60% Resilience 60%

Knowledge

Nature Lore 40%

Practical

Athletics 60%, Deception 30%, Perception 60%

Combat

Unarmed Combat 60 %

Horn (1D8+1D6)

Kick (2D6)

Magic

Unicorns rarely learn magic.

Special Rule

A unicorn can heal wounds by touching the wound, exactly as the Heal 8 spell, save that it costs the unicorn only 6 Magic Points and any requisite casting tests automatically succeed.

Vampire

Dark overlords of the undead, Vampires feed off the blood and life force of the living. They appear as normal humans but their pallid complexion and over large canines give them away. Vampires are either solitary hunters or form societies where weaker members of the brood must bring victims to the more powerful leaders.

Characteristics

STR 3D6+12 (23)

CON 3D6+12 (23)

DEX 3D6 (11)

SIZ 2D6+6 (13)

INT 2D6+6 (13)

CHA 3D6 (11)

POW 0

Attributes

Hit Points 18

Major Wound 9

Damage Modifier +1D6

Magic Points 0 (see below)

Movement Rate: 15m

Armour: Typically chainmail (5AP) if prepared for combat. Possibly Plate (6AP) for High Vampires.

Plunder rating: 4

Skills

Resistances

Dodge 40 % Persistence 80% Resilience 80 %

Knowledge

Culture (Local) 80%

Practical

Athletics 50%, Deception 80%, Perception 80%

Combat

Close Combat 50 %

Longsword (1D8+1D6)

Target Shield (1D6+1D6)

Unarmed Combat 60%

Bite (1D6 + Magic Point drain ,see below)

Magic

Vampires are highly magical and will either be a Priest of an appropriate Death Cult or a Sorcery Wizard. They have at least 10 points of magnitude of spells.

Special rules

Night vision

Vampires can see in the dark and at night as if it was day by sensing life energy.

Magic Point Drain.

A vampire does not regenerate hit points or magic points normally. Instead, he must take them from other beings by draining their blood. On a successful bite attack, the Vampire will hang on and drain D6 Magic Points from the victim every round. Each point of drained Magic Point gives the Vampire one hit point or magic point (Vampires' choice). When the Vampire drains the victim's Magic Points to 0, he falls unconscious as normal and the Vampire can choose to carry on draining blood, except now it's the victim's permanent POW that is drained..

Shapeshifting

Vampires have the ability to shapeshift into mist at will. As a single Combat Action, the vampire (and every non-living item on his person) dissolves into a thin, greenish fog approximately the same SIZ as he was in the flesh. As a mist, the vampire is immune to all types of physical damage, but cannot take any action except Movement Rate. In mist form, a vampire moves at the same speed as he would normally and is unaffected by strong winds. Additionally, vampires still take damage from sunlight as normal.

As well as the ability to transform into mist, some vampires manifest the ability to shapeshift into wolves and bats as well. As with the mist transformation, such changes take a Combat Action to perform.

Upon death, the vampire collapses to the ground and turns to mist at the beginning of the next combat round. Before then, it can be destroyed permanently by driving a stake through its heart (the only way to prevent it turning to mist) and decapitating it.

Vampires and Sunlight

As creatures of the night Vampires cannot stand the touch of natural sunlight. They take one point of damage to every hit location per round that they are exposed to the sun, though some will risk travelling in the daylight hours by wearing layers of clothing and a hood to cover as much of their body as possible.

Holy symbols

The holy icons of some cults have proved effective against vampires in the past. Cults that focus their energies against the undead are the most likely to be effective, though the end result is down to the Games Master to decide what supernaturally offends any particular vampire. An elven vampire, for example, might be repelled by symbols of nature gods, rather than human symbols of holiness. Any character presenting a holy symbol to a vampire as a Combat Action matches their Persistence against the vampire's Resilience in an opposed check. They will receive bonuses or penalties at the Games Master's discretion, based on the appropriateness of the symbol being displayed. On a successful test, the vampire loses 1D4 hit points (unaffected by armour or any of the vampire's magic) and may not attack that character or any other character under the protection of Holy Symbol.

Werewolf

Human by day, but when the rage takes them or under a full moon they transform into a giant savage wolf. The very embodiment of nature or the bane of mankind depending on your viewpoint.

Characteristics

STR	3D6 (x2)	(11) (22)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6+6	(13)
INT	2D6+6 (x0.5)	(13) (6)
POW	3D6	(11)
CHA	3D6	(11)

Attributes

Hit Points 12 Major Wound 6

Damage Modifier +1D6 in wolf form

Magic Points 11

Movement Rate: 15m as man, 30m in wolf form

Armour: Hide (1 AP)

Plunder rating: 0

Skills

Resistances

Dodge 60 % Persistence 60 % Resilience 60%

Knowledge

Nature Lore 80%

Practical

Athletics 60%, Deception 60 %, Perception 60%

Combat

Close Combat 35% (as human)

Longsword (1d8/)

Ranged Combat 25% (as human)

Short bow (1D8)

Unarmed Combat 60% (as Wolf)

Bite 1D8+1D4

Claw 1D6+1D4

Magic

Werewolves either learn Battlemagic handed down from their ancestors from their family, a grouping known as the pack, or join Earth cults of a particularly rough and savage nature.

Special Rules

Werewolves have night vision, and can see as well as they can during the day at night.

Werewolves can change form at will, an act that requires two Combat Actions to complete. On nights of a full moon, werewolves have no choice but to assume beast form.

The bite of a werewolf does not cause the recipient of the bite to become a werewolf, to the contrary of much popular belief.

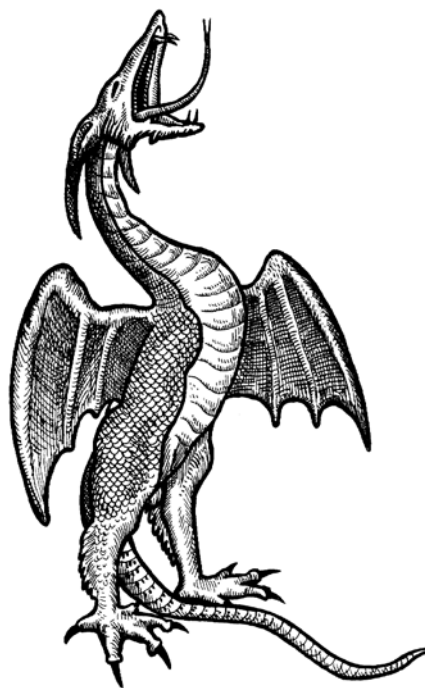
While in wolf form, werewolves are immune to most damage. Only magic, fire or weapons made of pure silver will harm them – all other blows simply bounce off harmlessly. If a normal sword with a Weapon Enhance 3 spell cast on it is used against a werewolf, only the three points of damage from the spell will affect the creature; the weapon's normal damage, as well as the attacker's Damage Modifier, do not count. The werewolf's thick skin, which grants the beast one point of armour, would reduce the Weapon Enhance spell's damage to two. If the entire weapon is enchanted, such as with a Fireblade spell, the entire damage rolled will count, though the wielder's

Damage Modifier will still be ignored.

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

Wyvern

These giant slender green reptiles are akin to dragons but with no forelegs and animal intelligence.



Characteristics

STR 4D6+12 (26)

CON 2D6+12 (19)

DEX 2D6+6 (13)

SIZ 4D6+12 (26)

INT 7 (7)

POW 3D6 (11)

CHA 6 (6)

Attributes

Hit Points 23

Major Wound 12

Damage Modifier +2D6

Magic Points: 10

Movement Rate: 23m on land, 30m when flying

Armour: Scales (5 AP)

Plunder rating: 1

Skills

Resistances

Dodge 50 % Persistence 35 % Resilience 50%

Practical

Athletics 50%, Deception 10%, Perception 60%

Combat

Unarmed Combat 60%

Bite (1D10+2D6)

Sting (1D6+2D6+poison)

Claw (1D6+2D6)

In one combat round the Wyvern can use all three attacks.

Magic

None.

Special Rules

Wyvern Sting

Type: Ingested

Delay: 1D2 Combat Rounds

Potency: 60

Full Effect: 1D6 hit point damage applies –4 penalty to victim's CON

Duration: 6D10 minutes

Zombie

The restless dead, rotting corpses animated by dark magic that shamble the world serving their masters or wandering lost randomly attacking the living.

Characteristics

STR 3D6+12 (23)

CON 1D6 (4)

DEX 1D6+3 (7)

SIZ 3D6 (10)

INT 1D3 (2)

POW 0 (0)

CHA 1D3 (2)

Attributes

Hit Points 7

Major Wound 4

Damage Modifier +1d6

Magic Points 0

Movement Rate: 7m

Armour: None

Plunder rating: 0

Skills

Resistances

Dodge 0 % Persistence See Special Rules below %
Resilience See Special Rules below%

Combat

Unarmed Combat 50%

Fist (1D3+1D6)

Magic

None

Special Rules

Zombies are immune to fatigue, disease, poisons and mind control.

Animal List

This list describes more mundane animals. It lists domestic animals (such as horses and cattle) as well as wild beasts. Some of the animals are in their 'Giant' form, which are more appropriate and threatening opponents than their normal size.

None of the animals listed here have any treasure by design. They may have some as determined by the Games Master as fits the needs of the story. For example a carnivore may have a few trinkets in the remains of its previous meals.

All the Animals listed here are of FIXED INT and therefore not sentient. None of them know any magic or are by their nature magical.

