FIFTH CYCLE

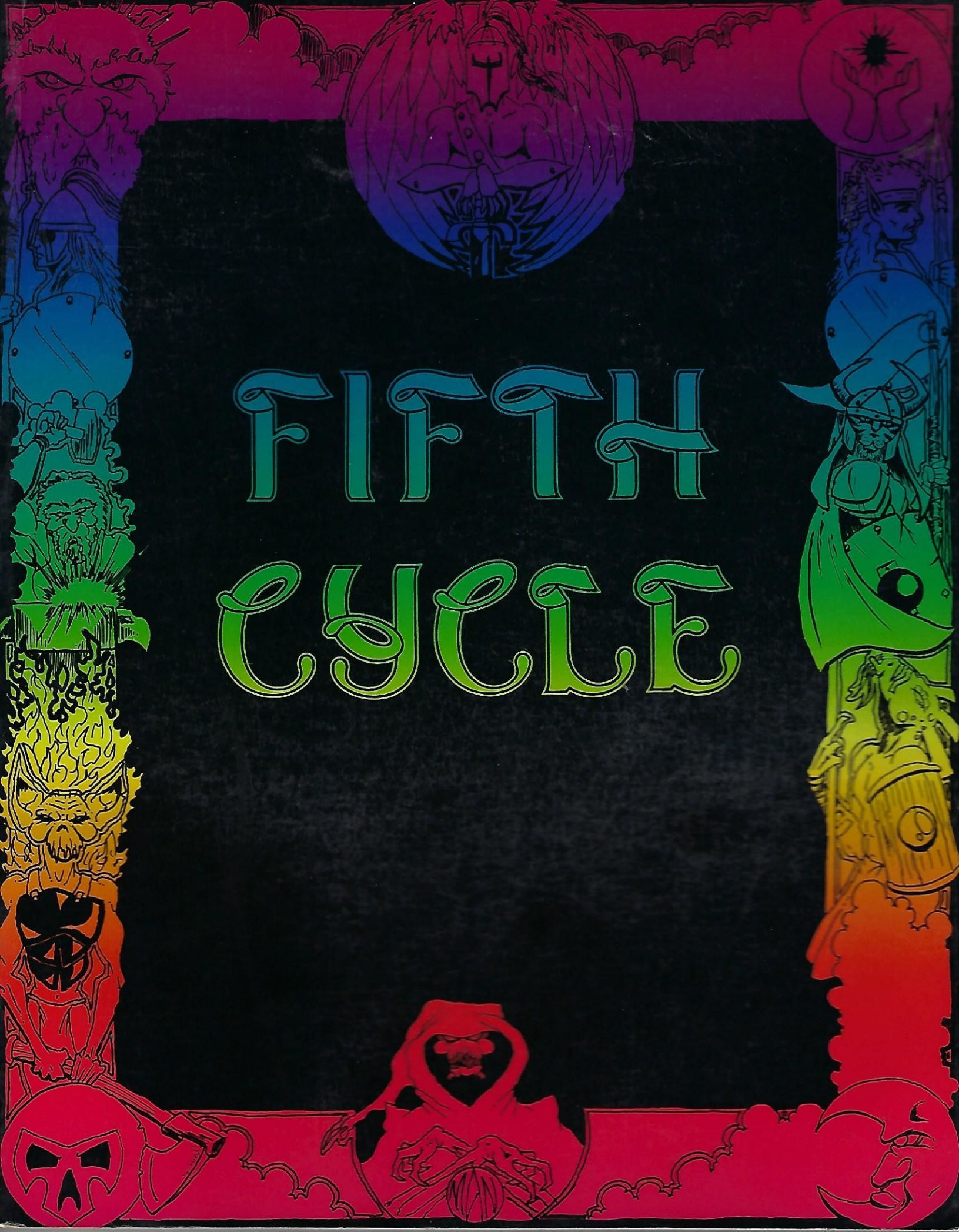# FIFTH CYCLE

A Fantasy Role-Playing Game

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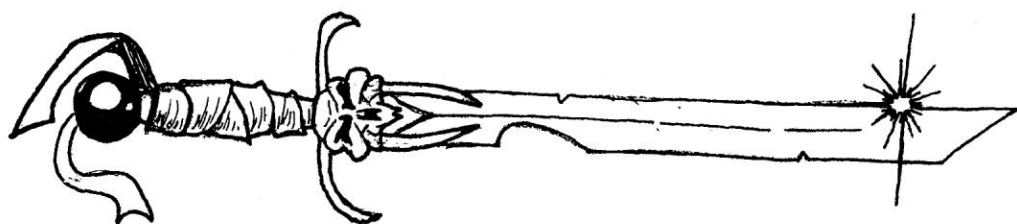Chris Nichol, Roy Rowe, Kris Williams, Bob Zimmering

Dedicated to my sons, Scott and Shaun Bartels, with special thanks to Dan Ward.

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WHAT HAS GONE BEFORE

A short history of the world, presented by Vonmar of Gravesend to his Grace, Charles, Viceroy of Dolphinia (may he live forever!) to celebrate the start of the new year 200 (5th Cycle).

The sages tell us that all things are Cyclic—the movement of the water, the use of mana (magic), and, above all, the flow of life. They have described five Cycles in the history of man, each (after the First) lasting between two and three thousand years. Each Cycle began and ended in an upheaval that transformed the world.

THE FIRST CYCLE

The First Cycle began with the formation of the world. This was a time of barbarism and savagery. Magic and its civilizing influences were as yet unknown. The world's inhabitants dressed in uncured skins and lived in caves, hiding from more powerful animals.

THE SECOND CYCLE

In the Second Cycle, the first mages appeared. The fears of ignorant people forced them to research their magic in secret. Because of that magic, however, civilization rose to heights unimagined by the savages of the First Cycle. In time, the mages grew powerful enough to assert themselves, seizing power from the lawful rulers of the world.

THE THIRD CYCLE

Thus began the Third Cycle. Never before or since have the wonders of this age been seen! All nations of the world were ruled by the iron fists of the Tyrant Mages. They considered all who were not mages to be beneath them, and had little respect for any users of magic not of their own cabal.

The Tyrant Mages were capable of doing all they wished. They created such works of art as the Colossus of Narmall and the Royal Tapestries of Jenmaryn, works which are breathtaking even today. Some of their roads and structures still remain intact, if overgrown. Many of the items that they enchanted have powers which (by today's standards) seem almost godlike.

Because they had so little regard for any people less fortunate than themselves, the Tyrant Mages began to experiment on humans, tailoring them to specific duties. Early in the Third Cycle the elves were fashioned. Soon after, the dwarves, the waerlinga, and the glynna were created. The remaining humans were forced to accept the "new races," and today there is very little agitation between the different groups.

THE END

Near the end of the Third Cycle, in the lost city of Elaximein, the ruling cabal turned themselves and their magic to serve the evil god Skathros, beginning a reign of terror that is still felt today. Skathros demanded bloody, soul-shattering sacrifice from his worshippers, and the Tyrant Mages, desiring to expand their power, began preaching holy wars against their neighbors to gain sacrificial victims. The cult spread worldwide.

Needing more powerful soldiers, the Tyrant Mages created the so-called "Military races": the esuroth (lizardmen), purrtier (catmen), gnashings (dogmen), and maritans (watermen). No one knows by what evil rites these near-human races were created. All anyone knows is that they fought well for their creators and masters. However, they took too long to reproduce (one generation every eighteen years), and the tyrants needed armies faster. They created the much less intelligent and effective "Subhumans": orcs, goblins, hobgoblins, trolls, tharka, vultier, and syltari. These creatures were created from shortcuts in the magical process, trading effectiveness for speed. The End came very suddenly. In the space of two years, the holy wars for sacrificial victims blossomed into total warfare, designed to completely obliterate other mages' power. After recreating the world according to their own desires, the Tyrant Mages destroyed themselves by unleashing powers even they couldn't control.

THE FOURTH CYCLE

The Fourth Cycle was a dark age. Anyone practicing any sort of magic was ruthlessly destroyed. It is said it was possible to count on the fingers of both hands the number of mages that lived during this Cycle. All realms of magic save Physical were completely lost. The worship of Skathros became a crime punishable by death—some say rightly so.

Two hundred years ago, King Ildebrand the Great of Jenmaryn, realizing that magic could not be destroyed, decided to bring it under his power.

Thus began the Fifth Cycle . . .

THE FIFTH CYCLE

Ildebrand created the first School of Magic in over three thousand years. The civilized world responded by marching on him. Over the next ten years, Ildebrand fought 15 major wars. In each, aided by well-trained troops and increasingly powerful mages, he defeated his attackers, absorbing the losing nations into his growing Empire.

In the sixth year of this period, called the Wars of Survival, Ildebrand founded the School of Archaeology as a separate institution, yet closely related to his School of Magic. Expeditionary companies were chartered by Emperor Ildebrand for the purpose of searching out Third Cycle artifacts and spell tomes. Thus the realm of Scholarly magic was re-created.

Ildebrand's enemies (those few he had not yet crushed), realizing their survival depended on magic, founded their own Colleges of Magic. However, it took decades to meet the quality of the Jenmaryn Empire.

In the year 170 (Fifth Cycle), a deputation was sent to Emperor Jan II from Humans living across the Western Ocean. Subhumans, relegated to the deserts and mountains in Jenmaryn, were threatening to overrun the few Human tribes living in the trackless forests of the continent of Dolphinia, and the Humans were desperate. In exchange for the Emperor's troops, the tribes agreed to cede to him the entire watershed of the Chindwyn River, including the mithril mines currently being worked by dwarves.

The Emperor agreed.

In the year 187 (Fifth Cycle), the elven kingdoms of Ashlaen, north of the newly formed Viceroyalty of Dolphinia, petitioned the Crown for acceptance into the Empire. The Emperor granted their appeal, asking only that the elves lend the crown a steady force of five hundred archers in the Royal service. Thus he craftily reduced the expense of keeping royal troops in the Viceroyalty, which is a treasure trove of archaeological finds dating from before the complete collapse of civilization at the End of the Third Cycle.

In Dolphinia, chartered companies of archaeologists began to do more than just dig. Often they were the only legally recognized body able to respond to Subhuman incursions, acting as a militia. Therefore, chartered companies today often look more like bands of mercenaries than scholars pursuing the secrets of the Third Cycle. (And, one must admit, upon occasion "mercenary" describes exactly what they are).

In the year 200 (Fifth Cycle), the Empire of Jenmaryn is stronger than ever, thanks to the wisdom of His Grace, Charles, and the Viceroyalty of Dolphinia, with its mithril mines and wealth of archaeological finds. May His Grace live forever!

CHARACTER GENERATION
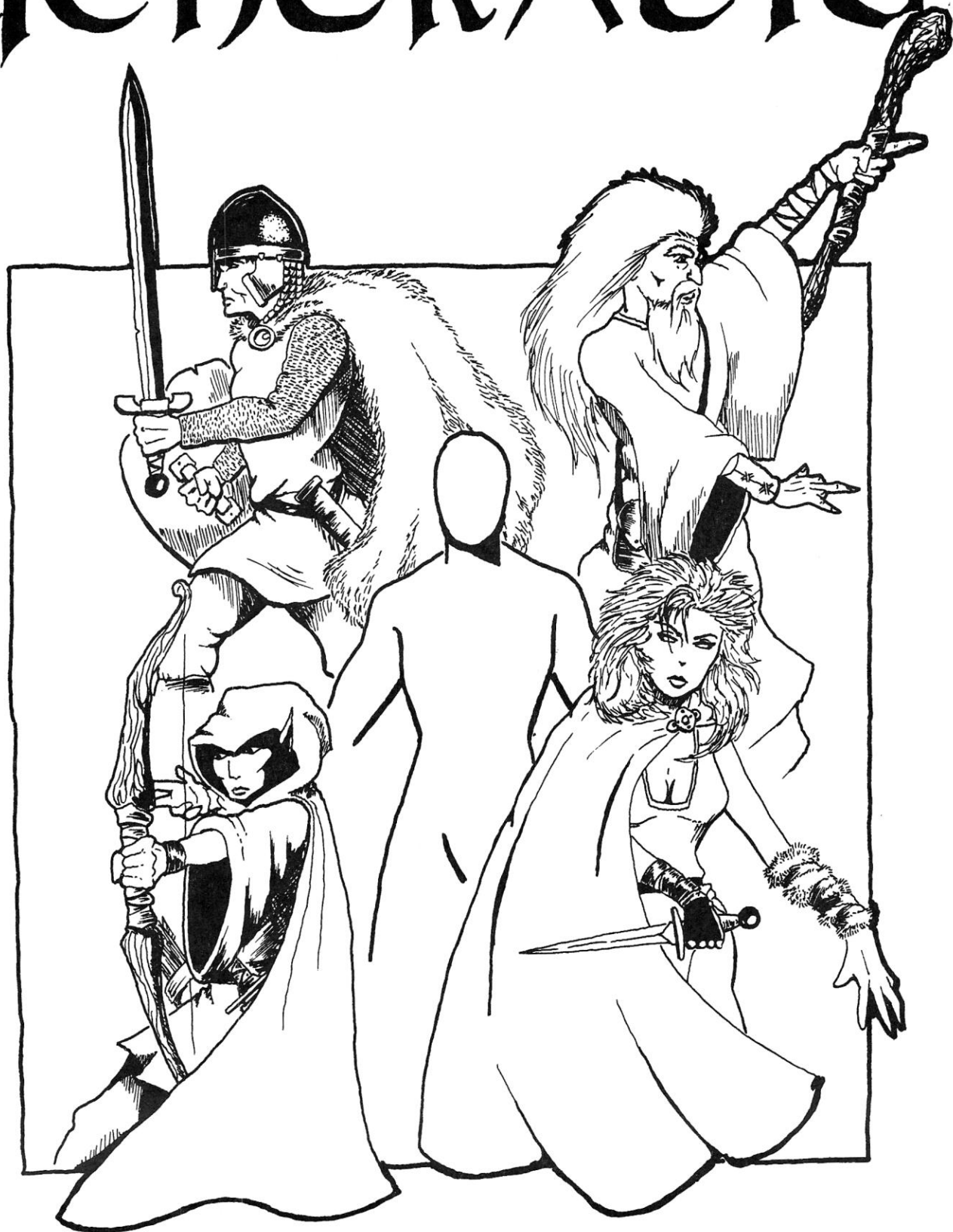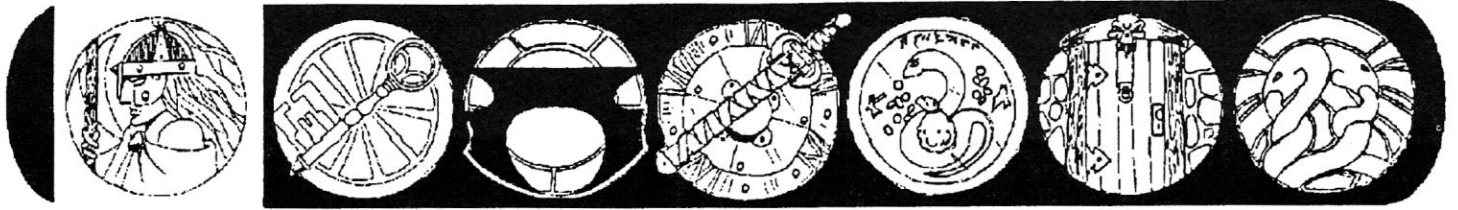
INTRODUCTION

Fifth Cycle is a game where the players interact within the framework of a story told by the Gamemaster. It allows the players' characters to overcome great trials without leaving the comfort of their own homes.

DICE ROLLING

Fifth Cycle requires the following dice: 8-sided, 10-sided, and 12-sided (in the rules called d8, d10, and d12). (A "0" result on a d10 means a value of 10, not 0.) Most of these dice are used to determine damage from weapons. In addition, a few weapons require a d4 or a d6 for damage. These numbers may be generated by rolling a d8 (for the d4) and a d12 (for the d6), and halving the result (round up).

Success in any skill is determined by rolling percentile dice (d100). Percentile dice are two 10-sided (or 20-sided) dice. One is designated to represent tens, the other ones. This allows the random determination of a number between 1 and 100. (When rolling percentile dice, a "0" means 0, not 10. If both dice roll "0", the result is 100.)

GLOSSARY

The following is a list of terms commonly used in **Fifth Cycle**:

Agility (AG). Agility is the measure of how well-coordinated a person's body is. It is one of a character's nine basic statistics (stats).

Animal. "Animal" refers to any non-intelligent creature—that is, any creature whose average species intelligence is 4 or less, whether magical or not.

Apprentice. In specific game terms, someone who has learned a skill to rank one or two is an apprentice in that skill. More generally, an apprentice is also someone learning a chosen profession under a master, and represents characters between their 12th birthday and the start of their adventuring.

Charter. A charter is a license, issued by the Viceroy, for people to explore abandoned, ancient sites as archaeologists. Anyone found in these sites without a charter is considered to be a grave robber.

Chartered Company. A chartered company is a group of characters operating under a charter.

College. One of the sixteen known divisions of magic. There are two known realms of magic (Physical and Scholarly), each of which is divided into eight colleges.