Poisons**Spider venom**

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: Spider's CON × 3

Full Effect: 1D3 hit point damage to location struck, applies –6 penalty to victim's DEX (upon reaching 0 DEX victim becomes paralysed)

Duration: 6D10 minutes

Viper venom

Type: Ingested or smeared Delay: 1 Combat Round

Potency: 48

Full Effect: 1 hit point damage to all locations for each round of Duration, –6 penalty to victim's CON

Duration: 6D10 minutes

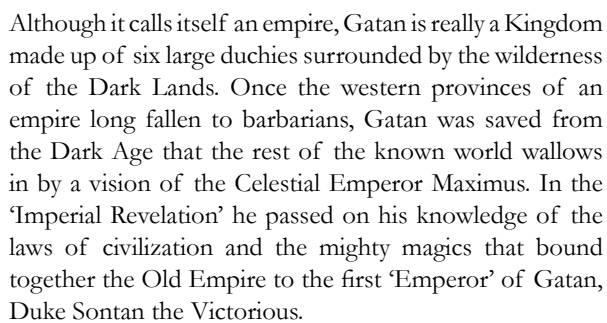
Animal List

Animal	STR	CON	DEX	SIZ	INT	POW	CHA	Hit Points	Major Wound	Damage Modifier	Move	Armour type	Combat
Giant Ant	4D6 (14)	3D6+6 (17)	2D6+6 (13)	2D6 (7)	2	1D6+3 (6)	5	12	6	0	15m	Chitin (5AP)	
Bear	3D6+15 (25)	2D6+6 (13)	3D6 (11)	3D6+15 (25)	5	3D6 (11)	5	24	12	+2D6	23m	Tough hide (3AP)	60% Bite 1D8, Claw 1D6
Big Cat (Lion, Tiger etc)	3d6+12 (24)	3d6 (11)	3d6+6 (17)	2d6+12 (19)	5	3D6 (11)	5	20	10	+1D6	23m	Hide (2AP)	60% Bite 1D8, Claw 1D6
Giant Beetle	2D6+12 (19)	3D6+6 (17)	2D6+6 (13)	3D6+6 (17)	2	1D6+6 (9)	2	17	9	+1D6	15m	Chitin (5AP)	50% Bite 1D8
Cattle	4D6+6 (20)	2D6+9 (15)	2D6 (7)	2d6+9 (15)	4	2d6 (7)	4	15	8	+1D6	15m	Hide (2AP)	40% Charge 1D8, Trample 1D8
Giant Crab	3d6+24 (35)	3D6+6 (17)	2D6 (7)	3d6+24 (35)	2	3D6 (11)	2	26	13	+3D6	15m on land, 2 in Water	Thick Shell (6AP)	50% Claw 1D10
Crocodile	4D6+12 (26)	3d6+8 (19)	2D6 (7)	2D6 (7)	3	3D6 (11)	3	13	6	+1D6	7m on land, 2 in Water	Thick Hide (5AP)	50% Bite 1D8
Flightless bird	4D6+18 (32)	2D6+6 (13)	3d6+6 (17)	4d6+12 (26)	3	3D6 (11)	3	22	11	+2D6	2	Thick feathers (3AP)	45% Peck 1d8, Kick 1d6
Dog	2d6+6 (13)	3d6 (11)	2D6+6 (13)	1d6 (3)	5	1D6+6 (9)	5	7	4	0	23m	None	40% Bite 1D6
Elephant	6d6+24 (45)	3d6+15 (24)	3D6 (11)	6d6+30 (48)	6	2d6+6 (13)	5	36	18	+5D6	23m	Thick hide (3 AP)	45% Trample 1d12, Tusk 1d10, Trunk Grapple
Hawk	1d3 (2)	2d3 (4)	3d6+18 (27)	1d2 (2)	4	2d6 (7)	4	3	2	-1D6	15m, 30m Flying	None	50% Claw 1D6, Bite 1D4
Giant Hawk	6d6+21 (39)	5d6+15 (33)	3d6+9 (18)	6d6+21 (39)	4	3D6 (11)	4	36	18	+4D6	23m, 30m Flying	thick feathers (3 AP)	80% Claw 1d8, Bite 1d6
Horse	2d6+18 (25)	3D6+6 (17)	2d6+3 (10)	2d6+18 (25)	4	3D6 (11)	5	21	11	+2D6	30m	Hide (2AP)	40% Kick 1d6
Giant Lizard	2D6+12 (19)	3d6 (11)	1d6+12 (15)	2d6+12 (19)	3	3D6 (11)	3	15	8	+1D6	15m	Hide (2AP)	25% Bite 1d6, Kick 1d8
Giant Octopus	12D6 (42)	4d6+6 (20)	3d6+12 (23)	12D6 (42)	4	3D6 (11)	4	31	16	+4D6	7m land, 30m swimming	Tough skin (4 AP)	50% Bite 1d8, Arm 1d4

Animal	STR	CON	DEX	SIZ	INT	POW	CHA	Hit Points	Major Wound	Damage Modifier	Move	Armour type	Combat
Pteranodon	4D6+6 (20)	3d6+3 (14)	2d6 + 12 (17)	4d6+12 (26)	3	3D6 (11)	3	20	10	+2D6	15m on land ground, 30m flying	Tough hide (3 AP)	50% Bite 1d8, Claw 1d6
Giant Python	3d6+24 (35)	3d6 (11)	2D6+6 (13)	3d6 (11)	3	3D6 (11)	3	11	6	+2D6	15m	Scales (3 AP)	50% Bite 1d4, Constrict 1d8
Rhinoceros	2d6+21 (26)	3d6 (11)	2D6 (7)	2d6+21 (26)	3	3D6 (11)	3	19	10	+2D6	23m	Thick hide (5 AP)	50% Bite 1d6, Gore 1d8, Trample 1d12
Giant Spider	2D6+12 (19)	3D6+6 (17)	2d6+9 (16)	4d6+12 (26)	8	3D6 (11)	2	22	11	+1D6	15m on land, 23m in web	Chitin (4 AP)	50% Bite 1d6+ Venom see below. Webbing (Entangles Athletics vs rolled attack to escape or Spiders POW x2 as Hit Points to destroy)
Triceratops	6d6+30 (51)	3d10+12 (28)	2d6+3 (10)	6d6+30 (48)	3	3D6 (11)	3	38	19	+5D6	30m	Scales (10 AP)	50% Tail lash 1d12, Gore 1d10
Tyrannosaurus	4d6+40 (52)	5d6+30 (47)	2d6+3 (10)	4d6+30 (42)	3	2d6+6 (13)	3	50	25	+5D6	30m	Thick Hide (10 AP)	60% Bite 1d10, Stomp 1d10
Velociraptor	4D6+12 (26)	3d6+3 (14)	4d6 (14)	3D6+6 (17)	4	2d6+6 (13)	3	16	8	+1D6	30m	Scales (5 AP)	50% Bite 1d8, Claw 1d6, Foreclaw 1d4
Viper	2d6+6 (13)	2d6 (6)	3d6+18 (27)	2D6 (7)	3	2d6+6 (13)	3	7	4	0	30m	Scales (1 AP)	60% Bite + Venom (see below)
Wolf	3d6 (11)	3d6+3 (14)	3d6+3(13)	2d6+3 (10)	5	3D6 (11)	5	12	6	0	23m	None	50% Bite 1d8, Claw 1d6

"Fair are its pastures, gentle its hills, grand its forests and impressive its mountains. Its people are the most gentle, civilized, educated and honourable in the world. Its laws are wise and mandated by the Celestial Emperor himself. Expansive and well planned are its cities. Magnificent its fortifications. It is rich in treasure and culture. Within its borders live noble knights, excellent wizards, hard working peasants, gracious Lords and lovely Ladies. Do I speak of Heaven itself? No, I speak of noble Gatan. Let me, a humble sage, introduce you to this mighty Empire!"

THE EMPIRE OF GATAN



This chapter outlines the Empire and some of its neighbours. It is intended a background to which you can set your OpenQuest games in, or use as inspiration to create your own fantasy worlds.

The less civilized Darklands are more like Dark Age Europe and the various barbarians who sacked Rome.

History

"Though short, the History of Gatan is filled with greatness and events significant to the rest of creation. Rising from the dust of the Old Empire, Duke Sotan forged a nation based upon justice and fairness for all its subjects. He instilled the rules of chivalry amongst the Knights and brought the power of the Imperial Cults to the masses, bringing them out of their bleak and poor barbarian lives and into the warm glow of civilization. Although it looked like the light of his vision would be snuffed out during The Ducal War that raged after his death, his son, Ilmar, has picked up the torch and driven away the darkness." - Richjo the Sage

Timeline

BU = Before Unity AU=Afer Unity

300 BU (300 Years ago) The Old Empire collapses. It is overrun by monsters and barbarians. In its western provinces a fierce warlike tribe called the Gatan settle.

0 AU (50 years ago) The Duchies of Gatan is a wild and unprincipled place, ruled by a class of knights who rule by force, oppressing the peasants and fighting each other. Duke Sontan, inspired by a vision of the Celestial Emperor Maximus, unites the duchies and the Empire of Gatan is formed. He brings peace to the Empire and the Imperial Cult is established which becomes the cornerstone of the new kingdom's laws, philosophy and education.

24 AU (26 Years ago). Emperor Sotan dies. The dukes immediately start warring with each over who should succeed.

24-29 AU (26-21 Years ago). The Ducal War rages in Gatan. Much land lost to the Dark Lands and with the invasion of the Burning Heart Horde the light of civilization in Gatan is almost extinguished.

30 AU (20 years ago) Sotan's son Ilmar ascends to the throne at the end of The Ducal War. He starts the hard work of rebuilding the kingdom which is much diminished from the glory of his father's reign.

35 AU (15 years ago) Doctrine of Thenos. The High Priest of the Imperial Cult reviews the Imperial Theology and decides that worship of the Earth Mother should be banned within the Empire.

50 AU The Present

Gatan is a relatively new political entity. Through the guidance of the Celestial Emperor Maximus, the Empire is dragging itself out of its barbarian past towards a golden age of chivalry and sorcery. It is still a long way off. The dukes, given any excuse, and a weak Emperor, will fight amongst themselves. There are many amongst the knightly warrior class that pay lip service to the rules of chivalry and the Imperial College of Magic is still establishing itself as a centre of learning and excellence amongst a blackened history of charlatanism and black magic. The wilderness of the Darklands always threatens the borders of the Empire in the form of the wild worshipers of the Earth Mother and the evil destructive

Burning Heart Horde. Gatan is a nation that is fighting to uphold noble ideals against enemies both at home and beyond its borders.

The Old Empire

"No one remembers its true name. Even Maximus when he appeared to Emperor Sotan would not reveal its name, for it fell into wickedness and ignorance and was abandoned by the Celestial Emperor. All that is left now is the vast stone ruins of its cities, temples and forts. While we may marvel at the white flagged Imperial roads and use them to travel quickly between our cities, many of the old imperial cities and towns are long abandoned cursed and haunted. Only the Sorcerers of the Imperial College speak Old Imperial these days, for it is the language of their magic." - Richjo the Sage

Very little is known about the Empire that predates Gatan.

Like Gatan it was established and sponsored by the Celestial Emperor Maximus . One theory is that Maximus was originally mortal and the first Emperor.

It was much bigger than Gatan, which were part of the Old Empire's western provinces.

It was deserted by the gods when it fell into wickedness and its very institutions became corrupt and weak, making it easy prey for the Burning Heart Horde that sacked it.

The Dark Age

"After the old empire fell it was overrun first by the evil monster horde that is the Burning Heart. After this loose alliance of evil things had let all hell loose, barbarian tribes drove them out, and took the humble survivors of the old empire away from their cursed cities. This is how the foundations of our great empire were formed. Our ancestors rough and crude, clad in furs and living off raiding rival tribes, took over the western portion of the old empire. The Gatan tribes soon formed power bases, which would develop into the duchies of today, and the rudiments of trade and agriculture were practice. It was still a dark and violent time, where disease and famine were a regular part of life. Pagan gods and goddesses were worshiped, and sorcery was unknown. Such uncivilized times can barely hold a candle to our own age of plenty and enlightenment" - Richjo the Sage

The Gatan were a collection of barbarian tribes who settled in the western provinces of the old empire after it fell three hundred years ago. Gradually the tribal system developed into a feudal system, with the peasants giving taxes to a noble class whose will was enforced by their knights. These early knights were little more than mercenary warriors on horseback, whose loyalty was limited by the amount they could extort from the peasants. During this period worship of the Earth Mother was widespread, as were various war gods.

The rise of the New Empire

"By sheer struggle and hard labour the people of Gatan started to fight their way out of darkness and despair. But still they lacked understanding. The Dukes fought each other in a never ending struggle. It was at this time that the Celestial Emperor Maximus came to Sotan, Duke of Thanous, and laid before him the Imperial Master Plan, taught him the magic of rulership and the secrets of sorcery, and revealed to him the five great Emperors and their secret techniques. Armed with this knowledge and mighty magics the Duke united our people and was crowned Emperor of Gatan." - Richjo the Sage

The rivalry between the dukes of Gatan was reaching fever pitch when Duke Sotan was visited in a vision by the Celestial Emperor Maximus. Maximus explained the system of rulership that had driven the Old Empire, and how Sotan could unite his people and create a new empire. Maximus also taught Sotan the magic of rulers and how to draw upon the magic of previous empires. This is the foundation of the Imperial Cult as it is practiced in Gatan today. Sotan took this knowledge and swiftly defeated his rival dukes and united Gatan. He established a system of tithes that kept the nobles happy without over burdening the peasants. A code of chivalry was introduced amongst the knights, who became a highly proficient army at the disposal of the empire, rewarded with land and prestige for their martial prowess. After uniting Gatan, Sotan used his armies to drive back the borders of the Dark Lands, establishing settlements and castles to expand his empire. One of his last acts before his death was to create

The Gatan Code of Chivalry

Duty to fellow Gatans

Courtesy and civility is the mark of a gentleman and shall be extended to all members of society.

You will maintain the rule of Imperial Law and ensure that justice is available to all.

You shall uphold and defend the Empires borders and its citizens.

Duty to the Celestial Emperor

Thou shalt not worship pagan war gods and their lusty warlike ways.

Instead you shall temper your steel and train your hand only to make war on the behest of the Emperor.

You will fight bravely and unendingly against the darkness and the heretic.

You will believe, uphold and defend the doctrines of the Imperial Cult.

Duty to women

You will respect and love all women, for they are the source of our people's strength.

Pre-doctrine of Thenos.

You will respect the Earth Mother, for she is the source of all our comfort and fertility.

the Imperial College of Sorcery and the University Of Sorcery in the capital city.

The Ducal War

"Terrible and fierce was the violence that erupted on our beloved emperor's death. The dukes only took the military might of what Sotan had taught them and forgot their duty to the Empire as a whole. It was every man for himself. Many of the border provinces were lost to the Dark Lands during this bloody war." - Richjo the Sage

Upon the death of Sotan, there was a bitter struggle between the dukes over the succession. Despite what Richjo says above, two factions formed. One that supported the dukes' thirteen year old heir Ilmar, hereditary claimant to the throne and another that supported Tarskas Duke of Nozmel, who believed that merit and the vote of the dukes should determine who was emperor. Ilmar was quickly, secretly, moved out of the country and went into hiding in the Darklands. The Ducal War tore the country apart and severely weakened it enough for the Burning Heart Horde to invade the Empire.

Return of the Emperor's son and restoration of order

"Dark was the hour of our need. Ravaged by the war between the Dukes and now annihilated at the monstrous hands of the Burning Heart, people truly felt that they had broken their covenant with the Celestial Emperor and had been deserted by him. But by Maximus they were wrong! Out of the darkness bearing the holy sword of his father rode Ilmar the Saviour! He gathered his loyal subjects and with the young dukes drove out the Burning Heart."

Crowned Emperor Ilmar I, this young lad employed wisdom beyond his years and started to return the empire to the glory it had enjoyed under its father." – Richjo the Sage.

A much older and wiser eighteen year old Ilmar returned from the Darklands in his people's time of need. He was fortunate that Tarskas had fallen in battle with the Horde, as had much of his hard-line supporters, so uniting the remaining dukes was easy. Many of the remaining dukes were youths like himself who had just inherited their lands from fathers fallen in war. The empire's armies, now united and lead by an emperor who wielded the full might of the Celestial Emperor, resoundly defeated the Burning Heart and drove them back to the established borders.

The Doctrine of Thenos

"Five years into the reign of Ilmar, after law and order had been returned to the Empire, Thenos chief cleric of the Imperial Cult called a conference to resolve the differences in theology that were beginning to form within his order. After long and fierce debate, he made his fateful declaration.

That the Earth Mother was a false god, worshipped by feeble and ignorant pagans.

That her worship was a gateway to the vile practices of the Burning Heart.

The assumption that she was the mother of the Celestial Emperor was wholly without basis in fact.

Therefore that all Earth Mother worship within the Empire would be banned and made punishable by death! ” - Richjo the Sage

Thenos' Doctrine initially led to mass conversions and expulsions of Earth Mother worshipers. Now the hysteria died down more zealous and self appointed witch hunters have taken to finding the remaining worshippers of Earth Mother who meet in secret.

The present day Empire

Twenty years after his ascendancy to the throne, Ilmar still securely rules the Empire. Backed by the 'Young Dukes' with all opposition removed during the Ducal War, his rule has brought stability to his lands. He now looks to reclaim the borderlands lost to the Dark Lands after his father's death. Rather than launch a vigorous crusade against the Darklanders, which would leave his armies stretched thin and empty his coffers, he promises titles and gold to adventurous souls to reclaim the lost imperial lands.

Beyond the borders of the Empire, the wildness of the Darklands seeks vengeance for the hurt done to the Earth Mother and her cult by the Doctrine of Thenos and the Burning Heart Horde gathers its forces to cause mayhem in imperial lands once more.

Gazetteer

Sotan, the Imperial Capital

This is a relatively new city built by the founder of the Empire as the centre piece of the Empire. Built from brilliant white stone, brought by Giants whom Sotan had dominated from the Bright Spire Mountains , it's magnificent buildings include;

The Imperial Palace. A great complex which includes the Tomb of Sotan, the houses of the Imperial Wives, the School of the Blessed Progeny, and the barracks of the Golden Phoenix Guard.

Arena of Glory under Arms. Both trial by combat and gladiatorial combat are common throughout Gatan. This is the best Arena where the finals of the Tournament of Death, a massive competition that has regional heats in the major towns and cities of the Duchies, is held annually.

Sotan University. A vast building almost as big as the Palace that is home to the teaching departments of the Imperial College of Sorcery

The Great Temple of the Imperial Cult. The biggest temple dedicated to the deities of the Empire in Gatan. The main ceremonial hall is dedicated to the Celestial Emperor Maximus and is dominated by a twenty metre high white marble statue of him.

The Great Defensive Wall. As well as an inner wall around the city itself, there is a fifty metre high wall ten kilometres from the city that encloses all the farmland and estates of the city's nobility.



The Proving Grounds. This area outside of the city walls but inside of the Great Defensive Wall is a battlefield where the Emperor's troops train and sometimes the dukes are summoned by the Emperor to settle their disputes with their private armies. Technically Sotan is not part of any of the five Duchies that surround it, and it is a neutral ground where the dukes can settle their disputes under the stern gaze of the Emperor.

Duchy of Thanos

A mountainous realm, whose Knights fight a never ending war against the local Orc tribes.

Famous for its hardy mountain dwelling people, goats and strong beer.

Its ruler, Duke Losnal, is a harsh and uncompromising man who, when he is not fighting the green skins, often wars against his neighbours in Nozmel and Yupan

Duchy of Nozmel

Great sweeping forests characterize this duchy, the dark hearts of which are wild and harbour the worshippers of the Earth Goddess and pockets of the Burning Heart horde trapped within the Empire.

Duke Tayan of Nozmel is devoted to a life of leisure and allows a powerful cartel of merchants to rule his duchy for him. The Witch Hunters of Thenos are also a strong political force in this realm.

Duchy of Yupan

This is a desolate and hilly realm, littered with remote farms and the ruins of the Old Empire. As one of the frontiers of the Empire it is notable for the 'Iron Spine' a chain of stone forts that run the length of the hills that separate Yupan from the Darklands.

Duke Arnson is a tough and resourceful man who spends much of his time traveling throughout his realm dealing with threats from within and without.

Duchy of Kosamar

A large and peaceful realm, whose fertile fields feed the cultured cities that have arisen in this blessed land. Its coastal cities are home to the Imperial Navy and the duchy hosts the second biggest centre of the Imperial College of Magic outside the Imperial Capital.

Duke Ollso is famed for his close friendship with the Emperor. The only blot on the idyll of Kosamar are the raids by the Drakar sea pirates that have been increasing with frequency over the last five years.

Duchy of Iolp

A land of vast fields of corn and other crops which fed the rest of the Empire. Its lands are made up mainly of farmers. Citizens from the rest of the Empire consider the Iolpian's to be a group of simple bumpkins.

At its edge the land gives way to rolling forested hills. On this frontier a new breed of adventurer lord has arisen taking back forts and land lost during the Ducal War. Duke Dacan the Fat, is more than content to sit in his ducal seat and license adventurers to clear the wilderness. Many of the new lords of the borderlands of Iolp are self made men and women who drove away the monsters that had lived in their new fief.