Combat Round. Game time is divided into ten-second periods when combat is taking place. Each period is called a combat round.
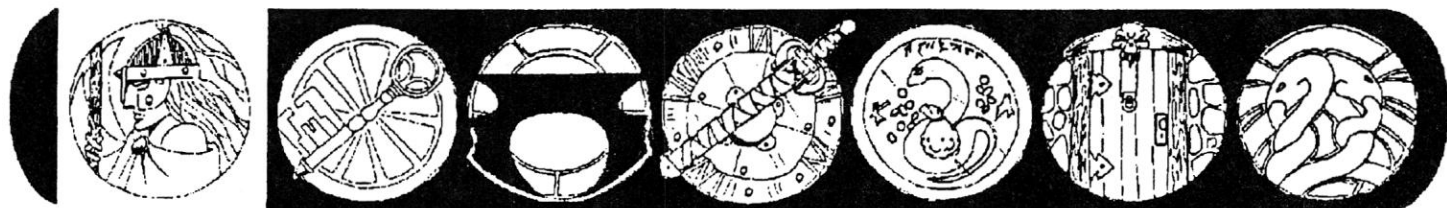
Comeliness (CL). Comeliness is a measure of a person's physical beauty. It is one of a character's nine basic statistics (stats).

Common Sense (CS). Common Sense is the measure of how mentally well-balanced a character is. It is one of a character's nine basic statistics (stats).

Creature. "Creature" refers to any living being in Fifth Cycle, whether intelligent or not, whether magical or not.

Cycle. A cycle is a period of time, usually lasting thousands of years, which begins and ends in a dramatic transformation of the world.

Defensive Bonus (DB). Defensive Bonus is the measure of a character's ability to avoid damage in combat.

Eloquence (EL). Eloquence is the measure of how well a character can persuade the people around him to do what he wants them to. It is one of a character's nine basic statistics (stats).

Endurance (EN). Endurance is the measure of how long a character can continue to march swiftly or hold up during strenuous activity. Endurance also measures a character's general health. It is one of a character's nine basic statistics (stats).

Experience Points (Exp). Experience points are the measure of a character's total experiences. These points are "earned" as the character experiences (and survives!) adventures. They are "spent" to increase the character's skill ranks and stats.

Game Master (GM). The GM is the creator and storyteller of an adventure.

Hand Manipulation (HM). Hand manipulation is the measure of a characte's hand-to-eye coordination. It is one of a character's nine basic statistics (stats).

Hexagon (Hex). On a combat map, a hex is a unit of measure equalling 2 meters.

Hexapedal. Most creatures have two arms and two legs, or four legs, or two wings and two legs. These creatures are "Normal," at least in this respect. A few creatures, including the glynna, a player-character race, have two extra appendages. The glynna have arms, legs and wings. A griffon has four legs and two wings. Any creature with two (or more) extra appendages is "Hexapedal."

Intelligence (IN). Intelligence is the measure of how smart a character is and how well he can retain what he learns. It is one of a character's nine basic statistics (called "stats").

Journeyman. A person who has learned a skill at ranks three through six is a journeyman in that skill. With spells (skills which make use of magic), journeyman ranks extend to rank 7.
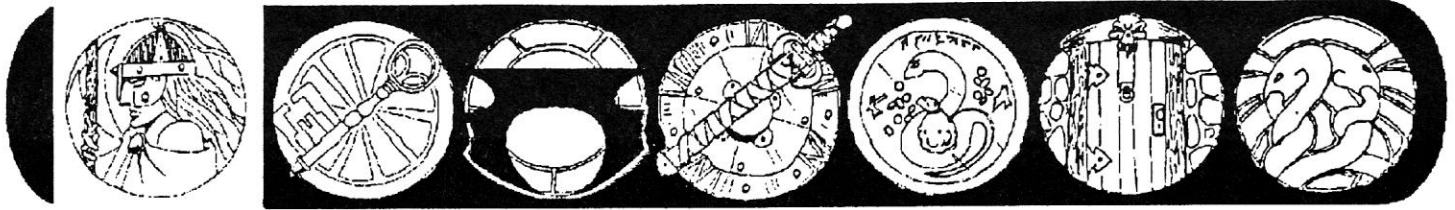
Kilogram (kg). A kilogram is a unit of mass which weighs about 2.2 pounds on the world of *Fifth Cycle*. For ease of reference, it is usually referred to as a unit of weight here.

Level. A magical spell's level is a measure of the relative complexity of the spell. A mage may not learn a spell of a level higher than his rank (learning) in the *Magic Training* skill.

Liter. A liter is a unit of volume approximately equal to one quart. Thus, about four liters make a gallon.

Magic Ability (MA). Magic Ability is the measure of a person's ability to use the magic around him. It is one of a character's nine basic statistics (stats).

Master. Someone who has learned a skill to rank seven or eight is considered a master of that skill (except with spells, where only rank eight is considered mastery).

Meter. A meter is a unit of length approximately equal to a yard. (More exactly, it is closer to forty inches, or 3.3 feet.) There are 100 *centimeters* in a meter; a centimeter is about 40% of an inch.

Movement Points (MPs). Movement points measure how fast a character moves in combat. MPs are a function of Agility.

Profession. A profession is a group of related skills, or the general classification of jobs in which those skills are important. Every newly-created character has two professions—the one a parent practiced (with which he became familiar as he grew up) and the one he himself has trained in, prior to beginning play.

Race. There are five Human races in the game—dwarves, elves, glynna, normal humans, and waerlinga.

Rank. Rank measures the amount of experience that a character has in a skill. There are eight possible ranks, and the lowest is rank 1.

Statistics (Stats). Stats are a character's personal attributes.

Strength (ST). Strength is the measure of a character's ability to move objects. It is one of a character's nine basic statistics (stats).

Target Number. Whenever an attack is being made, a spell is being cast, some other skill is being attempted, or a basic stat is being tested, target numbers come into play. A target number is a number (usually between 1 and 100) against which a percentile (d100) roll is made. If the roll is equal to or less than the target number, the roll succeeds and the attack, spell, other skill or stat check is successful. If not, the attempt fails. A target number can also be referred to as a *to hit target, skill target,* and *spell target.*
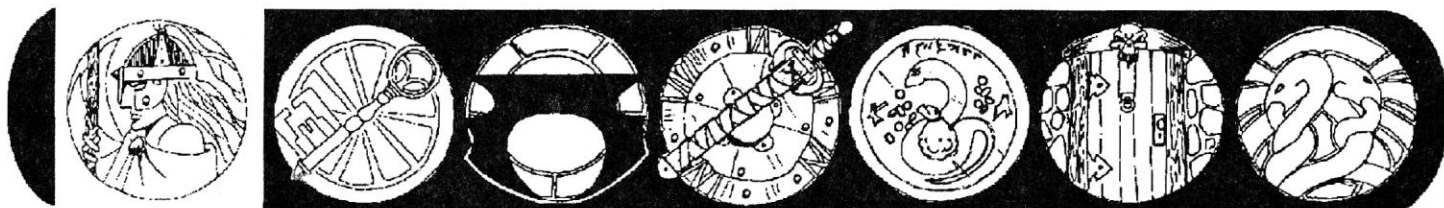
CHARACTER GENERATION

Everything that a player needs to know about his character can be found on his character sheet, of which there are two examples on pages 25-28. The two sheets are identical, except that the second shows a winged Human (a glynna). The second sheet is only used to describe glynna characters; characters of all other races use the first sheet. Please make copies of these sheets for your own use. To create a character, use the following steps, following along on a blank character sheet. These steps do not necessarily have to be taken in order, unless logic or these instructions indicate to do so. For example, the first step includes naming your new character, but if you want to wait until you know more about him or her, please feel free to do so:

Player's name:_____

Character's name:_____

1) List Your Name and Your Character's Name

This portion is obvious.

	ST	AG	HM	EN	IN	CS	MA	EL	CL
Current									
Modifier	/	/	/	/	/	/	/	/	/
Maximum									

2) Determine Your Character's Initial Statistics (Stats), Race, Racial Abilities, Maximum Stats, and Stat Modifiers.

Initial Stats

Each character has nine stats (see the **Glossary** for definitions of these stats):

> Strength (ST)
> Agility (AG)
> Hand Manipulation (HM)
> Endurance (EN)
> Intelligence (IN)
> Common Sense (CS)
> Magical Ability (MA)
> Eloquence (EL), and
> Comeliness (CL)

You decide what your new character's stats will be, subject to a few restrictions:

• You may only spend as many points as a roll on the *Stat Points* table allows you. To find how many total points that may be used for assigning your character's initial stats, roll 2d10 and consult the *Stat Points* table.

• All stats have an initial minimum of 6.

• No individual stat has a maximum allowed value, but only a few of your character's stats can start above 20; see the restrictions listed in the *Stat Points* table, below, for details.

• Both of these restrictions apply before your stats are modified by the race of your new character. Your character's race may reduce a stat below 6 or raise it above the values originally allowed. (For example, a
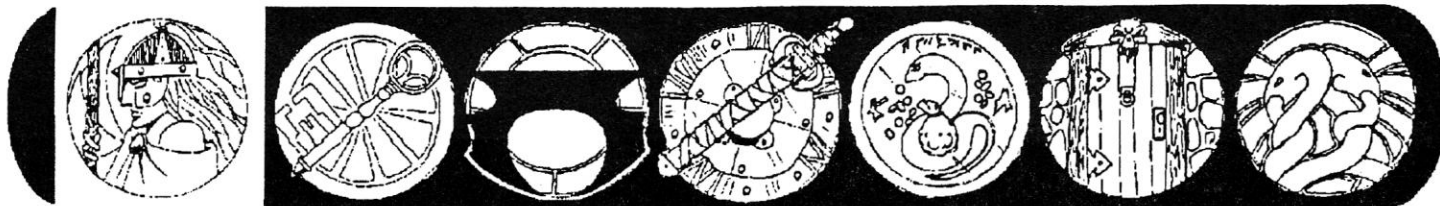
glynna character must reduce his original Strength stat by 3. If his original Strength value was 7, being a glynna reduces that value to 4 (7 - 3 = 4). On the other hand, a glynna character also adds 2 to his original Hand Manipulation value. If his Hand Manipulation value was originally 19, it is raised to 21 (19 + 2 = 21), regardless of the restrictions listed in the *Stat Points* table.

STAT POINTS (2D10)

Roll	Stat Points	Restrictions
2-5	118	A roll of 2 to 7 allows the character to have two stats as high as 24; the other seven stats must be 20 or less.
6-7	121	
8	124	A roll of 8 to 14 allows the character to have one stat as high as 23, and three more as high as 20; the other five stats must be below 20.
9	127	
10	130	
11	133	
12	136	
13	146	
14	149	
15	147	A roll of 15 to 20 allows the character to have one stat as high as 23, and two more as high as 20; the other six stats must be below 20.
16	150	
17	153	
18	156	
19	159	
20	162	

Values for all nine basic stats must be assigned before race is determined.

Race

Race is determined in one of two ways:

• By rolling a 10-sided die (1d10) on the *Character Race* table, below. Choose the race you want your character to be and roll the die. If the result matches one of the numbers in the *Successful Roll* column for your desired race, your character is of that race and you adjust his stats as directed by the rest of the chart. You may make two attempts to get any of the races you desire; if both rolls fail, your character is automatically human.

• By choosing to become a human without rolling for another race. If you made no attempt to select another race, roll 1d10. If the result is 1 through 9, add one point to the stat with that number on the *Character Race* table. (For example, if you roll a 4, add 1 to your character's Endurance stat.) If a 0 (10) is rolled, roll the die twice more, increasing two stats by 1 (any further 0/10s rolled are ignored). Note that you can only use this method if you originally chose that your character would be human. If you tried first to roll another race, but failed, do not modifiy your original stats at all.
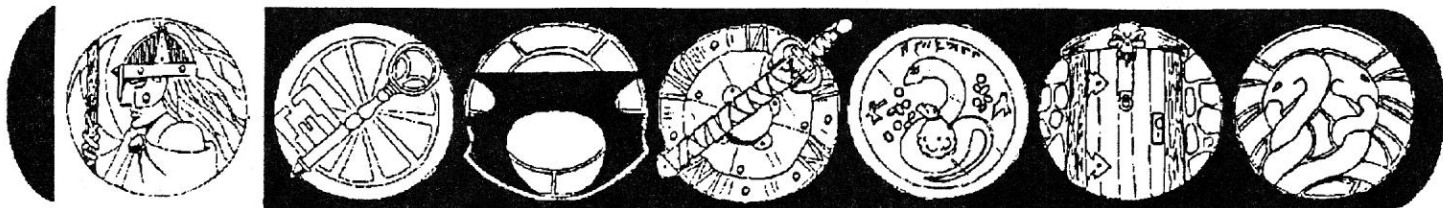
CHARACTER RACE (1D10)

Race	Roll	ST (1)	AG (2)	HM (3)	EN (4)	IN (5)	CS (6)	MA (7)	EL (8)	CL (9)
Human	1-10	—	—	—	—	—	—	—	—	—
Elf	1-3	-2	+1	+1	-1	—	—	+1	-1	+1
Dwarf	1-3	+2	-1	-1	+3	—	+1	-2	-1	-1
Waerlinga	1-2	-2	+2	+1	-1	—	—	-2	+1	+1
Glynna	1	-3	+1	+2	-3	+1	—	—	+1	+1

Racial Abilities

For each non-human character, there are other ways that the character is different. Characters of a specific race get the following modifiers:

• Dwarf - +5 on any *Engineering* skill target number (they're natural engineers), +5 on Magic Resistance.

• Elf - +5 on any *Farming* skill target number (they're natural farmers), +5 on any Common Sense target number, +3 on any archery target number (including *Crossbow* skill).

• Glynna - +5 on any thrown weapon target number, **Glynna Attacks** (see **Combat**).

• Human - nothing special.

• Waerlinga - +5 on any archery target number (including *Crossbow* skill), able to see in all magical darkness, may only use short weapons, +3 on Magic Resistance, +5 on any Artisan skill target numbers. Short weapons include: club, crossbow, dagger (melee and thrown), hammer (melee and thrown), hand axe (melee and thrown), javelin, mace, short bow, shortsword and sling.

Further race descriptions can be found in **Campaigns** and **Monsters and Animals**.

Maximum Stats

The maximum value a stat can ever reach is 1.5 times that stat's beginning value. Once your character's race has been determined and his stats have been modified accordingly, multiply each stat by 1.5 (rounding up) and mark each resulting value on the *Maximum* line on your character sheet (underneath each appropriate stat). However, even if a beginning stat is above 20, none of your character's stats can ever be higher than 30.

For example, still using the glynna's stats mentioned just above, his beginning Strength stat is 4. 4 x 1.5 = 6, so the maximum his Strength can ever reach is 6. His beginning Hand Manipulation stat is 21; 21 x 1.5 = 31.5, rounded up to 32—but the highest a stat can ever be is 30, so the maximum that this glynna's Hand Manipulation stat can ever be is 30.

In **Fifth Cycle**, stats can be raised by spending experience points in training, at a rate of 40 experience points per stat point.
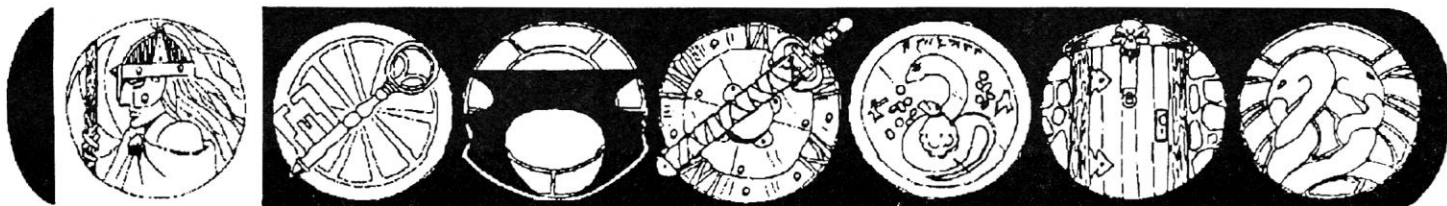
Stat Modifiers

Stat values help determine the cost of skills; the higher the stat, the fewer experience points needed to raise ranks in skills related to that stat. For example, the stronger a character is, the fewer experience points he needs to improve his Strength-related skills.

Each stat has a Primary and Secondary modifier, based on the value of that stat. These modifiers are listed in the *Stat Modifiers* chart, below. For example, if your character's Intelligence is 22, the Primary and Secondary modifiers for his Intelligence are +2 and +1. On your character sheet, list these two modifiers in the row marked *Modifier*, under *IN* (for Intelligence).

So what are these modifiers used for? Each additional rank in a skill costs a certain amount of experience points. These modifiers adjust the number of experience points needed to improve your rank in a skill. Each skill has a Primary and Secondary stat listed in its description. When acquiring rank 1 in a skill, adjust that skill's cost by the Primary modifier of the skill's Primary stat, and by the Secondary modifier of the skill's Secondary stat.

For example, the Primary and Secondary stats for *Ambush* skill are Common Sense and Intelligence. The base cost to get rank 1 in *Ambush* is 12 experience points (skill costs are given later, in **Skills**—trust us, for now).

Now, that 12-point base cost might be modified by your character's Common Sense and Intelligence, since they are the Primary and Secondary stats for *Ambush*.

Let's say your Common Sense score is 8 and your Intelligence score is 22. Consulting the *Stat Modifiers* chart, you can see that the Primary modifier for a stat with a score of 8 is +2. Since your Common Sense score is 8, its Primary modifier is +2. Similarly, the Secondary modifier for an Intelligence score of 22 is -1.