The Darklands

These wild and untamed lands are home to tribes of elves, barbarians and the monsters of the Burning Heart. There are cities and towns, but these are heavily fortified and viciously independent. Raiding for slaves and resources is common. The wild and free worshipers of the Earth Mother exist uneasily alongside the orcs, goblins and other members of the Burning Heart. Both resist the occasional efforts of the Empire to bring them into the light.

Alcar waters – The Tame Sea

This is the 'near' sea that lies between the Duchy of Kosamar and the Islands of Dawn. The main sea borne trade routes cross this sea, which have become more dangerous with increased Drakar pirate activity.

The Islands of Dawn

So called because the sun appears to rise from behind the islands every day. The islands are a shattered and rocky archipelago that contains many ruins. Occasionally settled by reclusives and exiles who struggle to survive alongside the many supernatural monsters that make the islands their home. In recent years some of the more 'tame' islands have become bases for Drakar pirates before their raids on the Kosamar.

The Jontar Ocean

Beyond the Islands of Dawn is the deep and stormy Jontar Sea. It is the home of the great sea dragon Drakar, and the barbarians who bear his name are the only peoples that can, with his divine aide, navigate this wild and unpredictable ocean. It is said that beyond the ocean are the old imperial provinces, where unimaginable riches await a bold adventurer.

Cults

The Imperial Cult

"You shall give them a religion which is organized and benevolent and I, Maximus, shall be head of that religion, with all things flowing from me"

The Celestial Emperor Maximus in his Imperial Revelation to Sontan I.

This is the pantheon of gods and goddesses that make up the official state religion. It is highly organized with

a common clergy and temple organisation. Often major temples of the greater deities such as Maximus will incorporate shrines to lesser minor gods of the Cult in the form of a 'Family Altar' that holds devotional statues of the other Divine Emperors and the Imperial Mother.

Most citizens will be at least lay members of the cult by Imperial law, with more zealous individuals initiating to one of the deities of the religion.

The Celestial Emperor Maximus

"Heaven's Law Incarnate"

Believed to be the first emperor of the Old Empire who arose to heaven upon his death, Maximus is the one who unites humanity and brings the laws of civilization and prosperity. His worship was rediscovered by Sotan I, the first Emperor of Gatan, when Maximus judged him worthy to receive the Imperial Revelation, a vision that showed Sotan the ways of divine rulership. With this divine guidance in mind Sotan established the Empire of Gatan, with the worship of Maximus at its very heart. If an Imperial leader is lost they will seek guidance from him.

Worshippers: Every citizen of the Empire is at least a lay member. Leaders become Initiates and nobles become holy warriors and priests.

Type of cult: Great Deity

Cult skills: Lore (Gatan), Culture (Gatan),

Worshiper Duties: Uphold the laws of the Empire. Defend the Empire against its enemies.

Cult Spells

Battle magic: Counter magic, Light, Protection, Strength, Vigour, Weapon Enhance

Divine magic: Absorption, Imperial Might, Lightning Strike, Shield,

Imperial Might

Touch, Magnitude 1 Non-Variable

When cast this spell gives a +25% bonus to combat skill against enemies of the Empire.

Special Benefits

Holy Warriors: Imperial Knight of Gatan

Benefits of being a Holy Warrior

Holy arms and armour

Sword of Righteous Might : +25% to Close Combat skill and double damage vs Imperial Enemies.

Shining Armour of Purity: A set of plate mail armour specifically made and blessed for the Holy Warrior, which provides 12 AP and automatically provides illumination in a radius of ten metres even in Magical Darkness.

Divine Magic

Knights gain magic available to Initiates plus the following special Divine Magic spell;

Imperial Resolve

Area, Duration 1 hour, Magnitude 2

For the duration of this spell all friends of the caster in the area of effect are immune to the effects of Intimidation (see Combat) and the effects of the Battle Magic spells Demoralise and Befuddle.

Priests: Imperial Bishop

These powerful people are responsible for the coherence and order of their worshippers, keeping them within the divine order of the Empire.

Allied spirit: Bishops usually incarnate their allied spirits in the form of massive grey Gatan hunting dogs (as normal dogs in Creatures chapter, but SIZ 1D6+3 and STR 2D6)

Associate Cults: The Five Emperors & the Imperial Mother

The Five Emperors are Emperors from the time of the Old Empire who ascended to heaven and were judged worthy enough to receive worship of their own. Their existence and methods of worship was revealed by Maximus to Sotan in his revelation of Empire, and while they all have cults in their own right they provide some of their magic to worshippers of Maximus.

Silanous – The General

"Tactician supreme"

He fought off the first attack of the Burning Heart Horde in the days of the Old Empire.

Provides True Weapon

Troken – The Farmer

"Tamed nature to feed the masses"

After the wars of Silanous he greatly improved farming methods within the Old Empire.

Provides Call (Earth Elemental)

Jilon – The Judge

"Author of the Imperial Code"

This stony faced individual revised and rewrote the sprawling set of Imperial laws into the current concise set that Maximus revealed to Sotan in the Imperial Revelation.

Provides Find Criminal

Acknon – The Sage

"He who knows"

He is renowned for his academic prowess. During his reign the educational system was greatly expanded.

Provides the divine magic spell 'Reveal the Imperial Way'

Reveal the Imperial Way

Instant, Magnitude 1

Opens up part of the Imperial Revelation to the caster, giving them a +50% bonus to one skill test involving Lore (Gatan), Culture (Gatan) or Religion (Imperial Cult) skill roll. Not only gives the caster the knowledge that they are seeking but also the correct action that the Celestial Emperor would approve of.

Ispson – The Entertainer

"Every Emperor needs a little fun"

Initially he was considered a heretical and unbalanced emperor. He redeemed himself as a true emperor late in his reign.

Provides the spell Illusion

Malkia -The Imperial Mother

"Mother knows best"

The Goddess of home and hearth, child bearing and rearing.

Malkia is the mother of Maximus, a stern motherly figure who has taken on more of an importance the prohibition of the Earth Mother cult, filling the vacuum in places where the Earth Mother was once strong. However Malkia is a very urban goddess and those rural areas that have turned to her worship have become more urbanised as a result.

Provides Divine Heal

The Heretics

These are non-Imperial Cults that are worshipped outside of the Empire in the Darklands or in secret by heathens within the Empire.

The Universal Earth Mother

See Chapter 8 Divine Magic.

The Fool

'Where there is an emperor the Fool's laughter is not far away'

God of Thieves and Madmen

The Celestial Emperor's shadow and cosmic anarchist. To his followers a source of joy and freedom. To his enemies a harmful despoiler and mocker.

The strange, the odd, the weird and the disenfranchised find and ally in this mysterious god. While officially frowned upon, most Imperial commoners enjoy the 'Tales of the Fool' played out as a popular entertainment on holidays. They also look to the brightly coloured 'Jokers' and the dashing 'Hoods', the priests and holy warriors of the Fool respectively, for comfort in time of imperial oppression.

The Fool's worship is usually central to most Thieves Guilds in his role as defiler of laws, and he is worshiped in his 'Dark Jester' aspect by Assassins.

Worshippers: Thieves, pranksters, anarchists, madmen, village idiots.

Type of cult: Major Deity

Cult skills: Deception, Athletics.

Worshiper Duties: Defy authority, mock officials, celebrate the different.

Cult Spells

Battle Magic: Befuddle, Co-ordination, Cover of Night, Darkwall, Detect Gold, Detect Silver, Golden Tongue, Good Fortune, Mobility, Multi-missile.

Divine Magic: Absorption, Illusion, Reflection,

Holy Warrior: The Hooded One

These lightly armoured warriors, typically defend the oppressed from overzealous tax men, tyrannical lords and dastardly knights from their forest lairs. They also work as hit men for hire and are the guardians of thieves guilds headquarters.

Divine Magic: Sureshot, True Dagger

Holy Weapon: The Bow of Justice, +25% to hit and double damage vs any designated officials of the Empire.

Holy Armour: The Cloak of Hiding, +25% to Deception, plus +4 AP in Close Combat and +10 AP vs Ranged combat.

Priests: Jokers



Mischief makers supreme, these brightly patch worked coloured representatives of the Fool are constantly being whispered in the ear to do acts of disobedience.

If they do have an allied spirit it is usually incarnated in one of variety of harmless looking theatrical props, tickling sticks, puppets or an actor's mask. Jokers also have the ability of disassociating from their body, letting their allied spirit take control while they go exploring the spirit plane or invisibly spy on potential targets in their spirit form. Of course the allied spirit may have a completely different personality and sense of humour from the Joker, which may be disconcerting to people who know the Joker.

The Burning Heart



'Life is Pain'

This is an evil monster cult pure and simple. It stands in direct opposition to everything the Celestial Emperor stands for. Some say the disfigured and burnt figure that the worshippers of the Burning Heart venerate is Maximus' brother, Terminus, who was cast into the Burning Hell for disobeying his brother. Who ever the 'Burnt One' is, the Burning Heart Horde saw the end of the Old Empire and nearly brought the downfall of the Empire of Gatan after Sotan's death. They remain a danger in the dark lands where they exist in large tribal groups and in the isolated and secret places of Gatan.

Worshippers: Orcs, Goblins, Manicores and other evil monsters.

Type of cult: Great Deity.

Cult skills: Close Combat, Unarmed Combat,

Worshipper: Duties Kill and Destroy the Empire! Provide blood sacrifices to the Burnt One.

Cult Spells

Battle Magic: Cover of Night , Darkwall , Disruption, Fanaticism, Firearrow, Fireblade, Ignite, Strength, Vigour, Weapon Enhance

Divine Magic: Berserk, Call (Zombie), Call (Skeleton), Fear, True (Sword), True (Axe), True (Club), True (Spear), Shield.

Warrior Priest Blood Chieftain

The clans of the Burning Heart are ruled by these strong and fearsome Warrior Priests, berserks who lead their people in the eternal war against all that is civilised. Might makes right amongst the Burning Heart, so Blood Chieftains either fall gloriously in battle against their enemies or are deposed of by an up and coming rival within their clan.

Holy armour: Blood Armour. These are a mockery of the Celestial Emperor's knights, rusted and dented armour caked with the blood of slain enemies, taken from the dead body of the Chieftain. They provide 10 AP of Armour against both magical and physical attacks. The sight of the armour also inspires terror in the Chieftain's enemies, allowing him to cast a free Fear 3 spell once per day.

Holy weapon: Sword of Fire. These weapons have a permanent Fireblade spell and are +25% to hit.

Allied spirits: Bound to savage animals such as wolves.

Schools of Sorcery

The Imperial University of Magic

See Chapter 9 Sorcery .



Chapter 12 The Road Less Travelled

A starting adventure for new player characters

This is a fairly linear Quest, designed to introduce players and Games Masters to the rules and fantasy roleplaying. People who have played Fantasy Roleplaying games before may find some of the layout of this adventure pretty basic and may want to add or expand it. Either way it's designed to show you the nuts and bolts of the system.

If you are not the Games Master please stop reading now. This chapter is for their eyes only and by reading it you will spoil your enjoyment of the Quest.

How to read this Quest

The Games Master should read and absorb the detail of what is written. I suggest first you skip read the entire Quest and then you go back and read it word for word. As Games Master you should be intimately familiar with the Quest, so that you can confidently present it to the players during the game. You may not run it as written, because the players go off in an unexpected and entertaining direction or you might have an idea for a situation that suits you better than one of the scenes presented below, but you need to know where you stand before you start improvising incase you fall short of ideas and need to fall back on what is written here.

This Quest is presented in the following way.

Set up

This section of the quest is the information that the Games Master should be aware of and use to start the game.

Games Master's background This is the overall overview of the Quest.

How the players characters came to be on the Quest.

It would be easy just to say 'your characters are hired to escort Dargon to the White Dragon Fort', but its more fun and involving to have a quick discussion with the player to work out how their characters came to be on the quest. This also acts as the players' introduction to the Quest.

Preparation. What the characters can do to prepare for the Quest before play starts properly.

Action

This is the meat of the Quest, where middle of the story where most of the play occurs.

This Quest is ordered into Scenes, like a movie or play, which are situations that the player characters find themselves in. Roughly each scene will take 20-45 minutes

to play out, giving this Quest a running time of two to three hours.

Each scene has the following notes;

Setting the scene This describes to the Games Master and Players the location and situation that the player characters find themselves at the beginning of the scene.

Non player characters. Briefly this tells you who else apart from the player characters are involved in the scene, and their role in it.

Rules info. Any part of the rules that the Games master should be especially familiar with while running this scene.

Stats. This give the game statistics (characteristics, skills, magic and combat skills) of the NPCs involved in this scene.

Roleplaying notes. This section comes last. After the Games Master has read all the rest of the scene notes, the nuts and bolts, this section gives advice on how to pull it all together and roleplay it out.

The Resolution

This is the end of the Quest. In this case it is the final scene where the player characters reach White Dragon Fort at the other side of the hazardous Snakebite Pass and officially arrive in Two Fort County their destination.

Rewards. This section details the Hero and Improvement Points the players can gain for their characters, as well as any financial and social rewards.



Setup

Games Masters Background

The player group is bound to escort the eighteen year old Lord Dargon to the town of White Dragon Fort in the Two Fort hills. The Two Fort hills are the savage boarder between the kingdom of Gatan and the Darklands. Young Dargon has traveled from the world he was raised, Court of the King Ilmar in the capital city of Sontan, to meet a father he has never known. He is motivated by a sense of divine destiny that his father is calling him as his son and heir to take up his duties as Count in waiting. To keep him out of trouble his accompanied by his tutor Deean Devalvo.

The Quest starts as the group leaves the boarder town of Ossoway. Leaving the safety of the Empire they enter the hilly borderlands between Gatan and the Darklands. A step range of hills, the Jank Hills, lies between the border of the Empire and White Dragon Fort and the only safe and easy passage between them being Snakebite Pass. Unbeknown to the players a small Warband of Goblins lead by an Orge has been sent by a Blood Chieftain of the Burning Heart to block the pass, in preparation for a major attack on White Dragon Fort.

How the player characters know Dargon

You should establish with your players how they know Dargon. Here are some suggestions.

The player characters are childhood friends. They are peers of Dargons, perhaps not equals, but they are honour bound by ties of friendship.

Loyal family retainers. The Count's family is small, but when he left to take up his fief he left his family under the protection of some highly trusted servants. The players are continuing their obligations.

Hirelings. Dargon hired the player characters somewhere along the long road to the boarder. This option allow for possibly the most diverse selection of backgrounds and mix of characters, who probably won't know each very well. The player characters will be rewarded to the non-negotiable amount 500 Silver Imperials upon their arrival in White Dragon fort by Count Zoltarn.

Fellow travelers on the road. As above, but the player characters have some interest in traveling to White Dragon Fort and have banded together out of necessity. They met Dargon around the same time tat the gathered together in the last proper village before the boarder with the Dark Lands.

This also has the advantage of establishing how the player characters know each other and as a result how they work together. For example a group of childhood friends are going to work much more closely than a group that has

no previous knowledge of each other that has been hired by Dargon.

Veterans of the Imperial Guard

One of Emperor Illmar I's first actions after his ascent to the throne was to reorganize the Gatanese Army, away from regiments and battalions based upon tribal lines, towards a more all encompassing army where your fellow comrades could come from the other end of the empire and your leader was promoted upon merit rather than blood.

One of the special groups he set up was the Imperial Guard. A mixed group of warriors made up of auxiliaries from beyond the Empire, who swear an oath to the Emperor. The reason being twofold:

It gives the Emperor access to military knowledge of armies beyond his borders.

It shows that he is accepting of the foreigners, by allowing them serve in one of his crack units even as they still resist him.

After a set period of time, ten to twenty years, the soldiers are pensioned out with a small grant of farm land. At the moment the Emperor is granting lands in the boarderlands of Iolp, in Two Fort Country.

Knowing this Dargon and Deean look for veterans who have just left the Guard and are about to travel to their grant lands in Two Fort Country. This is one way of introducing the player characters to Dargon and Deean.

Preparation

The player characters have the equivalent of a day to prepare for the quest.

They start out in the sleepy boarder town of Ossoway in the Duchy of Iolp. A prosperous town it is famous for its Artists community and the local chapter of Knights of Thrum who are based in a castle within the town's stone walls. Despite being a pleasant and peaceful place to live now the town's stout defenses were built during the Ducal War, by the then Duke, and preserved the people when the Burning Horde ravaged the Duchy before the return of Ilmar.

Trips to the local market and temples for divinations about the upcoming Quest are all in time. However if the players are expecting Dargon as a minor noble to provide funds for equipment, they will be sorely disappointed since he does not have any money of his own. Only a small allowance that his father sends him which goes directly to his mother for management. However Dargon has purchased a covered cart with two horses which they are using for the journey.

Dargon

The Count's Son. Gatan Noble Male Age 18

STR 12 DEX 13 CON 10 SIZ 12 INT 15 CHA 17 POW 15

Hit points 11 Major Wound 6 Damage Bonus 0 Magic Points 15
Armour: None Movement Rate: 15m

Combat Skills:

Close Combat 45% (Long sword 1D8, Dagger 1D4+1)

Unarmed Combat 35% (Fist 1D3),

Ranged Combat 50% (Short bow 1D8) ,

Other Skills

Influence 60% Resilience 40 %, Persistence 40%, Dodge 40%,
Culture (Gatan) 85%, Language (Gatan) 85%, Natural Lore 35%

Magic

Initiate of the Celestial Emperor

Battle Magic Casting 45%: Weapon Enhance 2, Protection 2,

Divine Magic: Imperial Might 1, Lightning 1

Equipment

1 weeks rations, water skin. 10 Imperial Gold Ducats in a pouch.

A good looking blonde youth full of energy and curiosity. Dressed fine traveling clothes of noble, sporting frilly shirts and lace handkerchiefs and a blue velvet riding jacket he makes no effort to hide his status. Nor does he see the need to, truly believing that as one of the divinely appointed protectors of the Empire he will be protected by the Celestial Emperor.

Deean Devalvo

Gatan Female Sorcerer Dargon's Tutor Female Age 35

STR 8 DEX 8 CON 8 SIZ 8 INT 17 CHA 8 POW 16

Hit points 8 Major Wound 4 Damage Bonus 0 Magic Points 16
Armour: None. Movement Rate: 15m

Combat skills

Close Combat 25% (Quarter Staff 1D8)

Unarmed Combat 25% (Kick 1D3)

Magic

Sorcerer of the Imperial College

Sorcery Casting 75% : Damage Boosting, Damage Resistance
Energy Projection (Fire). Enhance (DEX), Mystic Vision,
Neutralise Magic, Protective Sphere, (Sight) Projection, Spell
Resistance, Summon (Magic Spirit), Treat Wounds.

Other skills

Resilience 40%, Persistence 75% , Dodge 40%, Influence 65%
,Natural World 40% Lore (Sorcery) 75% Culture (Gatan) 80%
Language Gatan 85% , Language Old Imperial 65%, Language

Elvish 40%, Language Goblin 30%

Equipment

1 weeks rations, water skin. 50 Imperial silvers in a pouch.

Deean was hired by Dargon's father the Count to Tutor and protect the lad. As well as being genuinely loyal to her charge, she welcomes the income and opportunity the position provides her with to advance herself within the Imperial College. She believes that if she faithfully serves

Time line

0 AU (50 years ago) Emperor Sotan unites the tribes and Dukes of Gatan.

10 AU(40 Years ago) The County of Two Hills established by Dargon's Great Grandfather Jihlan. Count Jihlan was one of King Sotan's closest allies and a mighty warrior. Despite the wildness of the land, Jihlan was determined to bring the truth and justice of Sontan's new Kingdom for all of this border area. He builds Two Forts, White and Black Dragon either side of the mighty river Nix, to protect the new settlers and the vital river trade route.

23 AU (27 years ago) Jilhan dies and Dargon's grandfather Omhan becomes the new Count.

24 AU (26 years ago) King Sotan dies and the kingdom almost immediately disintegrates into renewed wars between the Dukes.

25 AU (25 years ago) Omhan killed by a rival, who is not strong enough to occupy his lands. The County dissolves and becomes yet another part of the Kingdom lost to the Darklands , during the Ducal War.

26 AU (24 years ago) The Battle of Hilltop, takes place in Snakebite pass near Two Fort Country. Four Dukes and forty thousand of their men perish in an all out battle that determines the fate of the Empire. Shortly after Burning Heart Horde crosses over the border and into the Empire.