So, the 12-point base cost for *Ambush* skill is modified by +2 (the CS Primary modifier) and -1 (the IN Secondary modifier). 12 + 2 - 1 =13. Your low Common Sense makes Ambush a harder skill for you to acquire; your high Intelligence makes it an easier skill to acquire, but not by enough to totally offset the CS penalty. Your cost for rank 1 in *Ambush* is 13 experience points, not 12 points.

When buying higher ranks is a skill, these modifiers are multiplied by the rank being acquired. At rank 1 in our example, the total cost modifier was +1 (-2 + 1). When getting *Ambush* at rank 2, the total cost modifier is +2 (+1 x 2). If you eventually purchase rank 8 in *Ambush*, the total cost modifier will be +8. (Of course, by that time, you might have improved your Common Sense score, thereby improving its Primary and Secondary modifiers.)

The Movement Rate part of this chart is discussed in the next section.
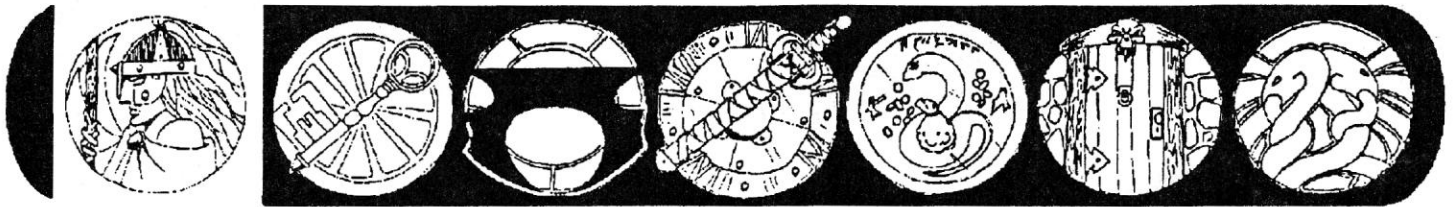
STAT MODIFIERS		
Stat Score	**Primary Stat Modifier**	**Secondary Stat Modifier**
1-7	+2	+1
8	+2	+1
9	+1	+1
10	+1	+1
11	+1	0
12	+1	0
13	0	0
14	0	0
15	0	0
16	0	0
17	-1	0
18	-1	0
19	-1	-1
20	-1	-1
21	-2	-1
22	-2	-1
23	-2	-1
24	-2	-1
25	-3	-1
26	-3	-1
27	-3	-2
28	-3	-2
29	-4	-2
30	-4	-2
31-39	animal, only	
40-49	animal, only	
50+	animal, only	

(M.R.) (M.P.)

(Enc.) (F.P.)

(optional)

3) Determine Your Character's Magic Resistance, Movement Rate, Encumbrance, and Fatigue Points

Magic Resistance

Magic Resistance (MR) is equal to your current Magic Aptitude (MA) plus 5% for each rank of *Magic Resisting* skill learned. For example, if your MA is 17, and you buy rank 3 in *Magic Resisting*, your Magic Resistance is [17 + (3 x 5)] = [17 + 15] = 32. Mark your MR in its charcter sheet box.

Movement Rate

To determine your Movement Rate, find your Agility score on the *Agility-Based Stats* chart and read across to the value in the *Movement Rate* column. This is the number of movement points (MPs) your character has. Mark your Movement Points in the M.P. box on your character sheet.

AGILITY-BASED STATS		
Stat Score	**Movement Rate**	**Defensive Bonus (Base)**
1-7	1	-10
8-12	2	-5
13-17	3	0
18-20	4	5
21-23	4	10
24-27	5	15
28-29	5	20
30	6	20
31-39*	6	*
40-49*	7	*
50+*	8	*

*These stats are only possible for animals. Each animal has its DB listed as part of its description.
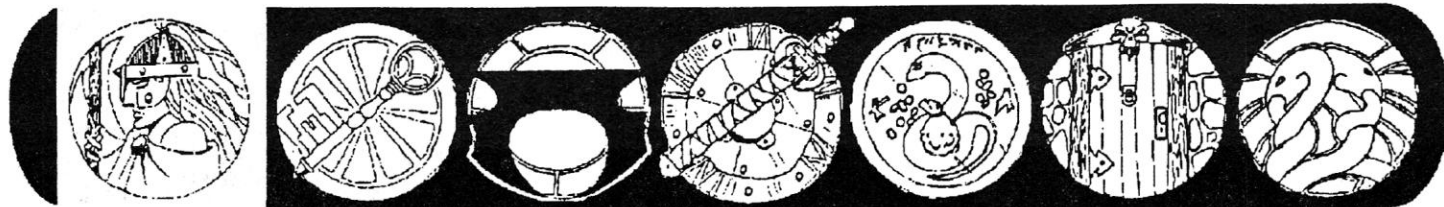
Encumbrance

Encumbrance (Enc) is determined by adding together your Strength and Endurance scores. The sum is your character's encumbrance—the number of kilograms your character can carry without penalty. Each two kilos that your character carries in excess of this amount reduces his Agility (and Movement Rate) by one point. Mark your Encumbrance in the Enc. box on your character sheet.

Fatigue Points

Fatigue is an optional rule (see **Combat**). If used, your character's Fatigue Point allowance is equal to his Endurance. Mark that value in the F.P. box on your character sheet.

> Magic college:
> _____
>
> Spell points : _____
> Points left : _____

> Age:_____
> Chosen Profession:_____
> Family Profession:_____
>
> Gender:_____

4) Determine Your Character's Age, Chosen Profession, Family Profession, Gender, and Magic College and Spell Points (if applicable).

Age and Gender

Your character's beginning age, in years, equals 12 plus the sum of 2d6 (12 + 2d6). Your character's gender (sex) is up to you.

Chosen Profession

Your character's chosen profession is a free choice based on what you want the character to do in this game. The possible professions are listed in the *Professions* chart.

PROFESSIONS

1) *Armorer*—a maker of weapons and armor
2) *Armsman*—a professional warrior (soldier, mercenary, guard, etc.)
3) *Artisan*—a maker of finely crafted items
4) *Farmer*—one who grows riches from the earth (herdsman, rancher, etc.)
5) *Laborer*—one who toils at the less refined crafts (smith, carpenter, etc.)
6) *Mage*—one who has studied spells and other magical effects
7) *Merchant*—a seller and buyer of goods—the ever present middle-man
8) *Outdoorsman*—one who makes his living in the wilds (ranger, scout, etc.)
9) *Seaman*—one who makes his living on the world's waterways
10) *Thief*—one who makes his living from the losses of others
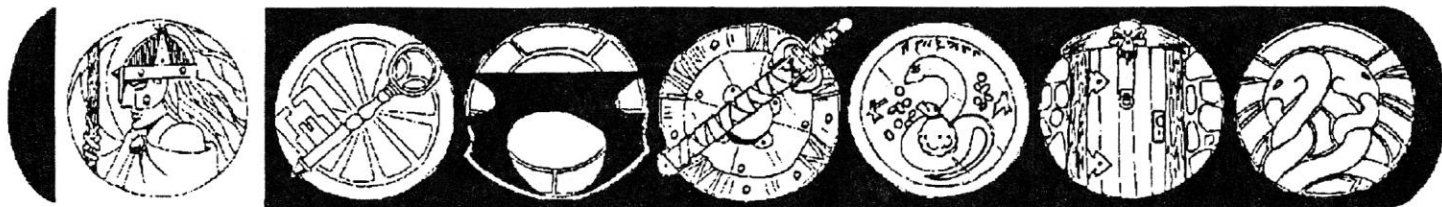
Family Profession

Your character's family profession is determined by rolling 1d10 and consulting the *Professions* chart. This roll tells you what your character's parents did for a living, as well as where his childhood experience points must be spent.

Magic College and Spell Points

If your character's chosen or family profession is mage, or if you want to spend points (lots of points) in spells for any other reason, you may pick the magical college of your choice (see **Magic** for a description of the colleges). On the back of your character sheet, list your college of magic, if you choose one.

The spell points that a magic-using character has available each day are equal to 3 points per rank of *Magic Training*, plus a bonus (or penalty) based on his Magic Ability:

SPELL POINTS FROM MAGIC ABILITY

MA	Bonus Points
7 or less	-2
8 - 14	-1
15 - 17	0
18 - 20	+1
21 - 23	+2
24 - 28	+3
29 - 30	+4

For example, a character with a Magical Ability score of 12, and who has rank 4 in *Magical Training* skill, gets 11 spell points each day [(4 x 3) - 1] = [12 - 1] = 11.

---

*Height:*_____

*Weight:*_____

5) Determine Your Character's Physical Description

You determine your character's eye color, hair color, distinguishing marks, and so forth, subject to your GM's approval. Height uses one of these formulas:

CHARACTER HEIGHT (IN CM)

Race	Male	Female
Human	(150 + 5d10)	(140 + 4d10)
Elf	(140 + 4d10)	(140 + 3d10)
Dwarf	(140 + 3d6)	(140 + 3d6)
Warrow	(95 + 2d6)	(85 + 2d6)
Glynna	(160 + 3d8)	(150 + 3d8)

For example, to determine a female elf's height, roll 3d10 and add the result to 140. If the roll gives a result of 13, the elf is 153 (140 + 13) centimeters tall.

Weight is determined as follows: [(height x (ST + EN))/100] = weight in kilograms. For example, with the same elf, her Strength is 15 and her Endurance is 18. (Grab a calculator!) Her weight is: [(153 x (15 + 18))/100] = [(153 x 33)/100] = [5049/100] = 50 kilograms.

Or, if you prefer, simply pick a height and/or weight for your character, subject to your GM's approval.

Skill	Base Mod.	Rank	Exp.	skill target	Skill	Base Mod.	Rank	Exp.	skill target
					Combat tactics				
					Magic training				
					Magic resistance				

Weapon	Base Mod.	Rank	Exp.	Skill Bonus	Magic Bonus	To hit target	Damage

6) Select Your Character's Skills

This section deals with the heart of the **Fifth Cycle** system, the use of experience points to increase your chance of success in each of your skills. Each beginning character receives 50 experience points (experience gained while growing up), that must be spent either in the skills of his Family Profession or in Common skills.

He also receives apprenticeship experience points (points earned while apprenticing in his Chosen Profession) based on his age, equalling [10 x (age - 12)] experience points. (For example, if he is 18 years old, he gets [10 x (18 - 12)] = [10 x 6] = 60 experience points in this way.) These points may be spent in any skills desired—they are not limited to the skills of his Chosen Profession. All experience points, of both sorts, must be spent before play starts. (If you don't spend all of your character's points, you must "bank" them with a specific skill your character knows, committing them to raise that skill once you begin play.)

The Skills, Weapons, and Spells sections of the character sheet are much alike and therefore will be explained together.

Skill, Weapon, Spell. The name of the skill goes here. (Weapons and spells are just specific types of skills.)

Mod. (Modifier) There are a number of ways to modify the number of experience points that must be spent to raise a skill to its next rank. Add all of these modifiers together and mark the resulting modifier in this box. Modifiers include the following:

1) *Primary and Secondary Stats.* Each skill, weapon, and spell has two stats listed with it. These are the Primary (1°) and Secondary (2°) stats for that skill. List the Primary modifier of the skill's Primary stat, and the Secondary modifier of the skill's Secondary stat. (See **Stat Modifiers**, in Step 2, above.)
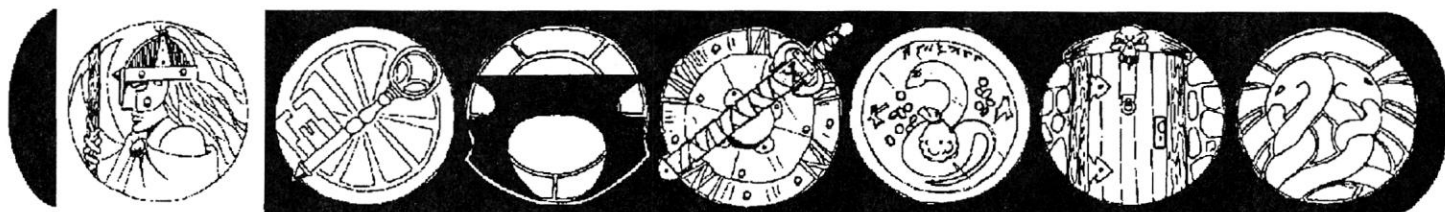
2) *Skills from an Unfamiliar Profession.* Any skill that is not listed as a skill of your character's Family Profession or Chosen Profession, and isn't a Common skill, has its cost per rank raised by 5x(rank).

3) *Spells from an Unfamiliar College.* Spells in your character's chosen magic college are not affected by this modifier. The cost for a spell increases as your character moves away from his chosen college, with an increase of 5 points per rank for each step away from the chosen college. (See **Magic**.) Spells one step away from the chosen college cost 5 more points per rank; spells three steps away from the chosen college cost *15* more points per rank.

Level. (spells only) List the level of the spell (see **Magic**).

Rank. Your character's ability with a skill. Each *increase* in rank costs the amount listed on the *Skills* chart; this is in addition to any points already spent for previous ranks. For example, a character learning *Blacksmithing* must spend 8 points for rank 1, 12 more points for rank 2, and 20 more points for rank 3.

Experience points. (Exp.) Experience points earned from an adventure must be spent immediately. If a character has too few experience points to raise a skill to the next rank, he may apply the points he has to that skill; points earned later can then make up the difference to gain the new rank. These experience points are recorded in the Exp. column.

Note that it isn't necessary to keep a running total of all experience points earned, just those that will be used later to raise a specific skill to the next rank.

Skill Target or *Spell Target.* (skills and spells only) This column lists the base target number for each skill. The base target number is 50% for non-combat skills and 40% for combat skills, plus 5% per rank. The number in this box should reflect all modifiers, including skill, magical, and racial modifiers. (But attack rolls are also usually modified by the defender's Defensive Bonus (DB) and attack spells are also usually modified by the defender's Magic Resistance (MR).)

Skill Bonus. (weapons only) This bonus equals 5% per rank. It is listed separately for weapon skills, because it is sometimes used offensively and sometimes used defensively.

Magic Bonus. (weapons only) Certain magically-enhanced weapons increase the probability of hitting and doing damage. Also list any appropriate bonuses that certain races get (see **Race**, in Step 2).

To Hit Target. (weapons only) Add 40% to the Magic Bonus modifier, and list the result in this column.

Damage. (weapons only) This column lists the damage done by the weapon (listed on the *Weapons* chart, in **Skills**).
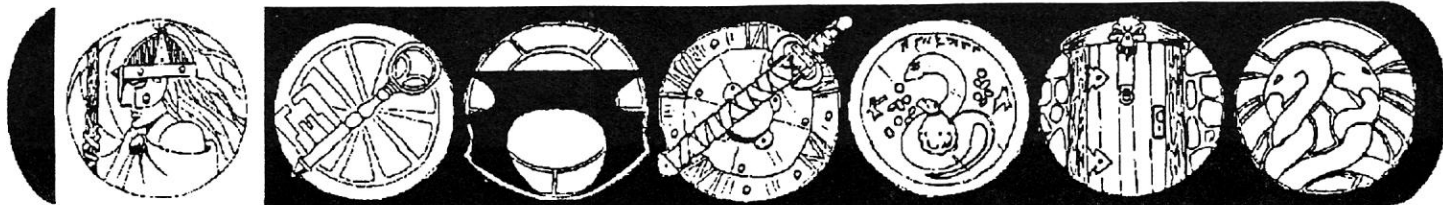
Spell	Base Mod.	Level	Rank	Exp.	spell target

D.B.

Agility _____
Armor _____
Shield _____
2-Handed _____

Total

Area	P.F.	Armor Hits *	Original Hit Points	Current Hit Points
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

* When any armored area takes three unrepaired hits, its protection factor is reduced to half!
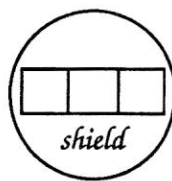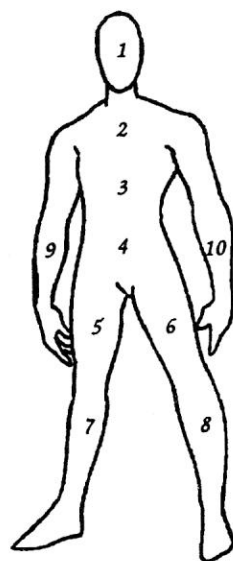
shield

7) Determine Your Character's Hit Points, Armor Protection, and Shield (if any)

Hit Points

The front bottom of your character sheet contains, among other things, a silhouette that shows your character's hit locations, also known as *body areas* (12 areas for a glynna, 10 for all other races). Hit points are based on the sum of your character's Strength, Endurance and Common Sense, and are found on the *Character Hit Point Lines* chart.

For example, a character with ST 15, EN 12, and CS 22 uses the 46-50 line (15 + 12 + 22 = 49). His head has 5 hit points, his three torso areas (upper, mid, and lower) have 8 hit points apiece, and his limbs (both arms, both thighs, and both lower legs) each have 6 hit points.