30 AU (20 years ago) Sotan's son Ilmar ascends to the throne at the end of the Ducal War.

33 AU (17 years ago) Zoltarn, Dargon's father with a small group of mercenaries retakes the White Dragon Fort and proclaims himself Count of Two Forts. The reality is that he rules only the immediate area around the fort, and much of the old county is still wilderness and technically part of the Dark Lands. He starts the taming of the land aided by his mercenaries and adventurers keen to make their fortune in this new frontier. Meanwhile his son Dargon is born to the wife he left behind in the heartlands of Gatan.

49 AU (1 Year ago) Dargon comes of age is summoned by his father to join him in Two Forts. He starts the long journey across the kingdom accompanied by his tutor Deean Devalvo.

50 AU- (1 day ago) Dargon meets up with the player characters at the edge of the Kingdom. He hires them to escort him through the wilderness to his father's castle.

the Count and Dargon one day she will be a court Wizard. Short and petite, she dresses in robust traveling clothes and wears the grey hooded cloak of an Imperial Wizard. Prim and proper, polite and kind if treated civilly, harsh and sharp if offended.

On the whole Deean is non-combative and will only fight if cornered or Dargon's life is in danger and even then she will use her magic such as Energy Projection Spell in preference to hand to hand.

The Action

1. Entering no-dukes land

Setting the scene.

Either read the following to the players as is or paraphrase

"The old County of Two Forts is neighbored by the Duchy of Iopy of which it is was once part of. Iopy is a vast highly organized agricultural land full of sleepy villages and well ordered fields. Each village has its own well organized and funded militia as well as the highly mobile and fast reacting Knightly Order of Thum, so the Duchy exists in a state of happy compliancy. The boarder with Two Forts is not even marked with border stones let alone guard posts. No the first you knew about the leaving the relative safety of the Empire is when the well ordered fields gave way to over grown meadows and the white stone of the Imperial road you are traveling on becomes stained with mud and weeds grow in between the cracks of broken flagstones. The road winds on leaving the cultivated farmlands of Iopy well behind it, and starts winding through the wooded hills of this land that the Emperor has only a slight claim on and no Duke controls directly."

After reading the above, give the players opportunity to say what their characters are doing. So they set the scene for their characters and so you know their characters' state of readiness. Both Dargon and Deean are relaxed and enjoying a pleasant country horse ride. Dargon is particularly animated asking questions about the local plants and animals which Deean answers with as much authority as she can manage.

After about an hours riding the hills get especially overgrown and the woods on the side of the road get thick and dark. Progress is temporally halted by a fallen tree, the atmosphere is tense and uneasy

and Deean is especially fearful that the group is about to be ambushed.

If any of players ask if they can see anything unusual, or actively look for ambushers, ask them to make a Perception test. If they succeed they see Jiolo standing in the trees. If hailed she comes down readily enough, explaining that a group of Goblins who have taken up residence in Snakebite Pass felled the trees. If nobody makes the perception test she turns up at the Half-way house later.

The Frontierswoman's tale

Jiolo was born a couple of years before at the start of the Ducal Wars. Her father was part of the local militia and was conscripted to fight on the Dukes behalf like many of the village's menfolk. Unfortunately he was killed in the Battle of Hill Top (see below). After the death of the Count, the village fell prey to bandits. The survivors moved into the more stable areas of the Duchy of Iopy and abandoned the village. Jiolo was a teenage when all this happened. She didn't get along with her 'adopted' parents in her new village, so when he came of age she ran away and came back to her old village. She now survives as a hunter and guide between Snakebite pass and White Dragon Fort.



Jiolo the Sure (Gatan Female Hunter)

STR 16 DEX 13 CON 15 SIZ 14 INT 12 CHA 8 POW 13

Hit points 15 Major Wound 8 Damage Bonus +1D4 Magic Points 13 Armour: Leather 2AP Movement 15m

Combat skills

Close Combat 55% (Battle Axe 1D8)

Ranged Combat 65% (Long Bow 1D10)

Close Combat 45% (Fist 1D3)

Magic

Initiate of the Earth Mother

Battle Magic casting 45%

Multimissile 3, Weapon Enhance 3, Coordination 3, Heal 3, Vigour 3

Divine Magic

Absorption, Shield 2

Other skills

Resilience 60%, Persistence 80%, Dodge 60%, Natural Lore 75%, Craft 50%, Deception 60%, Perception 60%, Mechanisms 50%

Equipment

Long Bow, Long sword, Axe, Leather armour, Trap making kit, Fire making kit,

Role-playing notes

After the introduction, let the players take their characters centre stage and keep them there. Let the players introduce their characters and plan their next move. Play Dargon and Decan with a false sense of bravado.

Build up the tension as the group goes deeper into the wilderness, until they finally come across the fallen tree.

Money, money, money.

Some players are motivated by the accumulation of cash by their characters. If they are being paid as retainers a flat rate of 500SP each has been negotiated by Dargon's family for his safe delivery. This fee is paid by Lord Tazgar upon the group's arrival in White Dragon fort.

As the danger in the pass becomes apparent, the player characters may try and negotiate a new rate to deal with the goblins and other threats to the Empire. Dargon will try to convince them as good citizens of the Empire they should do such things for free. If the player characters persist he will agree the following on behalf of his father

10 SP for a Goblin head

30 SP for anything bigger

100-200 SP for performing various acts of 'public' service.

Dargon may be pressurised by the player characters to pay more, but his father will not pay any more than the above.

2. The Halfway house**Setting the scene**

"The Halfway house inn sits snugly at the base of a large hill, as the Imperial road slides past it in-between two hills. It is the last point of civilization this side of Snakebite Pass, a shabby two story wattle and daub house with a straw thatched roof. Smoke rises from a hole in the roof and double doors in the front of the inn stand wide open, thorough which voices emit showing that the building is indeed inhabited and open for business."

Once inside the players can see

"You are in the dark interior of the inn, which is roughly ten metres wide by fifteen metres deep. Light streams through the small windows in the wall and you see a number of tables and chairs. Most are empty but a rough looking man, who wears ringmail armour and a sword at his belt, lies slumped across one snoring loudly. A long solid wooden bar stretches across the far end of the room. A jovial looking bar man polishes glasses while a shifty looking woodsman fills his pipe as he looks you up and down."

If the characters do not introduce themselves, Henra hails them in a big booming voice from across the room.

Henra

The jolly Landlord

STR 12 DEX 12 CON 12 SIZ 12 INT 14 CHA 16 POW 10

Hit points 12 Major Wound 6 Damage Bonus 0 Magic Points 10

Armour: Leather apron 1 AP

Combat skills

Close Combat 40%

Club (1D6)

Unarmed 50%

Punch or Kick (1d3)

Magic

None

Other skills

Resilience 30%, Persistence 40%, Dodge 40%, Influence 60% Trade 60%

Equipment

Wears a large leather apron, and has a club behind the bar. Has a bout 20 silvers in a draw behind the bar and 500 silvers in a locked chest in his room behind the bar.

Smela Snafoot

The shifty rogue

STR 12 DEX 17 CON 13 SIZ 9 INT 12 CHA 12 POW 11

Hit points 12 Major Wound 6 Damage Bonus 0 Magic Points 11 Armour: Leather (2pts)

Combat skills

Close Combat 40%

Short sword (1D6)

Dagger (1D4+1)

Ranged Combat 60%

Nomad bow (1D8)

Magic

Initiate of the Earth Mother

Battle Magic casting 50 %

Protection 2, Multimissile 2, Coordination 2

Other skills

Resilience 40 %, Persistence 30% , Dodge 40 %, Influence 40%, Natural Lore 60%

Equipment

Nomad bow

Gartu Olgson

The drunken warrior

STR 14 DEX 15 CON 16 SIZ 17 INT 9 CHA 8 POW 10

Hit points 17 Major Wound 9 Damage Bonus +1D6 Magic Points 10 Armour: Ringmail (3 AP)

Combat skills

Close Combat 60%

Long sword (1D8+1D6)

Dagger (1D4+1D6)

Round Shield (1D6+1D6)

Unarmed 60%

Punch/Kick (1D3+1D6)

Magic

Initiate of the Earth Mother

Battle Magic casting 40%

Weapon Enhancement 2, Vigour 3

Other skills

Resilience 70%, Persistence 30%, Dodge 50%,

Equipment

Round Shield, Battle Axe.

Roleplaying Notes

This mainly a chance for the player characters to socialise with the denizens of the inn and find out more information about the pass and what lies ahead.

Each NPC knows one of the following rumours.

Rumours

D10 roll	Rumour
1.	There be a Goblin Warband in the Pass (True)
2.	A Knight of Thrum, Sir Lodalas, came riding through three days ago (True).
3.	The Goblins are camped out at the Mausoleum to the dead of the Battle of Hilltop (False: although they have been there)
4.	I saw a troll in the woods (partially true, the Troll is now at the Bridge)
5.	The Goblins must be planning an attack on the Half Way house (false)
6.	Watch out the old Stone Bridge is haunted (False)
7.	The dead of the Mausoleum are restless and its only a matter of time til they come down the pass and eat us all! (Partially True: But the Ghosts have no intention of leaving their 'home')
8.	I saw a group of evil gargoyles fly over into the pass (false)
9.	The Goblins are looking for lost treasure (false)
10.	I bet the Goblins are after Lord Tazgar's taxes that are due this time of year (false)

If the group is under strength or feels it is lacking in expertise in any area both Smela and Gartu are at a loose end and available for hire. Smela refuses point blank to get involved in any close combat, preferring to stay well out of the way and fire his bow. His area of expertise is loosely termed as 'going on ahead and looking for trouble'. Gartu is the opposite, a big, thick warrior who likes to get up close and personal with his enemies. Both will accept either a reasonable daily rate (about 50 SP) or a cut of what the players are earning. If mistreated or not paid they will be quick to slip away from the group and have no qualms in deserting the group if out-numbered. Jiolo is not for hire and will mysteriously melt back into the hills after the group leaves the Half-Way House.

3. The Mausoleum

Setting the Scene

"The road goes up a steep hill, the summit of which is shrouded in a thick unnatural mist which obscures all visibility"

If the player characters head into the mist they find the following;

"You can only see a couple of meters through the dense mist. You glimpse ghost-like figures of warriors that duck in and out of the gravestones and grow out of the earth like corn, in a vast field that covers the hill top. The road continues over the summit of the hill, where there is large stone building with a black marble dome. Its large stone double doors lay broken open."