Glynna are the only player characters with 12 body areas (the wings count as two more limbs in all respects). Because they have the extra areas, their hit points in each area are 1 less than those listed above (minimum 1). (See **Monsters and Animals** for a more complete chart, including separate columns for glynna and other creatures with 12 body areas.)
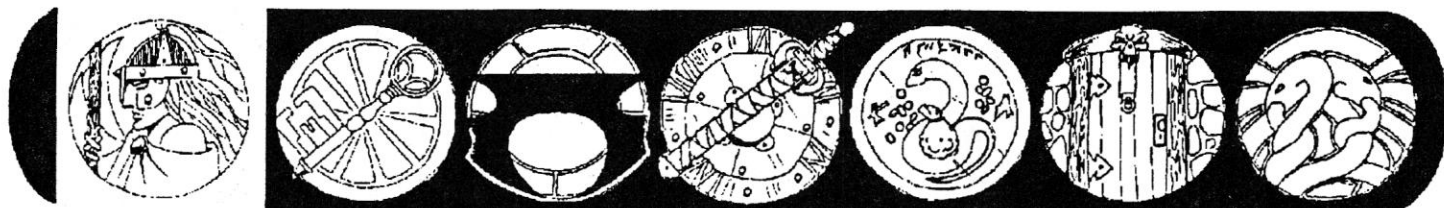
CHARACTER HIT POINT LINES

(ST + EN + CS)	Head (#1)	Torso (#2,3,4)	Limbs (#5-10)
1-5	1	1	1
6-10	1	2	1
11-15	1	3	2
16-20	2	4	2
21-25	2	5	3
26-30	3	6	4
31-35	3	7	4
36-40	4	7	5
41-45	4	8	5
46-50	5	8	6
51-55	5	10	7
56-60	6	11	7
61-65	6	11	8
66-70	7	12	9
71-75	7	12	9
76-80	8	14	10
81-85	9	15	11
86-90	10	16	12

Armor and Shield

PF is the armor's Protection Factor—how much damage the armor covering that area absorbs on each hit. The Protection Factors for the various types of armor is given on the *Armor* chart, in **Combat**.

The *Armor Hits* and *Shield* areas are used to mark hits against those items. Whenever a strike is made against the armor covering a body area or against a shield, it is recorded in one of the three boxes for that area or shield (as well as showing damage in the hits point area). Three strikes against an area renders the armor in that area only half as effective at absorbing damage, until it is repaired. For example, plate mail, which normally absorbs four points of damage per strike, will only absorb two points per strike in an area that has taken three or more hits.
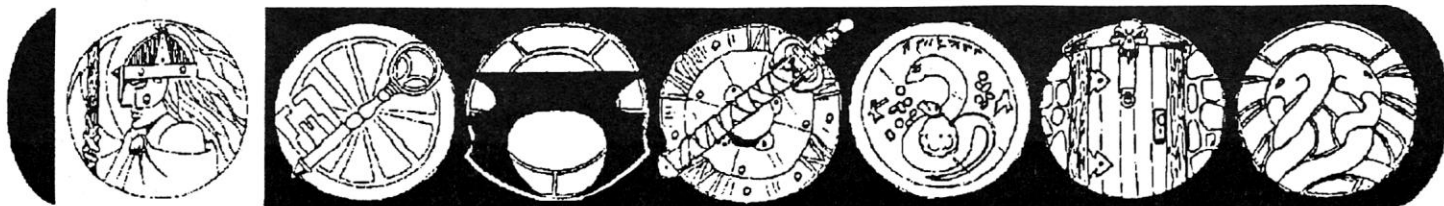
Defensive Bonus

DB is the character's Defensive Bonus. A character's total DB is determined by the following:

• Agility base. The character's base DB is determined by his current Agility. Find his Agility score on the *Agility-Based Stats* chart (given in Step 3), and read across to the number in the *Defensive Bonus (Base)* column. This is the character's base DB.

• Armor and Shield modifiers (see *Armor* and *Shields* charts, in **Combat**).

• Two-handed weapon skill bonus (3% per rank, which must be used defensively; it cannot be used offensively)

• Weapon skill used defensively (see weapons and shields chart). This is not listed here, because it can vary from round to round as the character chooses whether to emphasize offense or defense.

A character's DB (hopefully a positive number) is subtracted from an attacker's target number to hit the character. (If the DB is negative, the negative number is still subtracted from the attacker's target number, *increasing* his chance to hit the character.)

8) Magical Items and Equipment

These areas are for recording any possessions, either magical or mundane. Starting equipment is usually provided by the GM. Generally, it consists of soft leather armor, one or two weapons, a change of clothes, and a pack in which to keep it all. Most characters will not begin with magical items, but this is the place to list them when they are acquired.

9) Wealth

Starting money is also provided by the GM and usually consists of (2d10 + 5) shillings. A character's funds are listed in these blanks.

A *Monetary System* conversion chart is also given here for easy reference.

Magical Items

Equipment

Wealth

pennies	p
shillings	s
pounds	£
soverigns	§
other:	

Monetary   System

10 pennies	=	1 shilling
20 shillings	=	1 pound
5 pounds	=	1 soverign

Player's name:_____

Character's name:_____

	ST	AG	HM	EN	IN	CS	MA	EL	CL
Current									
Modifier	/	/	/	/	/	/	/	/	/
Maximum									

M.R.   M.P.

Enc.   F.P.
(optional)

Fifth Cycle Character sheets

Race:_____
Age:_____
Chosen Profession:_____
Family Profession:_____
Height:_____
Weight:_____
Gender:_____

Skill	Base Mod.	Rank	Exp.	skill target	Skill	Base Mod.	Rank	Exp.	skill target
					Combat tactics				
					Magic training				
					Magic resistance				

Weapon	Base Mod.	Rank	Exp.	Skill Bonus	Magic Bonus	To hit target	Damage

Magical Items

Area	P.F.	Armor Hits *		Original Hit Points	Current Hit Points
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

D.B.

Agility_____
Armor _____
Shield _____
2-Handed _____

Total

shield

* When any armored area takes three unrepaired hits, its protection factor is reduced to half!

Spell	Base Mod.	Level	Rank	Exp.	spell target

Magic college:

_____

Spell points : _____

Points left : _____

Equipment

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Wealth

pennies	_____	p
shillings	_____	s
pounds	_____	£
soverigns	_____	§
other:		

Monetary System

10 pennies = 1 shilling

20 shillings = 1 pound

5 pounds = 1 soverign

Fifth Cycle© Character sheets

Player's name:_____

Character's name:_____

	ST	AG	HM	EN	IN	CS	MA	EL	CL
Current									
Modifier	/	/	/	/	/	/	/	/	/
Maximum									

M.R.　M.P.

Enc.　F.P.

(optional)

Race: __Glynna__
Age:_____
Chosen Profession:_____
Family Profession:_____
Height:_____
Weight:_____
Gender:_____

Skill	Base Mod.	Rank	Exp.	skill target	Skill	Base Mod.	Rank	Exp.	skill target
					Combat tactics				
					Magic training				
					Magic resistance				

Weapon	Base Mod.	Rank	Exp.	Skill Bonus	Magic Bonus	To hit target	Damage

Magical Items

Area	P.F.	Armor Hits *	Original Hit Points	Current Hit Points
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

D.B.

Agility_____
Armor _____
Shield _____
2-Handed _____

Total

* When any armored area takes three unrepaired hits, its protection factor is reduced to half!

shield

Spell	Base Mod.	Level	Rank	Exp.	spell target

Magic college:

_____

Spell points : _____

Points left : _____

Equipment

_____
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_____

Wealth

pennies	_____	p
shillings	_____	s
pounds	_____	£
soverigns	_____	§
other:		

Monetary System

10 pennies = 1 shilling

20 shillings = 1 pound

5 pounds = 1 soverign

CHARACTER GENERATION EXAMPLE: ERELEN

Using the steps listed above, the following is an example of character generation. It includes some pointers and considerations when creating an enjoyable character.

1) List My Name and My Character's Name

Player Name. Tom Smith (that was easy)

Character Name. Erelen

2) Determine My Character's Initial Statistics (Stats), Race, Racial Abilities, Maximum Stats, and Stat Modifiers.

Rolling 2d10 on the *Stat Points* table, I get a 10 and an 8, so I have 156 points to divide up among the nine stats (for a whopping average of over 17 points). Now that I know I will have a character with overall good stats, I envision a female mage, possibly an elf, as my character. I will base my later decisions on transforming this vague idea into a fully-realized character.

Reading the restrictions on 156 points, I see that I can have one stat as high as 23, and two more as high as 20. As a mage, my main stat will be MA, so I will place my single 23 there. I figure that the other two most important stats for Erelen are EL and IN, so these will get the two 20s.

Other considerations for high stats include:

AG—for a better Defense Bonus (DB) and movement points (MPs)

ST, EN, and CS—these determine Erelen's total hit points

CL—just because I like good-looking characters

I will also take into consideration the possible changes that race will make on my stats if I get an elf. (I still haven't checked for Erelen's race.) The stats I choose are:

Stat	Original Score
ST	16
AG	17
HM	6
EN	19
IN	20
CS	18
MA	23
EL	20
CL	17

One (MA) is 23, and two more (IN and EL) are 20. The rest are lower, as the restriction states.

Next I roll for my race. I want an elf, so I must roll 1, 2 or 3 (on 1d10) on either of two attempts. Roll one is a 7. Hmm .... Roll two is a . . . 1! Erelen is now an elf, and her stats change accordingly. Remember, if I had missed both rolls, her stats would not change, because humans only get increased stats if that race is chosen from the start, and no roll has been made to pick another race.
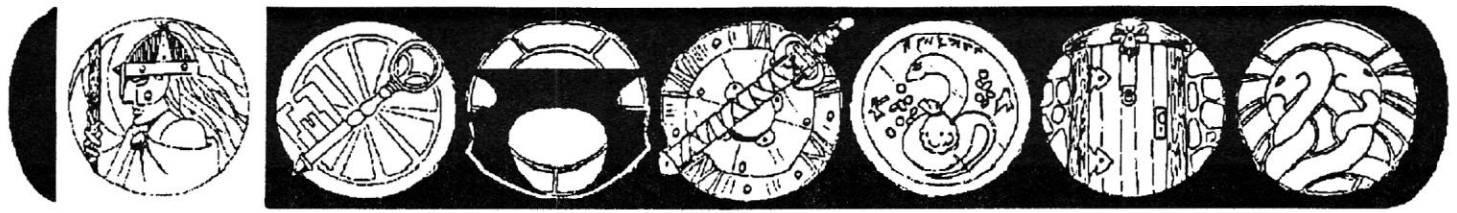
Now I can calculate beginning stats, maximum stats (1.5 x beginning), and Primary and Secondary modifiers:

Stat	Original Score	Elven Modifier	Beginning Score	Maximum Score	Primary Modifier	Secondary Modifier
ST	16	-2	14	21	0	0
AG	17	+1	18	27	-1	0
HM	6	+1	7	11	+1	0
EN	19	-1	18	27	-1	0
IN	20	-	20	30	-1	-1
CS	18	-	18	27	-1	0
MA	23	+1	24	30	-2	-1
EL	20	-1	19	29	-1	-1
CL	17	+1	18	27	-1	0

Being an elf also gives me a +5% on *Farming* skill target numbers, +3% on archery skill target numbers, and a +5% on CS target numbers. The character sheets really don't give room for these extra modifiers, so I'll just write them on the side to remember them.
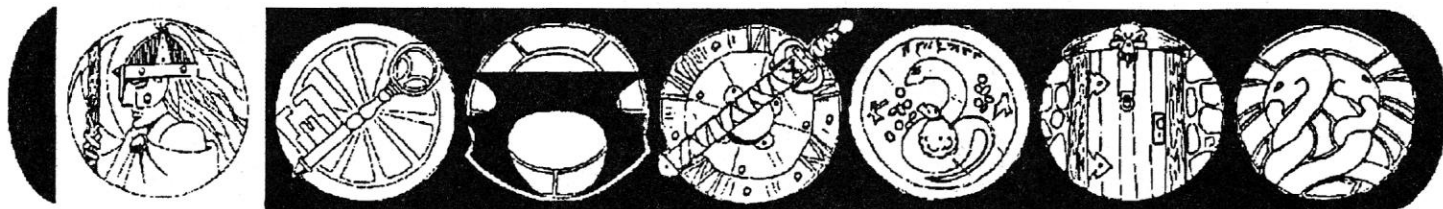
3) Determine My Character's Magic Resistance, Movement Rate, Encumbrance, and Fatigue Points

M.R. Erelen's Magic Resistance is currently equal to her MA (since she has not yet spent any points on *Magic Resisting* skill), thus 24.

M.P. Agility is 18, thus (from the *Agility-Bsed Stats* chart) I have 4 MPs.

Enc. (ST + EN) = (14 + 18) = 32, so Erelen can carry 32 kilograms without straining herself.

F.P. Fatigue Points are equal to Endurance: 18.

4) Determine My Character's Age, Chosen Profession, Family Profession, Gender, and Magic College and Spell Points (if applicable).

Age. I roll a 1 and a 3 (on 2d6); (12 + 1 + 3) = 16, so she's 16 years old—a fairly young elf, just getting a good start on her mage career.

Gender. I jumped the gun a little on this one, since I've already made Erelen a female.

Chosen Profession. As I stated before, I chose mage.

Family Profession. Rolling 1d10, I get a 9. She's from a sea-going family, so I decide her father is a ship pilot. She grew up on the wharf and is the youngest of a large family. The charts do not give this information, so I used some imagination.

Magic College. Erelen could have been a Water mage, and actually got lots of pressure from her father to go into this college of magic so she could help him at sea. My young elf however, hates the sea and wharf life (especially being called "that little wharf rat" by her brothers and schoolmates), and has decided to go into Earth magic to get as far away from the sea as possible.

Spell Points. Right now, without any *Magic Training*, Erelen has 3 spell points per day (based on her Magic Ability of 24 and the *Spell Points from Magic Ability* chart), but she doesn't yet know any spells on which to use them. She can increase her daily spell points with *Magic Training* skill.

5) Determine My Character's Physical Description

I'll have to clear this with the GM, but Erelen has blonde hair, blue eyes and pointed ears like most elves, but she's also got slightly webbed fingers, which impairs her Hand Manipulation and heightens her dislike of the sea.

Height. Using the *Character Height* formula of: (140 + 3d10) for female elves, I roll a 6, 1 and 1. [140 + (6 + 1 + 1)] = 148, so Erelen is 148 centimeters tall.

Weight. Using the weight formula of [(height x (ST + EN))/100], I get [(148 x (14 + 18))/100] = [(148 x 32)/100] = [4736/100] = 47 kilograms.
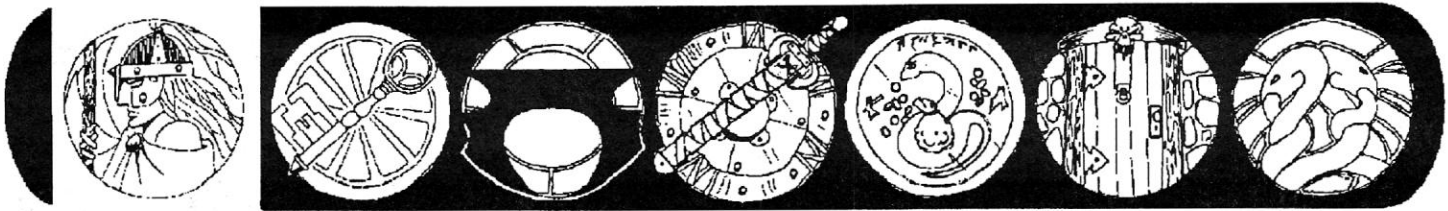
6) Select My Character's Skills

Erelen has 50 points worth of experience for the years spent with her family, and can use these for Seaman skills (her family's profession) or Common skills.

For the years spent with her Earth mage teachers, she gets additional experience points. [10 x (age - 12)] = [10 x (18 - 12)] = [10 x 6] = 60 points to spend wherever she wishes—not necessarily in Mage skills or in her own college's spells.

I am only going to go through the purchase of three skills here in this section.

Erelen, in her efforts to extract herself from the sea, learns the Common skill *Riding*:
The Primary stat for *Riding* is Common Sense, and her Primary modifier for this stat is -1. The Secondary stat for *Riding* is Agility, and her Secondary modifier for this stat is 0. The combined stat modifier is (-1 + 0) = -1. (I write down "Riding" on her character sheet, and put "-1" in the Modifier column opposite it.)

The base cost for *Riding* skill at rank 1 is 9 experience points. Therefore, the cost to Erelen is 8 points (9 - 1). The base cost for rank 2 is 14 experience points. At rank 2, her stat modifier is doubled, to -2, so *Riding* at rank 2 costs her an additional 12 points (14 - 2). So far, she's spent 20 (8 + 12) of her 50 childhood points.

Of course, Erelen also wants *Magic Training* and spells. The Primary stat for *Magic Training* is Magic Ability. The Secondary stat is Intelligence. Her Primary modifier for Magic Ability is -2. Her Secondary modifier for Intelligence is -1. The combined stat modifier is -3 (-2 and -1). (I put "-3" in the Modifier column opposite "Magic Training.") The cost of 2 ranks of *Magic Training* would be:

Rank 1: 15 points (base 18, minus a modifier of 3).
Rank 2: 21 points (base 27, minus a modifier of (2 x 3) = 6).
The total cost is 36 points (15 + 21).