Inside the Mausoleum

"The domed ceiling is at least five meters high and the floor is made up of white flagstones. The only decoration is a three meter high black marble cenotaph with an inscription."

The following inscription in Gatanese is written:

"Here lie the glorious dead of the Battle of Hilltop (26 AU)

Duke Nonlos of Thanos

Duke Ilos of Iopy

Duke Keva of Kosamar

Duke Zanos of Yupan

and 39,000 of their men."

If the player characters make a successful Culture(Gatan) roll read the following ;

"It suddenly strikes you that this is the site of the famous battle of Hilltop. During the civil war after Emperor Sotan's death, four of the Duke's met with forty thousand of their men. It was an apocalyptic battle with all four dukes and the majority of their men falling in the battle. It significantly weakened the Empire and the Burning Heart Horde invaded shortly after the disastrous battle."

Behind the cenotaph is a broken flagstone, which reveals a 3 metre wide corridor down into the crypt below.

The crypt is the resting place of the four dukes who lie in stone coffins, the lids of which lie smashed on the floor. The bones of the Dukes have also been taken out of the coffins and scattered over the room, by Goblin scouts from the Warband.

The Ghost of Duke Ilos, a white haired man with a long flowing beard, haunts this room.

Duke Ilos (Ghost)

STR - DEX - CON - SIZ - INT 16 CHA 17 POW 20

Magic Points 20

Spirit Combat 60%

Sword of the Spirit (1D6)

Magic

None

Other skills

Influence 120% Perception 80%

Roleplaying Notes

Duke Ilos is angry that the Goblin Scouts, accompanied by a Troll, broke into his Tomb, disturbed his rest and stole his grave goods (about 100 GD which the Goblins have in their lair). The Duke and the rest of the dead warriors have risen as Ghosts as a result and, while not actively malignant, they will not let the living disturb their rest any further. Therefore the pass is effectively closed at this point, until someone avenges the desecration of the graveyard by the Goblins.

If the player characters are friendly and make promises to sort out the Goblins, the Duke will let them pass unmolested. When they complete their side of the deal he and his men will return to the grave. If they are hostile the Duke will attempt to possess the offending character and turn them on their companions (See Spirit Combat in Chapter 6 Battle Magic for details on how to run this).

Duke Ilos' last stand at the Battle of Hilltop 26 AU



4. Troll Bridge

Setting the Scene

As the player characters approach the bridge

"Snoring, you hear snoring. Loud snoring that echoes throughout the high cliff walls of the pass. It appears to come from an ancient white stone bridge that crosses a fast moving stream that cuts through the pass. The Road goes over the bridge."

After helping with the desecration of the Mausoleum (see 3) the Troll was left behind by the Burning Heart War party and given orders by the Goblins to stop anyone trying to cross the bridge. Fortunately for the player characters the Troll is active during the night and asleep during the day.

A successful Deception roll is needed as each character crosses the bridge otherwise it wakes up.

The Troll

STR 26 DEX 7 CON 20 SIZ 26 INT 6 CHA 7 POW 11

Hit points:23 Major Wound: 12 Damage Bonus +2D6 Magic Points 11 Armour: Tough hide (3AP) Movement Rate:12m

Combat skills

Close Combat 40%

Club (1D6+2D6)

Unarmed Combat 40%

Claw(1D6+2D6)

Magic

None

Other skills

Dodge 25 % Persistence 25 % Resilience 60 %, Athletics 20%, Deception 20 %, Perception 20%

Roleplaying notes.

Use this as an opportunity to scare the players. A big ugly troll under the bridge! Actually if the players work together the Troll's low DEX and stupidity (it will charge into combat giving up its parry for example) make it easy to defeat.



5. Goblin Caves

Setting the scene

Further up the road, a good half hour walk from the troll bridge, the road rises up again.

“On the left hand side of the road is a sheer cliff, thirty metres high. On the opposite side a hill gently rises to the same height and is covered by trees. At the far end of this cutting, about fifty metres away, is a large blockade of logs which is at least ten metres high which blocks the pass. Immediately to your left in the side of the hill is a large wooden door.”

Unknown to the player characters at this point, natural caves pepper both the cliff and the hill and are being used by the Goblins as a base of operations. The wooden door is one entrance to this cave system. The other entrances are a natural chimney at the summit of the hill and another door, obscured by vines, beyond the log blockade.

Why are the Goblins here?

The Goblins are part of the Burning Heart Horde and serve under an Orc Blood Chief known as Haraz the Black.

Haraz has gathered his tribe and is planning an imminent attack on White Dragon fort. He sent the Goblins under their leader, the Ogre Alonsas, to close the pass and the group arrived in the pass about five days ago. The Goblins have orders from Haraz to keep the pass closed to traffic coming either way, but especially from the direction of the Duchy of Iolp, to prevent the Duke from sending any troops during the Blood Chief's attack. The group is especially watchful for any of the Knights of Thurm, a local order of defender knights, and a couple of days ago captured a patrolling knight called Sir Loda. Unfortunately the brave knight was devoured by the foul Ogre, who now posses in the knight's armour to lure more victims into his grasp.

Getting through the pass

There are four ways to get through the pass.

Climbing the cliff.

A difficult climb (-25%) made even worse by the fact that the Goblin archers from area 8 (see the Encounter Key) will start firing at any climbers they see. It will take roughly three combat rounds to climb the cliff.

The hill

This hill starts off level with the road and then rises to a height of thirty metres, before slopping down to meet the road ten metres beyond the barricade. It is covered with trees

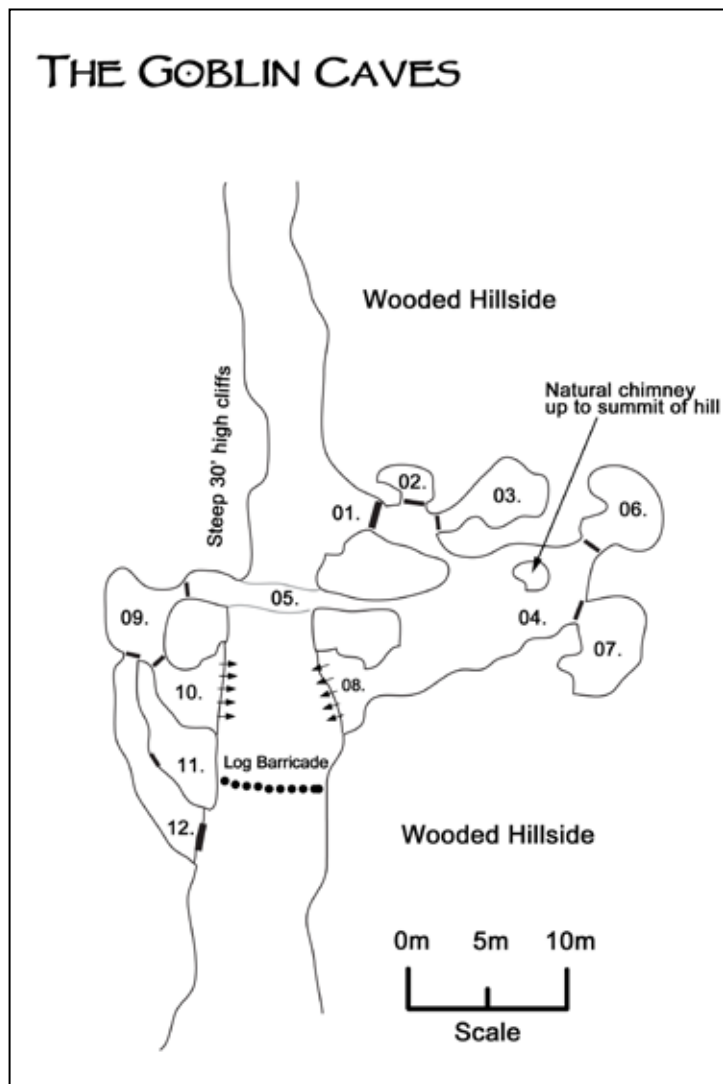
which provide good cover. Give a +25% modifier to Deception rolls if the player characters decide to sneak thorough the woods. Failure means that they alert the six Goblins who patrol the hill. A fumble means that the player character walks straight into the goblins.

See Encounter area 2 below for their statistics.

On the summit of the hill is a man-sized opening that leads down via a natural chimney into the Goblin caves, coming out in Encounter area 4, thirty metres below.

Clearing the Barricade

Either by climbing over it or by clearing a path. Climbing is easy enough but will take two Combat rounds (about 10 seconds), during which the Goblin archers from encounter areas 8 & 9 will fire arrows at the climbers. Once the barrier is climbed it takes another round to drop down during which time the Goblins from encounter area 10 will arrive at encounter area 12 with their comrades from 8 arriving two rounds after this. Clearing the blockade, so the wagon can pass through, takes a good half an hour. Clearing a path for one character to go through takes five minutes. Obviously both activities also bring the unwanted attention of the Goblin archers.



Going through the Caves

This will eventually get you past the blockade. Will probably have the side effect that the player characters will clear the caves of the Goblins in the process.

Encounter Key: The Goblin Caves.

These caves were originally created before the days of the Empire by a group of bandits who controlled the pass, extracting a toll from all who passed. Over the years it has been occupied by many groups in between periods where it has lain empty.

Common features.

Unless noted otherwise all the rooms and corridors have been roughly excavated out of the earth, with three metre high ceilings held up by wooden supports. Each chamber has a rough wooden door, which can be locked from the inside using a beam across the door. Such doors when locked require Athletics to break open. There are no torches or other such light sources within the caves since all the Goblins and their Ogre Leader can see in the dark.

1. The front Door

A big heavy wooden door that requires a successful Athletics roll to open. If the roll is a critical the door is forced quietly without alerting the goblin guards at 2.

2. Guard room

A wooden door into this five metre by five metre room is usually left open so its inhabitants can hear what is going on outside.

Four Goblins sit round a table playing cards for cash (the pot is 42 silver pieces). Against the three walls are straw pallets that are their beds.



The Undine

SIZ	Damage	Hit Points	Attack	Area of attack	Movement Rate	Dodge	Persistence	Resilience*
9	2d6	9	45%	3m	18	90	60	100

**Elementals are immune to disease and poison.

The Undine attacks by engulfing its victim(s) in a 3m area, drowning them in its water. If the victim fails a Resilience roll they take 2d6 damage.