She also wants four ranks of *Blend to Earth.*
The Primary stat for any spell is Magic Ability; Erelen's Primary modifier for Magic Ability is -2 (as we've already seen). The Secondary stat for any spell is Eloquence; Erelen's Secondary modifier for Eloquence is -1. Thus, her stat modifier per rank for any spell is -3 (-2 and -1).
Blend to Earth is a Level 1 spell; using the *Spell Costs* chart in **Magic**, we see that the base costs for ranks 1, 2, 3 and 4 for a Level 1 spell are 5, 9, 14, and 18, respectively. Erelen's -3 modifier takes the cost for these ranks down to: 2, 3, 5, and 6, respectively. So for four ranks of *Blend to Earth*, she spends (2+3+5+6) 16 total points. She has now purchased her first spell.
(Note that if she were learning a spell in a college other than Earth, the cost would
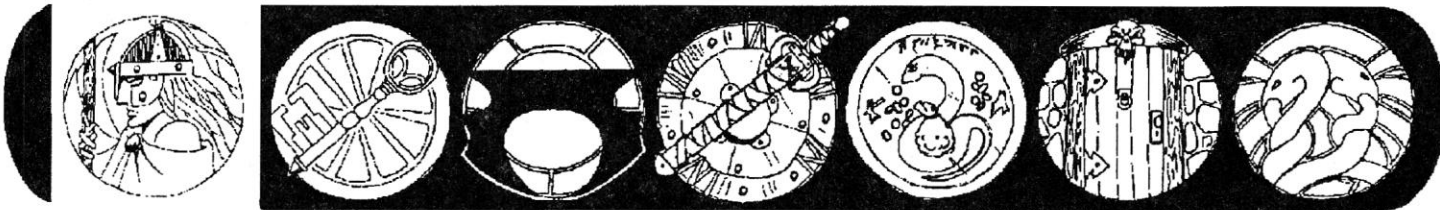
be increased by at least 5 per rank of the spell. *Create Darkness*, a Level 1 College of Darkness spell, would have cost her (5 + 5), (9 + 5), (14 + 5) and (18 + 5) for the first four ranks—her -3 stat modifier per rank proves much more useful in these cases.)

After spending these professional points (36 for *Magic Training* and 16 for *Blend to Earth*), Erelen would still have 8 points to spend in achieving ranks in other skills (including other spells and a weapon skill or two).

7) Determine My Character's Hit Points, Armor Protection, and Shield (if any)

Hit Points. Erelen's (ST + EN + CS) = (14 + 18 + 18) = 50, and thus her HP line is 50. This gives her 5 points in her head (area 1), 8 points in each of her torso areas (areas 2, 3 and 4), and 6 points in each of her limbs (areas 5, 6, 7, 8, 9 and 10).

Defensive Bonus. Going back to the *Agility-Based Stats* chart in Step 3, I find that Erelen's Agility base for her DB is 5. The other DB modifiers depend on what armor she wears, whether she carries a shield, and what *Weapon* skills she learns.

The other factors (like money and possessions) depend on GM decisions, so I'll leave those up to my GM. Erelen, in her completed form, can be found on the character sheet on the next two pages.
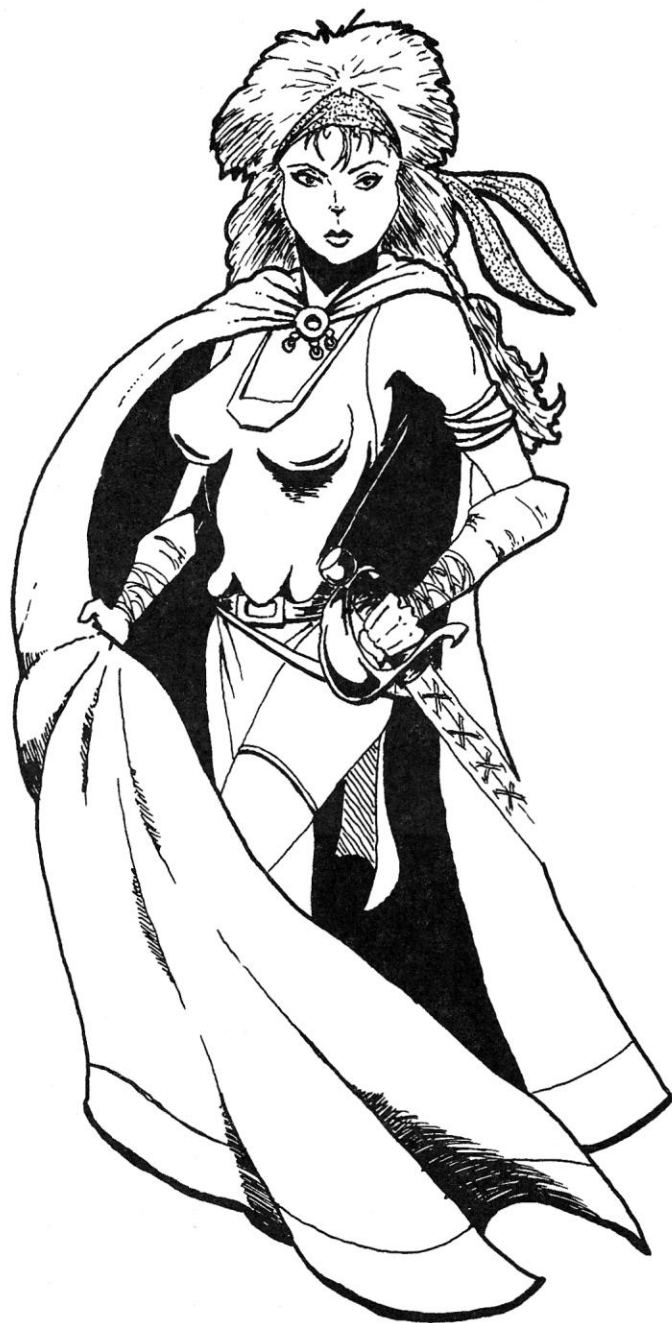
Player's name: __TOM SMITH__
Character's name: __ERELEN__

Fifth Cycle Character sheets

	ST	AG	HM	EN	IN	CS	MA	EL	CL
Current	14	18	7	18	20	18	24	19	18
Modifier	0/c	-1/0	1/0	-1/0	-1/-1	-1/-1	-2/-1	-1/-1	-1/0
Maximum	21	27	11	27	30	27	30	29	27

M.R. 29 M.P. 4

Enc. 32kg F.P. 18 (optional)

Race: __ELVEN__
Age: __16__
Chosen Profession: __MAGE__
Family Profession: __SEAMAN__
Height: __148 cm__
Weight: __47 kg__
Gender: __FEMALE__

Skill	Base Mod.	Rank	Exp.	skill target	Skill	Base Mod.	Rank	Exp.	skill target
RIDING	-1	2		60%	Combat tactics				
					Magic training	-3	2	1	
					Magic resistance	-2	1		29%

Weapon	Base Mod.	Rank	Exp.	Skill Bonus	Magic Bonus	To hit target	Damage

Magical Items

Area	P.F.	Armor Hits *	Original Hit Points	Current Hit Points
1	4		5	
2	2		8	
3	2		8	
4	2		8	
5	2		6	
6	2		6	
7	2		6	
8	2		6	
9	2		6	
10	2		6	
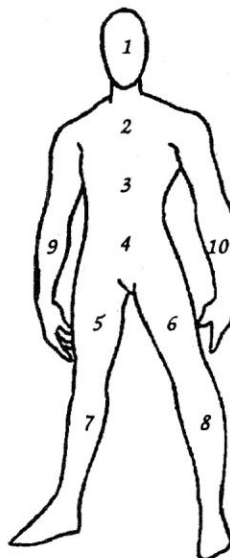
D.B.
Agility +5
Armor -10
Shield —
2-Handed —
Total -5

* When any armored area takes three unrepaired hits, its protection factor is reduced to half!

shield

Spell	Base Mod.	Level	Rank	Exp.	spell target
BLEND TO EARTH	-3	1	4		70%
NIGHT WALK	-3	2	2		60%
BLEND TO EARTH	-3	1	4		
NIGHT WALK	-3	2	2		

Magic college:
EARTH

Spell points : 3

Points left : _____

Equipment

METAL HELM

HARD LEATHER ARMOR

BACKPACK

10m ROPE

Wealth

pennies		p
shillings	16	s
pounds		£
soverigns		§
other:		

Monetary System

10 pennies = 1 shilling

20 shillings = 1 pound

5 pounds = 1 soverign

SKILLS

SKILLS

A skill is anything that can be learned (and improved). A skill is required for something as simple as climbing a steep slope and something as complex as a gem cutter carefully crafting a ten carat diamond. Skills include weapon abilities and magical spells.

ADDITIONAL SKILLS (OPTIONAL RULE)

The skill lists in **Fifth Cycle** are extensive, but no skill list can ever be complete. Some GMs may wish to add other skills. For example, these may include skills in linguistics, mining, and new weapons. Experience point costs for any new skills are assigned by the GM, using the costs for existing skills as a pattern for new skill costs.
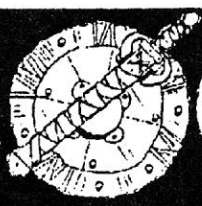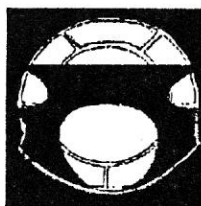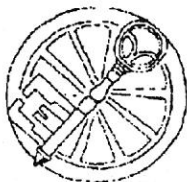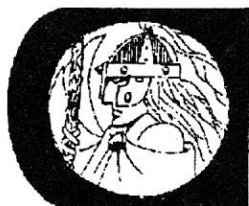
PROFESSIONS

A crucial aspect of skills is that of *professions*. A profession is a group of related skills which can be learned together and which are simpler to learn. The ten professions in **Fifth Cycle** are:

1) *Armorer*—a maker of weapons and armor
2) *Armsman*—a professional warrior (soldier, mercenary, guard, etc.)
3) *Artisan*—a maker of finely crafted items
4) *Farmer*—one who grows riches from the earth (herdsman, rancher, etc.)
5) *Laborer*—one who toils at the less refined crafts (smith, carpenter, etc.)
6) *Mage*—one who has studied spells and other magical effects
7) *Merchant*—a seller and buyer of goods—the ever present middle-man
8) *Outdoorsman*—one who makes his living in the wilds (ranger, scout, etc.)
9) *Seaman*—one who makes his living on the world's waterways
10) *Thief*—one who makes his living from the losses of others

The skills for each profession are listed in the *Professions/Skills* chart.

PROFESSIONS/SKILLS

1. Armorer
Armor and Weapon Repair
Armor Smithing
Weapon Crafting
Weapon Smithing

2. Armsman
Artillery
Combat Tactics
Engineering
Strategy
Weapon Skills

3. Artisan
Gem Cutting
Jewelery
Lock Smithing
Pottery
Ship Building
Tailoring

4. Farmer
Animal Training
Farming
Herbalism
Herding

5. Laborer
Blacksmithing
Carpentry
Cooking
Drafting

6. Mage
Archaeology
Magic Resisting
Magic Training
Spell Skills

7. Merchant
Appraisal
Scribery
Tinkering
Trading

8. Outdoorsman
Hunting
Lumberming
Scouting
Tracking

9. Seaman
Boating
Fishing
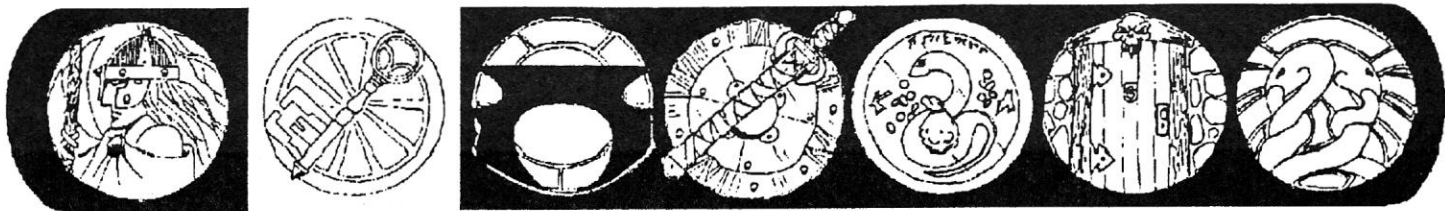Piloting
Navigation
Sailing

10. Thief
Assassination
Burgling
Disguise
Pickpocket
Trailing

11. Common Skills
Ambush
Brawling
Bribery
Climbing
Common Weapon Skills
First Aid
Riding
Rope and Knot
Stealth
Swimming
Trapping

RANKS

Characters may gain 8 ranks in any skill (unless the optional **Excessive Ranks** rule, below, is used). The labels for the different ranks are as follows:

Ranks 1 & 2   Apprentice
Ranks 3, 4, 5, and 6   Journeyman
    (ranks 3 through 7 for Mages)
Ranks 7, & 8   Master (rank 8 for Mages)

These labels affect a character's social standing, rate of pay, and whether or not items he makes can be magicked.

EXCESSIVE RANKS (OPTIONAL RULE)

A skill rank higher than eighth may be obtained. To gain a higher rank, the character must pay the same number of experience points that eighth rank cost. The benefit of these higher ranks is only a +2% modifier to the skill's base target number (e.g., ninth rank gives a +42% to the target number); a spell's target number increases, but not its effects. Remember, a roll of 100 always fails, no matter what the modifiers are.

Two-handed weapons give a bonus of 8% per rank, rather than the normal 5%. When learning an excessive rank in a two-handed weapon, a character gains 3% per additional rank (rather than 2%). At least 1% of this 3% must be used for the character's Defensive Bonus when using this weapon.
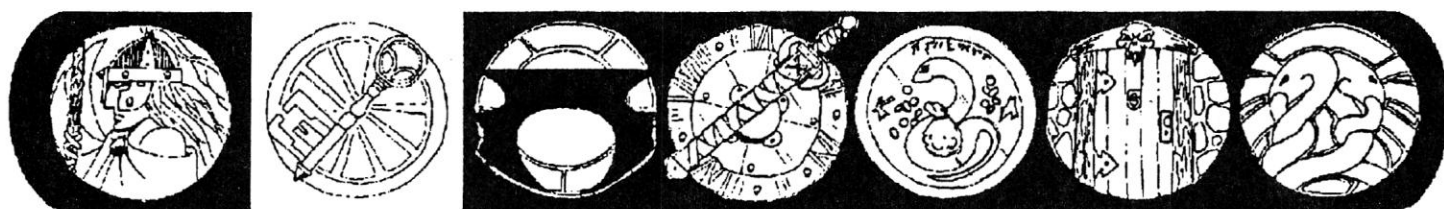
SUCCESS

Success in any skill roll requires a roll equal to or below the target number. In non-combat (non-adversarial) situations, the base target number is 50%, plus a 5% bonus for each rank that the acting character has in the appropriate skill.

A skill which is used in any adversarial situation (including *Assassination, Artillery, Brawling, Pickpocket, Weapon* skills, and most spells) has 40% as its base target number, plus 5% per rank. (For more details on Weapon skills, see **Combat**.)

Magic Resistance is a special situation, with a character's base MR being his MA, plus 5% per rank in *Magic Resisting* skill. Magic Resistance is sometimes subtracted from an opponent's attack target, and sometimes the character being attacked makes a separate resistance roll. (For more details, see **Magic**.)

The final target number is the number that must be rolled equal to or less than for success. The actual target percentage may be modified by difficulty and other modifiers (GM's discretion) or by the target's DB. Note that a roll of 01 is always a success (and a Critical Hit in combat), and a roll of 100 always fails. When attacking, a roll of 100 indicates a fumble of some sort; when casting a spell, a roll of 100 indicates a backfire of some sort. (Backfire and Fumble charts are given in **Magic** and **Combat**.)

In general, skill rolls are made only after the required time to perform a task is completed. When the task is a simple swing of a blade, this rule is not significant.

However, if the task is a 30-day enchantment, all 30 days must pass before the skill roll to see if the enchantment is successful.

Also in general, skill rolls are made by the player whose character is attempting the task. However in certain cases, a character does not know whether he succeeded or not, even after he completes his attempt. For example, a GM might decide that a *Bribery* roll, if failed, will result in a guard's apparent acceptance of the bribe, to be followed by later denunciation. If the player makes the roll and knows he failed it, he will not be taken in by the apparent acceptance of the guard. When the GM doesn't want his players to know whether or not they succeeded, he should make the roll for the character himself, keeping the result secret until later.

if a scribe fails his roll to read a manuscript, he will misread it. In that case, the GM cannot let the player make the roll—if he knows he failed the roll, but the GM tells him that he understands the manuscript, he'll know that he has really misunderstood it

SPECIAL AND
CRITICAL SUCCESSES

Any time a character rolls 20% or less of his modified target number, he has achieved a Special Success. If the number rolled is 5% or less of his target number, he has rolled a Critical Success.

The effects of Special and Critical Successes are not specifically defined, except in combat (see **Special and Critical Hits**, in **Combat**). The GM should recognize over-achievements of these types as appropriate to the situation and the skill being used.

SPECIAL SUCCESSES

Modified Target Number	Special Success Number
1-9	1
10-14	1-2
15-19	1-3
20-24	1-4
25-29	1-5
30-34	1-6
35-39	1-7
40-44	1-8
45-49	1-9
50-54	1-10
55-59	1-11
60-64	1-12
65-69	1-13
70-74	1-14
75-79	1-15
80-84	1-16
85-89	1-17
90-94	1-18
95-99	1-19
100-104	1-20

CRITICAL SUCCESSES

Modified Target Number	Critical Success Number
1-39	1
40-59	2
60-79	3
80-99	4
100-119	5
120-139	6
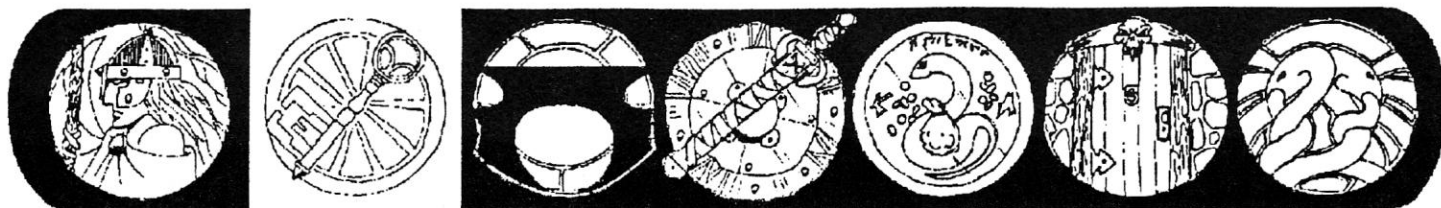
UNSKILLED USE OF SKILLS

Anybody can try to use a skill, even if he has no training in it. If a character attempts to do so, his base target number is 15.

ACTIONS USING STATS

When a character wants to do something not covered by any skill, he must roll against one of his stats, instead. The Game Master (GM) assigns a *difficulty factor* to the problem, and the character must roll his adjusted stat or less on percentile dice to succeed. For example, might want to kick a support post down. There is no skill which covers this situation, so the GM decides that a check must be made against the character's Agility score. Since the character is tied to a chair, three feet from the post, the GM decides that the task is *challenging*. That means that the character's Agility score is doubled (AG x 2). If the character rolls that number or less, he succeeds in what he is trying to do.

The GM may apply other appropriate modifiers to this target number. He may also decide what the effects of a near-miss or a marginal success are. The stat multipliers for various difficulty factors are listed on the *Base Difficulty for Stat Rolls* chart.

### BASE DIFFICULTY FOR STAT ROLLS

Difficulty Factor	Stat Multiplier
Simple	Stat x 5
Easy	Stat x 4
Normal	Stat x 3
Challenging	Stat x 2
Difficult	Stat x 1
Desperate	Stat/2
Foolish	01% chance
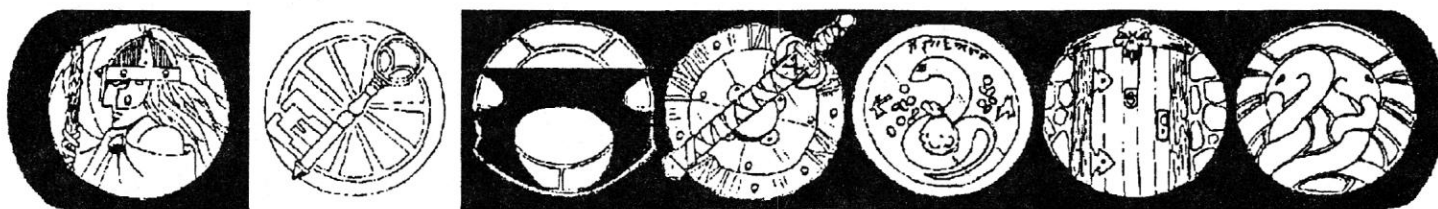
EXPERIENCE

EARNING EXPERIENCE POINTS

Experience points are earned by a character for success in an adventure and for entertaining role-playing. A suggested rate is 40 to 100 experience points (per player character) for a five-hour gaming session. The GM bases his rewards on how well the characters were role-played, as well as how successful the adventurers were in their assigned mission.
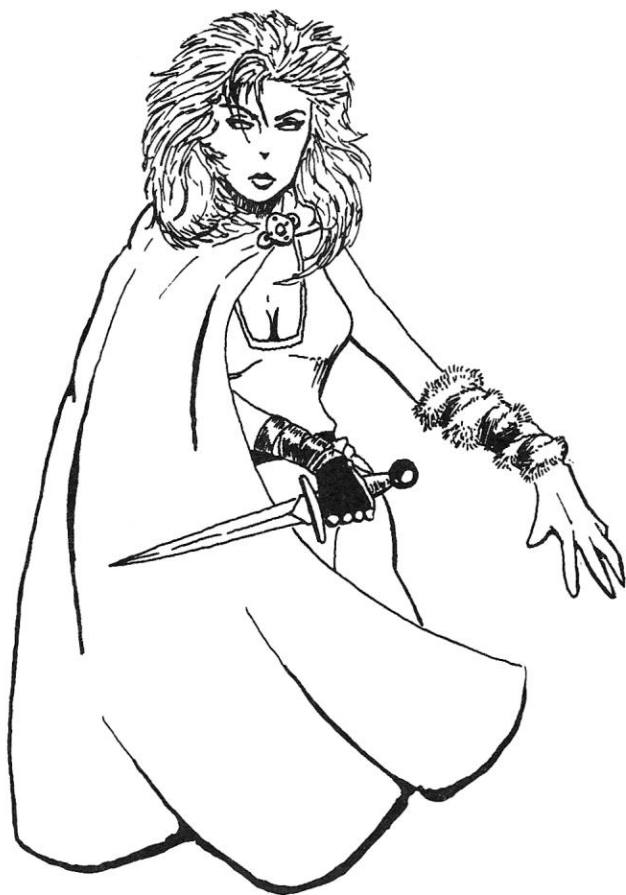
SPENDING EXPERIENCE POINTS

Skill ranks and stat scores are increased by "spending" experience points gained while adventuring. The experience point cost for a skill rank is modified by a character's applicable stats. Each skill has two applicable stats assigned to it. The first is called a Primary (1°) stat, and the second is a Secondary (2°) stat (see **Character Generation** for a description of how stats modify skill costs).

A character has access to two professions as a matter of course—his Family's Profession, and his Chosen Profession. (Both of these professions can be the same, but there is no added benefit for doing so, and doing so limits the number of skills the character can buy at the cheapest rate.) The character pays face value for skills in these professions, and those in the Common category— modified by his stats. All other skills cost an additional 5 experience points per rank.

For example, if Artisan is neither a character's Family or Chosen Profession, and the character wants to learn the Artisan skill *Jewelry*, he must pay an additional 5 points per rank. If he has learned *Jewelry* at rank 2, and wants to improve his skill to rank 3, he must pay an additional 15 points (3 x 5) for this improvement, over and above the base cost of learning *Jewelry* at rank 3.

The final cost for any skill, at any rank, is always at least 2 points. If modifiers have adjusted the final cost of a skill rank below 2 points, the character must still pay 2 points for learning the skill at that rank.
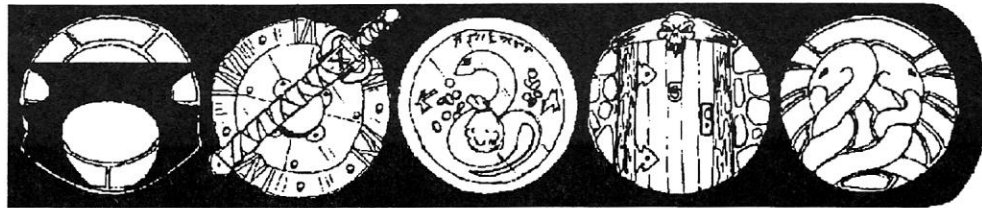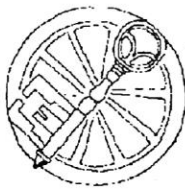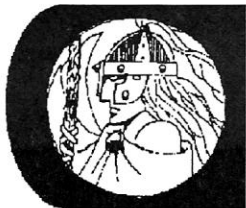
SKILL COSTS BY RANK

| Skill	1°	2°	1	2	3	4	5	6	7	8
Armorer										
Armor and Weapon Repair	ST	HM	6	9	15	24	48	72	96	120
Armor Smithing	ST	HM	9	14	23	36	72	108	144	180
Weapon Crafting	HM	AG	11	17	27	42	84	126	168	210
Weapon Smithing	ST	HM	9	14	23	36	72	108	144	180
Armsman										
Artillery	AG	IN	9	14	23	36	72	108	144	180
Combat Tactics	EN	AG	18	27	45	72	144	216	288	360
Engineering	CS	IN	12	18	30	48	96	144	192	240
Strategy	CS	IN	12	18	30	48	96	144	192	240
Melee Weapon skills	ST	EN	see *Weapon Skills* chart							
Ranged Weapon skills	HM	AG	see *Weapon Skills* chart							
Artisan										
Gem Cutting	HM	IN	12	18	30	48	96	144	192	240
Jewelry	HM	IN	12	18	30	48	96	144	192	240
Lock Smithing	HM	IN	11	17	27	42	84	126	168	210
Pottery	IN	HM	8	12	20	32	64	96	128	160
Ship Building	AG	ST	11	17	27	42	84	126	168	210
Tailoring	HM	IN	6	9	15	24	48	72	96	120
Farmer										
Animal Training	ST	CS	11	17	27	42	84	126	168	210
Farming	ST	CS	6	9	15	24	48	72	96	120
Herbalism	IN	CS	11	17	27	42	84	126	168	210
Herding	IN	CS	8	12	20	32	64	96	128	160
Laborer										
Blacksmithing	ST	HM	8	12	20	32	64	96	128	160
Carpentry	HM	IN	8	12	20	32	64	96	128	160
Cooking	CS	HM	6	9	15	24	48	72	96	120
Drafting	AG	CS	6	9	15	24	48	72	96	120
Mage										
Archaeology	IN	HM	12	18	30	48	96	144	192	240
Magic Resisting	MA	CS	12	18	30	48	96	144	192	240
Magic Training	MA	IN	18	27	45	72	144	216	288	360
Spell skills	MA	EL								
Level 1 Spells			5	9	14	18	23	27	32	36
Level 2 Spells			7	14	21	28	35	42	49	56
Level 3 Spells			9	18	27	36	45	54	63	72
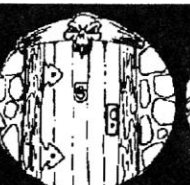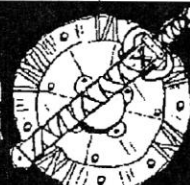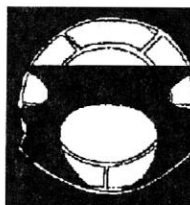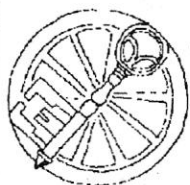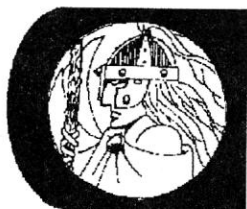
Level 4 Spells			12	24	36	48	60	72	84	96
Level 5 Spells			15	30	45	60	75	90	105	120
Level 6 Spells			23	46	69	92	115	138	161	184
Level 7 Spells			30	60	90	120	150	180	210	240
Level 8 Spells			38	76	114	152	190	228	266	304
Merchant										
Appraisal	CS	IN	12	18	30	48	96	144	192	240
Scribery	IN	HM	9	14	23	36	72	108	144	180
Tinkering	HM	CS	11	17	27	42	84	126	168	210
Trading	EL	CL	9	14	23	36	72	108	144	180
Outdoorsman										
Hunting	HM	CS	8	12	20	32	64	96	128	160
Lumbering	ST	AG	8	12	20	32	64	96	128	160
Scouting	IN	CS	9	14	23	36	72	108	144	180
Tracking	IN	CS	11	17	27	42	84	126	168	210
Seaman										
Boating	ST	AG	6	9	15	24	48	72	96	120
Fishing	AG	CS	6	9	15	24	48	72	96	120
Navigation	IN	CS	11	17	27	42	84	126	168	210
Piloting	CS	IN	9	14	23	36	72	108	144	180
Sailing	ST	AG	6	9	15	24	48	72	96	120
Thief										
Assassination	IN	AG	12	18	30	48	96	144	192	240
Burgling	AG	HM	9	14	23	36	72	108	144	180
Disguise	EL	CS	11	17	27	42	84	126	168	210
Pickpocket	HM	AG	9	14	23	36	72	108	144	180
Trailing	CS	IN	8	12	20	32	64	96	128	160
Common										
Ambush	CS	IN	12	18	30	48	96	144	192	240
Brawling	ST	AG	6	9	15	24	48	72	96	120
Bribery	EL	CL	9	14	23	36	72	108	144	180
Climbing	AG	ST	6	9	15	24	48	72	96	120
Common Weapon skills			see Weapon Skills chart							
First Aid	IN	HM	6	9	15	24	48	72	96	120
Riding	CS	AG	6	9	15	24	48	72	96	120
Rope and Knot	HM	IN	6	9	15	24	48	72	96	120
Stealth	AG	CS	9	14	23	36	72	108	144	180
Swimming	AG	EN	6	9	15	24	48	72	96	120
Trapping	HM	AG	11	17	27	42	84	126	168	210
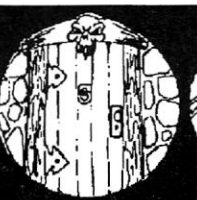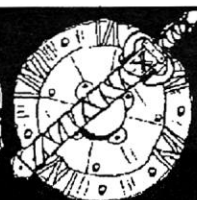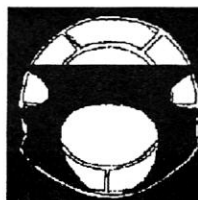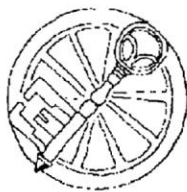
WEAPON SKILLS

Weapon	Type	Notes	Dam	1	2	3	4	5	6	7	8
Axes: Battle	A		1d8	9	14	23	36	72	108	144	180
Great	A	3	1d10	14	21	35	54	108	162	216	270
Hand	A,T	1	1d6	9	14	23	36	72	108	144	180
Bill	P	2	1d10	14	21	35	54	108	162	216	270
Bows: Composite	B	4	1d8	11	17	27	42	84	126	168	210
Long	B	4	1d8	11	17	27	42	84	126	168	210
Short	B	4,11	1d6	9	14	23	36	72	108	144	180
Cestus		7	1d4	8	12	20	30	60	90	120	150
Club	M	11	1d4	6	9	15	24	48	72	96	120
Crossbow	B	4	1d8	9	14	23	36	72	108	144	180
Heavy Crossbow	B	4	1d12	9	14	23	36	72	108	144	180
Dagger	T	1,5,11	1d4	6	9	15	24	48	72	96	120
Flail	M		1d8	9	14	23	36	72	108	144	180
Glaive	P		1d10	12	18	30	48	96	144	192	240
Hammer	T,M	1	1d6	9	14	23	36	72	108	144	180
Halberd	A	3	1d12	15	23	38	60	120	180	240	300
Javelin	T,P	1	1d8/1d6	11	17	27	42	84	126	168	210
Lance	P	3,9	1d12	12	18	30	48	96	144	192	240
Mace	M		1d6	9	14	23	36	72	108	144	180
Footman's Mace	M	3	1d10	14	21	35	54	108	162	216	270
Net		6	1 point	14	21	35	54	108	162	216	270
Quarterstaff		11	1d6	8	12	20	30	60	90	120	150
Shields: Buckler	Sh		2 points	6	9	15	24	48	72	96	120
Round	Sh		2 points	9	14	23	36	72	108	144	180
Kite	Sh	12	2 points	14	21	35	54	108	162	216	270
Tower	Sh	13	2 points	12	18	30	48	96	144	192	240
Sling		11	1d4	6	9	15	24	48	72	96	120
Spear	T,P	1	1d6	12	18	30	48	96	144	192	240
Swords: Short	S		1d6	8	12	20	30	60	90	120	150
Broad	S		1d8	9	14	23	36	72	108	144	180
Falchion	S	10	1d8	12	18	30	48	96	144	192	240
Bastard	S,2H	1,3	1d10	12	18	30	48	96	144	192	240
Two-Handed	2H		1d12	14	21	35	54	108	162	216	270
Trident	P		1d8	12	18	30	48	96	144	192	240
Whip		8	1d6	9	14	23	36	72	108	144	180
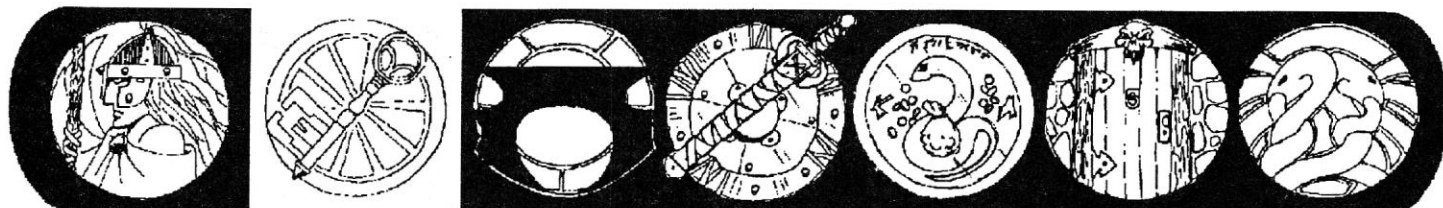
Notes on Weapons

All melee weapon skills have a Primary stat (1°) of Strength, and a Secondary stat (2°) of Endurance.

All missile weapon skills have a Primary stat (1°) of Hand Manipulation, and a Secondary stat (2°) of Agility.