This makes the Undine a fearsome foe in this room. Luckily for the player characters it will not pursue them further than this room.

Goblins

STR 10 CON 10 DEX 17 SIZ 7 INT 11 POW 10 CHA 7

Hit Points 8 Major Wound 4 Damage Modifier 0 Magic Points 10 Movement:12m Armour: Leather (2 AP)

Skills

Dodge 50%, Persistence 20 % Resilience 35%, Natural lore 50%, Athletics 50%, Perception 35%, Deception 75%, Mechanisms 50%

Combat

Close Combat 40%

Shortspear (1D8)

Buckler(1D4)

Ranged Combat 30%

Sling (1D6)

Magic

Initiate of the Burning Heart

Battle Magic 30%

Protection 2, Cover of Darkness 2, Weapon Enhance 2

Special Rules

Night Sight – Goblins can see at night as if it was day, by seeing heat and cold.

3. Spring

In the centre of this ten metre by ten metre cave is a shallow rock pool, about two metres in diameter and half a metre deep. Lying in it is a dead goblin guard in complete armour, short sword dropped in the pool.

Upon closer inspection of the dead goblin, it can be determined that it died by drowning. A green gem (worth 200 silvers) glints in its closed fist.

Search: The pool is an Undine, a water elemental, who is angered by the invasion of the Goblin into its 'home'. Local inhabitants, mistakenly thinking it was a local spirit responsible for fertility and rain in the area, used to make sacrifices of gold and other precious objects, such as the green gem. In fact twenty gold nuggets each worth 1 GD can be found in the pool. However the Undine attacks anyone who tries to take its treasure.

4. Cave under Crow Top

A natural chimney in the ceiling of this room leads up to the summit of Crow Top hill thirty metres above.

5 Tunnel under Pass

Unlike the rest of the corridors in the complex this tunnel is only one metre high. It leads under the pass and is the way between the two halves of the Goblin caves.

6 Sleep Room

The same layout as encounter area 2, but six Goblins are asleep here.

7. Prison

On first sight a lots of bones scatter the floor of this cave, a lot of human bones. Against the wall opposite the door into the cave is a blond haired, blue eyed Knight in full plate armour chained to the wall. The Knight is covered in blood and despite his fair looks is a grim sight.

Secret: The Knight is actually the Ogre Alonsas who ate the good Knight three days ago when he and the Goblins captured him. He isn't actually chained to the wall. A character who is deliberately looking at this and makes a successful Perception roll will notice this. He will pretend to be Sir Lodas of the Knightly Order of Thrum. Player characters who suspect him can make Culture (Gatan) rolls to confirm their suspicions as he waxes lyrical about being a Knight of this famous Order. Alonsas is basically an opportunist who will wait until the Player Characters' guard is down to attack his next victim. If unmasked he will attempt to run off and join the Goblins rather than fight on his own. He has no compulsion about leading the player characters into an ambush either.

Alonsas is technically the leader of the warband, but more out of fear than any respect or love.

Alonsas, Murderous Orge

STR 19 DEX 15 CON 13 SIZ 13 INT 18 CHA 18 POW 13

Hit Points 13 Major Wound 7 Damage Modifier +1D6 Magic Points 13 Movement Rate: 15m Armour: Plate Mail (8 AP)

Combat skills

Close Combat 60%

Longsword(1D8+1D6)

Target Shield (1D6+1D6)

Unarmed Combat 60%

Fist (1D3+1D6)

Bite(1D4+1D6)

Magic

Battle Magic 50%

Protection 3, Weapon Enhancement 3, Fanaticism.

Other skills

Dodge 35% Persistence 55 % Resilience 35% Culture (Gatan) 60%, Deception 75%

Equipment

He wears Sir Lodas' platemail armour, with the fallen knight's shield and sword being hidden within arms reach of where Alonsas is 'chained' under a pile of bones.

8. Ambush room

Four Goblin Archers look out through slit windows over the pass. Unless the player characters are actively trying to sneak past the Goblins will see them as they come down the road.

Their stats are as the Goblins in encounter area 2, except they have a Ranged Combat skill of 50% and carry Short bows (1D8 damage)

9. Goblin temple

A pile of skulls, 2 metres high dominates this chamber. This is the Goblin's shrine to the Burning Man, the awful deity that receives their veneration.

A fear spirit is bound to the skulls and attacks any non-Burning Heart member.

Guardian Fear spirit

STR- CON - DEX - SIZ - INT 10 POW 17 CHA 14

Magic Points 17 Movement Rate: 30m

Combat skills

Spirit Combat 55%

Spectral Claw 1d6

Other skills

Dodge 40%, Persistence 50%, Lore (Spirit World) 60%

If it successfully possesses its victim, they suffer from Demoralisation (as per Battle Magic spell) until it is cast out. Also the victim when first possessed will run off in a state of hysteria for D4 minutes in a direction determined by a die roll (even = back the way they came, odd=run off into un explored tunnels).

10. Ambush room

As at eight.

11 Goblin Shaman

The war band's spiritual leader is a small, bald Goblin, semi-naked except for a loin cloth and a bone necklace (which is magic). He sits alone in his room in front of a makeshift altar against the wall opposite the door which leads into this room.

The altar is a boulder splattered with blood and on which sit four corn dolls. When the party comes crashing through the door, or if they fail an opposed Deception vs the Shaman's Perception test, he swiftly picks up one and

swiftly stabs it. One of the player characters, randomly determined, takes 1D8 damage to their hit points. He carries on stabbing the doll once per round inflicting 1D8 automatic damage until the player character is dead, in which case he takes a round to pick up another doll and attack another random player character with it. Also the Shaman has two fear spirits like the one bound at encounter area 9, bound into his bone necklace. In the second round of combat these are released by him (on INT 16 in Combat order) in addition to the stabbing action.

It goes without saying that he screams his head off when attacked by the players, summoning any nearby Goblins from encounter areas 8 & 10 who arrive the round after.

The Shaman looks after the Goblin's treasure a leather bag holding 200 Silvers and a rune inscribed short sword which holds a Weapon Enhance 3 charm, which was looted from the Mausoleum of the Battle of Hill Top (see location 3).

Goblin Witchdoctor

STR 10 DEX 17 CON 12 SIZ 8 INT 16 CHA 8 POW 16

Hit points 10 Major Wound 5 Damage Bonus 0 Magic Points 16 Armour: 0

Combat skills

None, the shaman uses his magic to defend himself

Magic

Battle Magic casting 90%

Protection 4, Disruption 4, Heal 6, Countermagic 6, Summon Spirit, Demoralise, Create Potion 4, Create Charm 5, Create Magic Point Store 4, Weapon enhance 4, Cast out Spirit, Spirit Block 3, Second Sight

Magic items

Bone Necklace

20 Magic Point store – once used non-rechargeable. Bound to it are two Fear spirits (see 9 for stats)

Spirit Combat 50% (1D6)

The Shaman's final defense when reduced to 1 Hit Point is to disassociate himself from his body and engage in Spirit combat with the Player Character with the least amount of Magic Points.

Other skills

Resilience 40 %, Persistence 75% , Dodge 50 %, Language Goblin 75%, Language Orc 60%, Language Gatan 40%, Natural Lore 60% Lore (Spirit World) 60%

12. The hidden entrance

Just behind the log jam and hidden behind a large bush of about three metres high and four metres wide is another door into the caves. It can be automatically found if the players are looking for it, but needs a successful Perception

roll to see if the character casually passes it.

If the player characters have climbed over the log jam and were detected by the goblins, an almost certainty unless they were successful en-masse with Deception tests, they will face them here as they come streaming out to this secret door.

Role-playing notes

This whole section is the climax of the adventure. Everything else has been building up to the player characters' run in with the Goblins. Even if they decide to sneak past the Goblins, a no means certain task given the abundance of Goblins who are highly perceptive and can see perfectly in the dark, rather than fight their way through, this section of the adventure should be tense and full of action. The Orge Alonsas can provide a particular challenge to the party, pretending to be their friend and ally until exposed when he teams up with the Goblins to see their downfall.

Remember the Goblins work together as a group. If the player characters attack one group, unless it is a silent surprise attack, the noise will alert the others who will come running to investigate. The Goblins are interested in capturing the player characters because they want to make sure the Duke of Iolp is not sending a larger force to attack them. After finding this out they will then ransom the Player Characters for at least 200 Silvers each. Player characters who cannot afford the ransom will be eaten by the Orge. Once the Goblins work out who Dargon is they will transport him to their leader Haraz, who is based in Black Dragon Fort.



Resolution

Arriving at White Dragon Fort

The road turns a corner and opens up into a valley on which the side nearest to it is a square stone keep with an enclosing wall. The castle has a garrison of fifty Veteran Soldiers and a small village sized settlement of crafters, a shrine to the Celestial Emperor, houses of the soldiers' families and even has its own Inn (The Slack Weasel).

Within the Keep lives Count Zoltarn, Dargon's father, who will mete out any rewards due to the Player Characters for the safe delivery of his son and their actions in his name during their journey, such as the killing of the Goblins.

The Count will hold a banquet in honour of his son's safe arrival at which the Player Characters are guests of honour.

Have the Player Characters routed the Goblins? If not the Count gives them the leave to deal with them and earn a generous bounty and good prospects for further work under his patronage. If the player characters refuse to risk themselves the Duke will send a small group of his soldiers and be reluctant to ask the player characters to perform any missions in the future

What if Dargon perished on the road? How the Count reacts is down to the player characters' role in his demise, which he will already know due to a divination he performed at the Shrine to the Celestial Emperor the day before the group arrives at the Fort. Player characters

who were complacent in his death certainly will earn his enmity and be outlaws in his County. Player characters who avenged his son's death will gain his thanks.

Role-playing notes

This is the resolution of the adventure. Let the action wind down and bring any loose ends to a conclusion. If Dargon is alive the banquet is a good 'parting shot' to the adventure; let the players describe their alter egos enjoying the feast. If Dargon died on the journey the ending scene is his funeral with rain pouring down, with the Count grieving over his lost heir.

Rewards

1 IP for defeating/avoiding the Troll

2 IP for clearing out the Goblins

1 IP for dealing with Alonsas

1 IP for negotiating with Duke Illos.

1-2 Hero Points depending on how heroic the player characters were.



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