(1) Any of these weapons may be used in two different ways. Each use is a separate skill for each weapon; if one of these weapons is to be used in both ways, both skills must be learned. For example, a character must learn both *Hammer (Thrown)* and *Hammer (Hand)* skills if he wants to be able to skillfully swing and throw his hammer.

With the dagger, hammer, hand axe, javelin and spear, this changes the Primary and Secondary stats from ST and EN (when used as a melee weapon) to HM and AG (when used as a thrown weapon). Javelins are a special case—they do 1d8 damage when thrown and 1d6 when used in melee.

(2) A bill has a hook on one side for unhorsing cavalry. A mounted attacker unhorses his opponent if the bill makes a hit and the opponent was charging.

(3) These weapons may be used by large creatures (HP lines of 100+) one-handed.

(4) Bows and slings may be fired each round, crossbows every other round, and heavy crossbows every third round.

(5) Knives are daggers that are not intended as weapons. A knife will break if it delivers 4 or more points of damage in a single hit.

(6) Any character caught in a net has all of his skill target numbers reduced by 30%, and his movement points are halved (round up), until he is free of it. To get free, the character must roll under (HM + AG). He makes his escape attempt(s) in the Movement Phase. Each attempt costs him one movement point.

(7) The cestus is a spiked glove. If another weapon is used in a hand with a cestus, it is at -5 to hit. *Cestus* skill must be coupled with *Brawling* skill; the lower of the two target numbers must be used when attacking with a cestus.

(8) Whips do 1d6 points of damage, but only if the area hit has no more than soft leather protecting it (otherwise the whip does no damage). Whips can be used to grab a target's leg, arm or wing (all at a -20 chance). If a grab attempt is successful, the target's skill rolls and Defensive Bonus are reduced by 30 until he frees himself. He can free himself with a successful Challenging Agility roll (AG x 2). This roll is made during the Movement Phase, and each roll costs 1 MP.

(9) For every 2 hexes a mounted attacker charges in a single Movement Phase, he rolls an extra 1d12 of damage (unless he rolls a 1 on the first die of damage).

(10) Falchion swords are specifically designed to cut through armor, thus they decrease a victim's Protection Factor from armor by one. (There is no other effect if no armor is worn by victim).

(11) These weapons are "Common Weapons," and each can be learned as a Common skill (see *Common Weapons* skill description).

(12) A kite shield is designed to be used
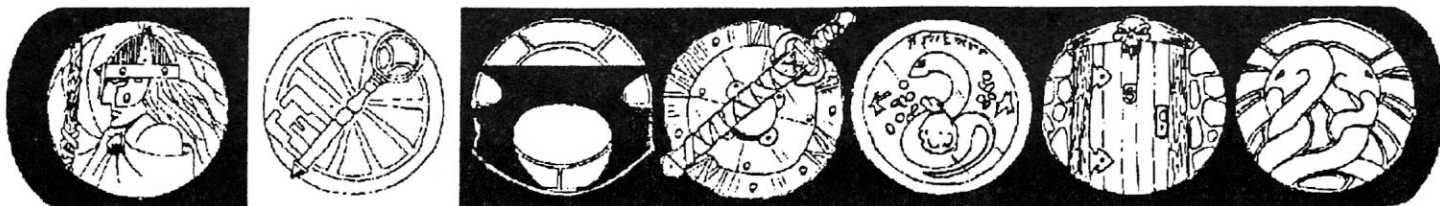
while mounted, and has no negative DB modifier when used while mounted.

(13) A tower shield may not be used while mounted.

WEAPONS GROUPS

The *Type* column of the *Weapon Skills* chart indicates which *weapon groups* a weapon is part of. Some weapons are part of two groups; some are unrelated to any other weapon and so are part of no group. Weapons are grouped according to their type, and skill in one weapon in a group confers skill in the others, at 3 ranks less. For example, if a character has rank 6 in broadsword, he also has rank 3 in short sword, falchion, and so forth. If the **Excessive Ranks** optional rule allowing ranks above rank 8 is being used, no more than 5 ranks can be transferred to a related weapon.

WEAPON GROUPS

Swords (S)
- Bastard Sword (S)
- Broadsword
- Falchion
- Shortsword

Two-Handed Swords (2H)
- Bastard Sword (2H)
- Two-Handed Sword

(The 8% per rank DB modifier applies to both of these sword skills.)

Axes (A)
- Battle Axe
- Great Axe
- Halberd
- Hand Axe

Maces (M)
- Club
- Flail
- Foot Mace
- Hammer
- Mace

Polearms (P)
- Bill
- Glaive
- Javelin
- Lance
- Spear

Bows (B)
- Composite Bow
- Crossbow
- Heavy Crossbow
- Longbow
- Shortbow

Thrown Weapons (T)
- Dagger
- Hand Axe
- Hammer
- Javelin
- Spear

Shields (Sh)
- Buckler
- Round
- Kite
- Tower
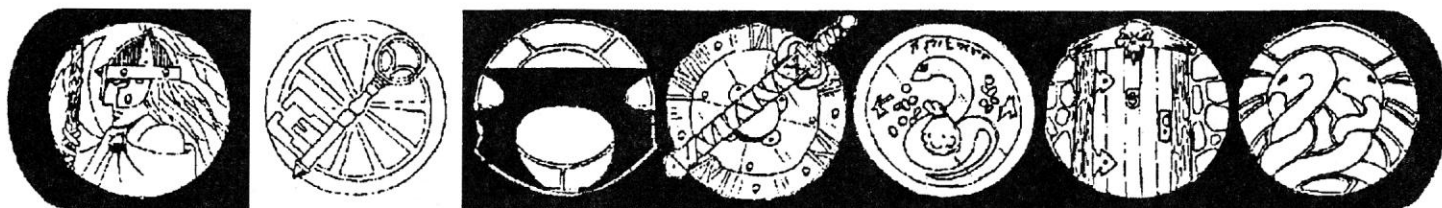
Improving Stats

The nine basic stats can also be improved. Each improvement in a stat costs 40 experience points. When a stat is improved, all other figures based on that stat also improve. For example, if a character's Agility is improved from 12 to 13, his Primary skill modifier for Agility improves from +1 to 0, his movement points increase from 2 to 3, and his Defensive Bonus improves from -5 to 0. However, an improvement in a stat does not retroactively decrease the cost of a skill rank already purchased—it was purchased when the stat was lower, so it was simply harder to learn than it would be now. Further ranks *will* be relatively less expensive, though.

No stat may be improved beyond the maximum for that stat which was calculated when the character was first designed.
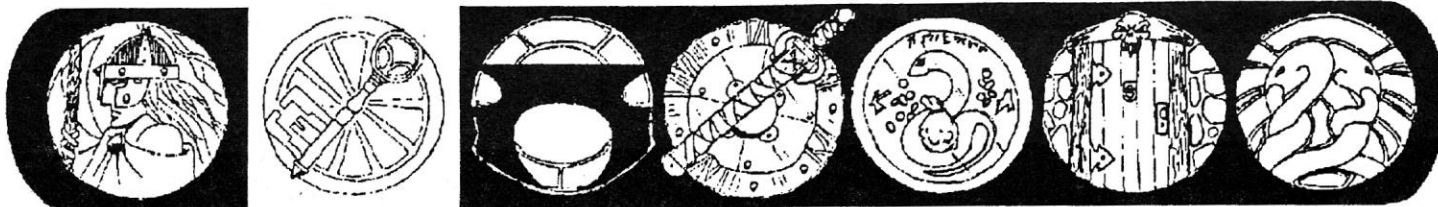
Skill Descriptions

Ambush

Profession	Common
Primary Stat	Common Sense
Secondary Stat	Intelligence

Ambush makes it possible for one party to surprise another, getting a free round of combat. Each rank of *Ambush* skill held by the party member who sets the ambush adds +5 to the result of his surprise roll (he rolls for the party) in addition to any other bonuses.

Ambush skill can only be used in rural settings (the great outdoors). *Assassination* skill is the corresponding urban skill, and the two never add to each other. *Ambush* skill can only be used against intelligent opponents (humans, those of military races, and subhumans)—*Hunting* skill is used to surprise other unwary creatures.

Animal Training

Profession	Farmer
Primary Stat	Intelligence
Secondary Stat	Common Sense

An animal trainer knows how to train non-intelligent beings to perform specific tasks. With a rank 1 trainer, the animal gets used to its new owner and can learn simple commands like come, sit, stay, and heel. It defends its master (if it does so) only out of loyalty (GM discretion, somewhat dependent on how well it is cared for). At ranks 2-8 the trainer can teach the animal one specific command or task per rank (protect, guard an area, attack, etc.).

At ranks 1-3, only domestic animals can be trained. At ranks 4 and above, wild animals can be trained, and at rank 6 animals can be trained for other people. Only vertebrates can be trained, and characters cannot train non-mammals before rank 4; training a non-mammal is always at a -25% chance for success.

A check against *Animal Training* can be made once per month (per animal) to see if the animal learned the task being taught to it. A trainer can attempt to train as many animals as his current rank in the skill. For example, a rank 5 trainer can be attempting to train 5 animals at any one time.

Animals trained specifically for war can learn *Combat Tactics* skill (and possibly gain a hit point bonus; see *Combat Tactics*) to a rank no greater than their intelligence. *Combat Tactics* is figured as one task (when figuring the number of tasks a trainer can teach an animal), regardless of the rank at which the animal knows it. However, it takes three months of training to teach each rank of *Combat Tactics* to an animal.
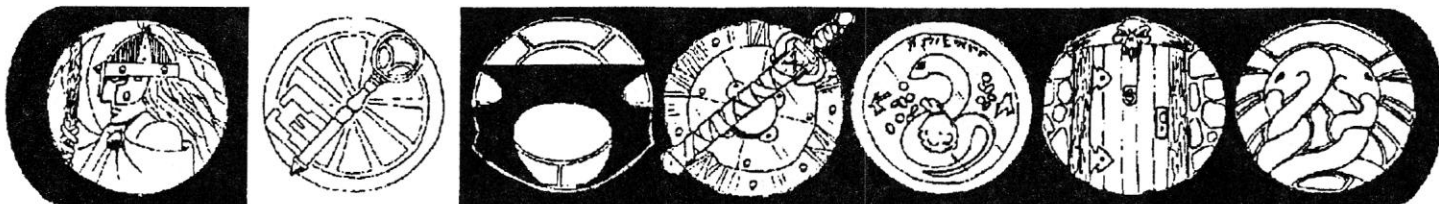
Appraisal

Profession	Merchant
Primary Stat	Common Sense
Secondary Stat	Intelligence

Appraisal skill gives knowledge of what people will pay for an item and thus its actual worth. A successful skill roll will determine the value of an item ± 10%.

A failed skill roll should result in a gross misjudgment of value. (One approach is for the GM to roll a d20 after a failed Appraisal roll, and raise or lower the perceived value of the item by [10% x the amount the roll is above or below 10]. For example, a roll of 16 indicates that the appraiser thinks the item is worth 160% of its actual value. If a 20 or 10 is rolled, special conditions apply. On a 20, the appraiser thinks the item is worth 10 times its actual value. On a 10, the appraiser decides it is fake or faulty in some crucial aspect.)

Archaeology

Profession	Mage
Primary Stat	Intelligence
Secondary Stat	Hand Manipulation

An archaeologist can decipher the true meanings and/or uses of ancient items. Archaeologists in Dolphinia are almost always researching Third Cycle artifacts. A successful skill roll is required to understand an artifact; the amount by which the roll is made or failed helps determine the degree of information (or false information) gathered from study of the item.

An archaeologist attempting to deci-pher ancient runes is limited by his *Scribery* skill (the target roll is based on the lower target number of the two skills—*Archaeology* or *Scribery*).
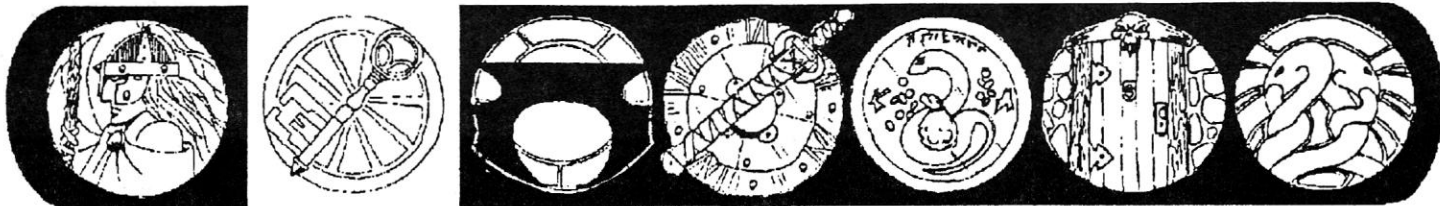
Armor and Weapon Repair

Profession	Armorer
Primary Stat	Strength
Secondary Stat	Hand Manipulation

A character with this skill can fix armor and weapons. Each area of armor (head, upper torso, left arm, etc.) to be fixed takes [60 - (5 x rank)] minutes to repair. A successful skill roll removes all hits that that area has received. Magic armor can only be repaired by a person who has received master rank in *Armor and Weapon Repair* skill (or by a master Armor Smith or Blacksmith).

Each weapon to be fixed takes [120 - (10 x rank)] minutes to repair. Magic weapons can only be repaired by a person who has received master rank in *Armor and Weapon Repair* skill (or by a master weapon crafter or weapon smith, depending on the type of weapon being repaired).

Armor Smithing

Profession Armorer
Primary Stat Strength
Secondary Stat Hand Manipulation

An armor smith is skilled in creating armor, including shields. This craftsman is part tanner, part tailor, and part creative blacksmith, and must be able to do all well. A successful skill roll is required to make armor or a shield.

A complete suit of leather armor takes [16/rank] days to create. A suit of metal armor can be constructed in [24/rank] days.

Each rank of *Armor Smithing* skill also acts as a rank of *Armor and Weapon Repair* skill for repairing armor.

Artillery

Profession Armsman
Primary Stat Agility
Secondary Stat Intelligence

Characters with *Artillery* skill are proficient in aiming and firing the large seige weapons that are used to attack and reduce fortresses. Examples of these weapons include the ballista, catapult, and trebuchet.

Assassination

Profession Thief
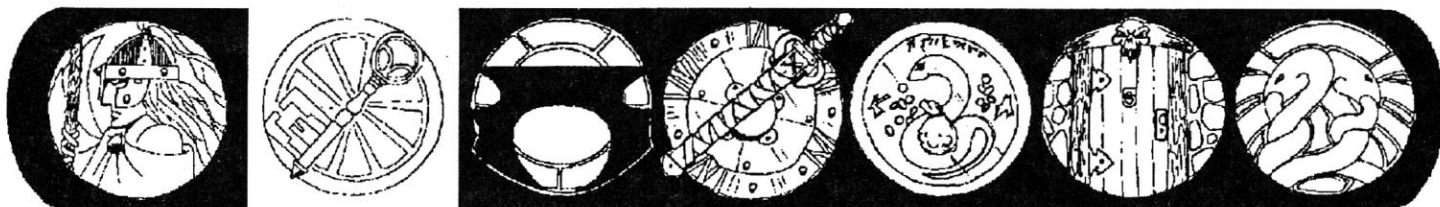*Primary Stat* Common Sense
Secondary Stat Agility

If an assassin surprises his victim (each rank of *Assassination* gives the assassin +5 on the result of his surprise roll), he may make one attack with no counterattack possible from his victim that round. A normal hit counts as a special hit, a special hit as a critical hit, and if the assassin rolls a critical hit, he rolls *twice* on the Critical Hits table. As always, a miss is a miss, and if a 1 is rolled on the first damage die, that is all the damage that is done. If the assassin attacks with a missile weapon, he may only use his *Assassination* skill if his target is within the weapon's short range (see **Missile Weapon Ranges**).

Assassination skill can only be used in urban settings (i.e., in civilized areas). *Ambush* skill is the corresponding rural skill, and the two never add to each other.

Blacksmithing

Profession Laborer
Primary Stat Strength
Secondary Stat Hand Manipulation

Blacksmiths work in metal, creating items other than weapons or armor. Farriers (horse shoers) and coppersmiths are two types of blacksmiths. Each rank of *Blacksmithing* skill also acts as a rank of *Armor and Weapon Repair* skill.

Boating

Profession	Seaman
Primary Stat	Agility
Secondary Stat	Common Sense

Boatmen are skilled at sailing small craft (such as canoes, rowboats, barges, and other flatbottomed riverboats) on inland waterways. A skill roll is required whenever a dangerous, difficult, or unusual situation occurs in which a boatman has to use his skill.

Brawling

Profession	Common
Primary Stat	Strength
Secondary Stat	Agility

This is skill in unarmed combat. As a combat skill, all combat modifiers (*Combat Tactics*, Defensive Bonus, etc.) apply. Damage is 2 points per hit (no roll for damage required or allowed), but this does not harm armor. (Therefore, any character wearing better armor than soft leather or damaged hard leather is immune to *Brawling* damage.)

Bribery

Profession	Common
Primary Stat	Eloquence
Secondary Stat	Comeliness

Bribery skill helps grease the wheels of government, law enforcement, and other official or semi-official systems. The GM applies a modifier appropriate to the functionary's feelings about bribes. For example, in Gravesend (the Viceregal seat of government) the modifier is around -20, because Viceroy Charles is opposed to under-the-table inducements. In Skilletan, where bribery and payoffs are a way of life, the modifier is closer to +20. Target modifiers are +10 per rank, instead of the usual +5.

Burgling

Profession	Thief
Primary Stat	Agility
Secondary Stat	Hand Manipulation

Burglars know how to break into a building, find valuables within, and slip out again without being noticed. *Burgling* skill enables a character to jimmy open locks in doors, chests, and so forth. This skill has also been used profitably when searching for treasure in ruins and dungeons. A skill roll, with modifiers for the difficulty of the task, is required each time a character uses *Burgling* skill.
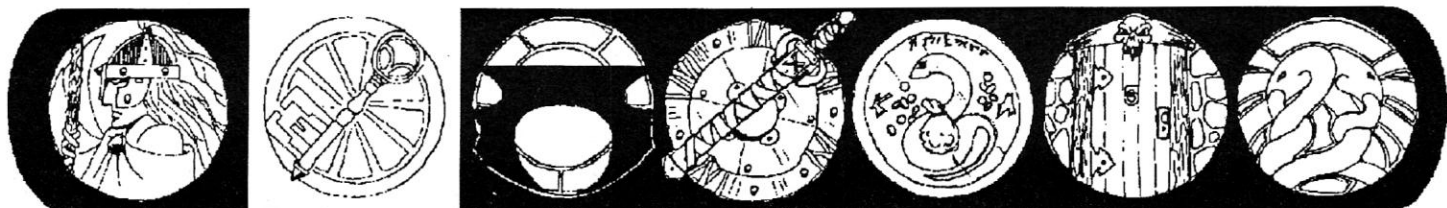
Carpentry

Profession   Laborer
Primary Stat   Hand Manipulation
Secondary Stat Intelligence

Carpenters work with wood, building everything from chairs to homes. The higher the rank of carpenter skill, the more complex the items can be: apprentices can craft simple furniture; journeymen can build complex furniture and simple buildings; and masters can design complex buildings. A skill roll is required each time a character uses *Carpentry* skill.

Climbing

Profession   Common
Primary Stat   Agility
Secondary Stat Strength

A character with *Climbing* skill can scale objects not designed to be climbed. Such objects run the gamut from an oak tree (+40% to the target), to climbing a sheer cliff (-50%). As always, the GM determines all modifiers.

Combat Tactics

Profession   Armsman
Primary Stat   Endurance
Secondary Stat Agility

Rank in *Combat Tactics* measures a character's (or creature's) ability to fight well. In particular, characters attack in descending order of *Combat Tactics* rank—those with highest rank attack first each combat phase (see **Combat**).

Beginning at rank 3, each rank of *Combat Tactics* increases a character's hit points by +1 per rank to each body area. For example, with rank 5, a character would have +3 hit points in each of his body areas.

Common Weapon Skills

Profession   Common
Primary Stat
  Melee Weapons: Strength
  Ranged Weapons: Hand Manipulation
Secondary Stat
  Melee Weapons: Endurance
  Ranged Weapons: Agility

Common weapons are those weapons easily learned by everyone in the world of **Fifth Cycle**, including peasants. These weapons are *Club*, *Dagger* (held and thrown), *Quarterstaff*, *Shortbow*, and *Sling*. Dolphinia (see **Campaigns**) is a land of few serfs and many free yeomen, and as such they are expected to be ready for militia service. (Most freemen also know at least one combat weapon, such as spear, longbow, or sword.)

There are two primary (1°) and two secondary (2°) stats listed above for the six *Common Weapon* skills. *Club*, *Dagger*, and *Quarterstaff* (melee weapons) are based on Strength and Endurance, and *Thrown Dagger*, *Shortbow* and *Sling* (ranged weapons) are based on Hand Manipulation and Agility.
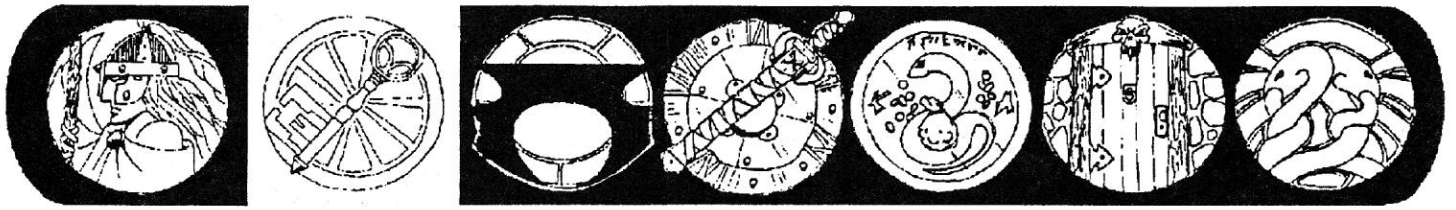
Cooking

Profession	Laborer
Primary Stat	Common Sense
Secondary Stat	Hand Manipulation

A cook can prepare food. The higher his rank, the higher the quality and more complex the difficulty of the dishes he can prepare—an apprentice can prepare simple dishes, a journeyman knows an increasing number of complex dishes, and a master can plan and oversee the preparation of multi-course banquets.

A *Cooking* skill roll is only required for difficult or unusual situations.

Disguise

Profession	Thief
Primary Stat	Eloquence
Secondary Stat	Common Sense

A character with *Disguise* skill can alter his appearance to hide his identity. Masters of *Disguise* can easily change their apparent sex, height, or weight, by as much as 10 cm (of height) and 20 kg (of weight).

A skill roll is required for each attempted disguise. A negative modifier applies to each attempt; the more difficult the change, the greater the modifier.
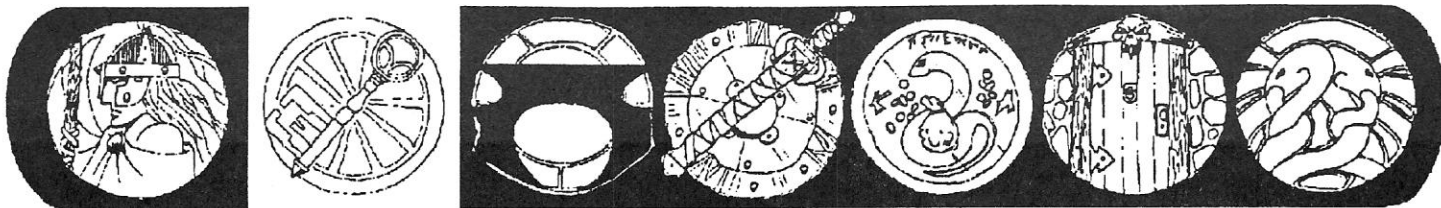
Drafting

Profession	Laborer
Primary Stat	Hand Manipulation
Secondary Stat	Intelligence

Teamsters handle draft animals—animals which pull wagons and similar burdens. An apprentice can learn to handle only one type of animal. A journeyman becomes skilled in dealing with one additional type of draft animal per rank (e.g., three types of animal at rank 4). Master teamsters can control magical beasts.

A *Drafting* skill roll is required for any difficult, unusual, or dangerous situations.

Engineering

Profession	Armsman
Primary Stat	Common Sense
Secondary Stat	Intelligence

An engineer can build structures and seige equipment, from a simple ram to a large fortress. An apprentice engineer can construct small wooden buildings and the simplest bridges and seige equipment. A journeyman can handle stone structures, multi-span bridges, and all seige equipment. A master can oversee the construction of fortresses and suspension bridges.

An *Engineering* skill roll is required to successfully complete any engineering project.

Farming

Profession	Farmer
Primary Stat	Strength
Secondary Stat	Common Sense

A farmer grows crops. Higher ranks in this skill allow the farmer to successfully cultivate crops through adverse weather, because he has learned more sophisticated cultivation techniques (irrigation, fertilization, etc.).

In general, skill rolls are only required to determine a crop's yield—the difference between the target and the roll is the yield's percent above or below 100% of the expected crop yield. The rank modifier in these cases is +10 per rank (rather than the normal +5 per rank). However, a skill roll (at +5 per rank) is also required for any specific difficult or unusual situation.

First Aid

Profession	Common
Primary Stat	Intelligence
Secondary Stat	Hand Manipulation

Characters with *First Aid* can set broken bones, stop bleeding, and stitch up slashes. The skill is most useful when dealing with critical wounds, where the character can attempt to stop serious bleeding and keep a dying patient alive. First aid must be *completed* within 30 minutes of when the wound was inflicted (it takes [14 minutes - (1 minute per rank)] to complete), and can be attempted only once per area of the body.

As an apprentice, a character can only
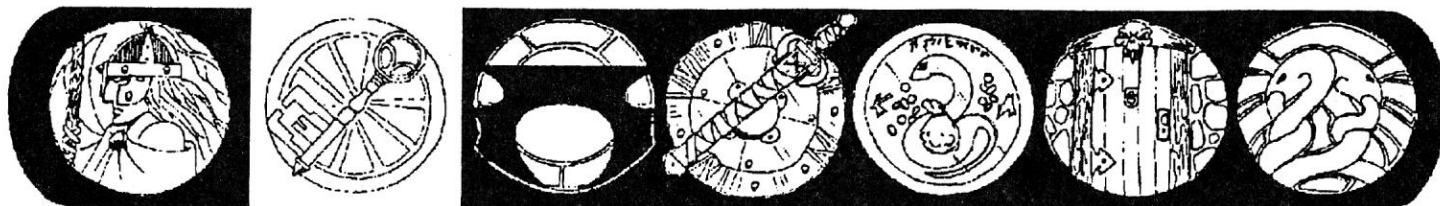
halt the progress of death with a successful attempt. As a journeyman, he gains the ability to heal 1 point of damage in an area successfully treated, but only if the area is useable (i.e., above 0 points before the aid is applied). As a master, he can heal 2 points in an area, even if the area is below 0 hits. Masters can also choose to restore consciousness (consciousness returning within 1d10 hours on a successful roll), but no points are healed and the character can only rest, ride a horse slowly, or walk with aid until he heals further.

Fishing

Profession	Seaman
Primary Stat	Agility
Secondary Stat	Common Sense

Fishermen find and catch fish. This skill includes netting, trapping, and hook and line fishing, and fishermen can also make the equipment they use while fishing.

In general, skill rolls are only required to determine a day's haul—the difference between the target and the roll is the haul's percent above or below 100% of the expected haul. The rank modifier in these cases is +10 per rank (rather than the normal +5 per rank). However, a skill roll (at +5 per rank) is also required for any specific difficult, dangerous or unusual situation.

Gem Cutting

|	
Profession	Artisan
Primary Stat	Hand Manipulation
Secondary Stat	Intelligence

A gem cutter can cut and polish gem stones. A gem cutter also has *Appraisal* skill (at the same rank as his *Gem Cutting* skill), but only for gems. Jewelers, not gem cutters, are skilled in setting stones into jewelry.

A skill roll is required at the completion of any attempt to cut or polish a gemstone.

Herbalism

Profession	Farmer
Primary Stat	Intelligence
Secondary Stat	Common Sense

An herbalist is skilled at finding and preparing useful herbs, often for sale to traders and mages. In general, skill rolls are only required to determine the quality and quantity of herbs found during a season—the difference between the target and the roll is the crop's percent above or below 100% of the expected crop yield. The rank modifier in these cases is +10 per rank (rather than the normal +5 per rank). However, a skill roll (at +5 per rank) is also required for any specific difficult or unusual situation.
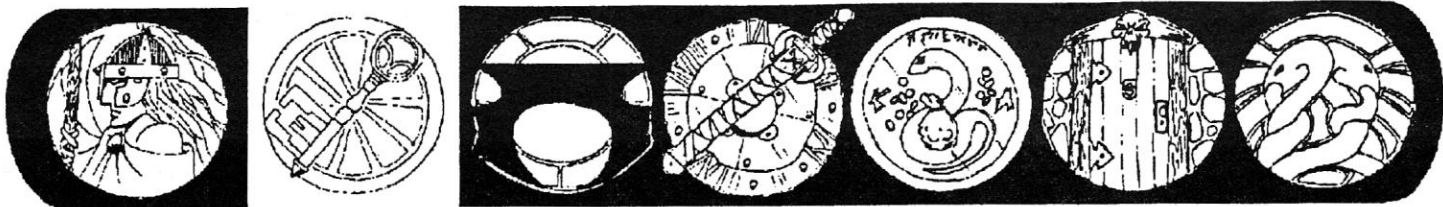
Herding

Profession	Farmer
Primary Stat	Intelligence
Secondary Stat	Common Sense

Herders look after livestock of any sort. The higher a herder's rank, the larger and/or more numerous the animals he can usually produce for sale.

In general, skill rolls are only required to determine a herd's growth—the difference between the target and the roll is the percent above or below 100% of the expected growth. The rank modifier in these cases is +10 per rank (rather than the normal +5 per rank). However, a skill roll (at +5 per rank) is also required for any specific difficult, dangerous or unusual situation.

Hunting

Profession	Outdoorsman
Primary Stat	Hand Manipulation
Secondary Stat	Common Sense

A hunter is adept at finding food (although a combat skill must be used for the actual kill). He can find likely areas for game, stalk a possible kill, and set snares for smaller animals. If a hunter is successful at finding game, his target to attack that game is modified by +5 per rank of *Hunting* skill, just like an ambush. This bonus is only applied when hunting unintelligent creatures—*Ambush* skill is used against intelligent opponents (humans, those of military races, and subhumans). In general, a successful hunting roll yields food—the more successful the roll, the more food found. A hunter may roll once per day, unless the area has been heavily hunted or trapped, in which case he gets fewer rolls, perhaps as few as one roll per week.

Jewelry

Profession	Artisan
Primary Stat	Hand Manipulation
Secondary Stat	Intelligence

A jeweler designs and creates jewelry, especially metal jewelry. Generally the more time put into a piece of jewelry, the more valuable it is—cutting and inscribing take time. A jeweler also has *Appraisal* skill (at the same rank as his *Jewelry* skill), but only for jewelry.

A skill roll is required at the completion of any attempt to craft a piece of jewelry.

Lock Smithing

Profession	Artisan
Primary Stat	Hand Manipulation
Secondary Stat	Intelligence

A locksmith makes locks. Each rank in this skill allows more complex locks to be made. Apprentices can make simple latches. Journeymen can craft key and tumbler locks. Masters can create locks with traps (such as needle darts). A skill roll is required at the completion of any attempt to make a lock.

A locksmith can also pick a lock, and (with a successful roll) does so without leaving evidence that it has been tampered with. Lockpicking does take time: [30 minutes - (3 minutes per rank)].
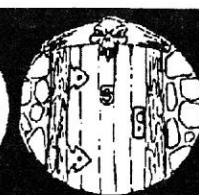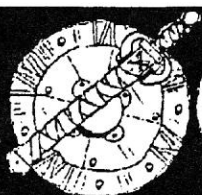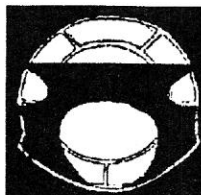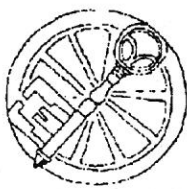
Lumbering

Profession   Outdoorsman
Primary Stat   Strength
Secondary Stat Agility

A lumberman can select strong, straight-grained woods, and knows how to cut and cure different types of wood.

In general, skill rolls are only required to determine the quality and quantity of a lumberman's output—the difference between the target and the roll is the percent of his output above or below 100% of the expected output. The rank modifier in these cases is +10 per rank (rather than the normal +5 per rank). However, a skill roll (at +5 per rank) is also required for any specific difficult, dangerous or unusual situation.

Magic Resisting

Profession   Mage
Primary Stat   Magical Aptitude
Secondary Stat Strength

A character's initial magic resistance (MR) is equal to his Magic Ability (MA). Each rank in *Magic Resisting* skill adds 5% to his MR. His MR is a negative modifier to the target number of an *attack* spell cast at him, and it also allows a special roll to avoid the worst of any *area effect* spell.

Magic Training

Profession   Mage
Primary Stat   Magical Aptitude
Secondary Stat Intelligence

Rank in *Magic Training* measures a character's knowledge of the spellcasting arts. A character cannot learn spells of a level higher than his rank in magical training. (For example, a character with rank 4 in *Magic Training* cannot learn any level 5 spells.) Each rank of *Magic Training* also confers 3 spell points per day with which to cast spells.

There are no *Magic Training* skill rolls.
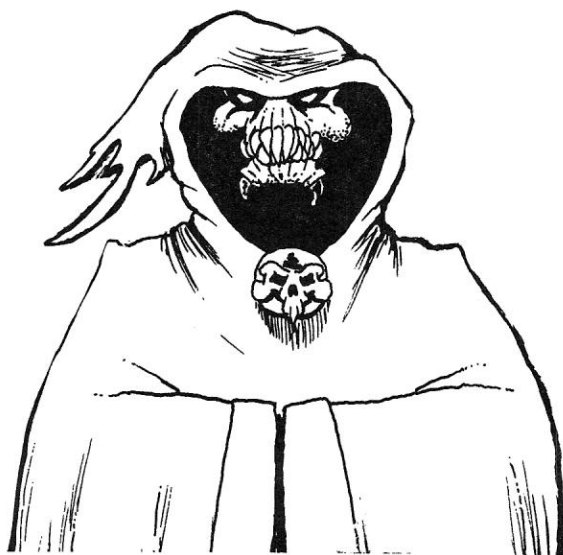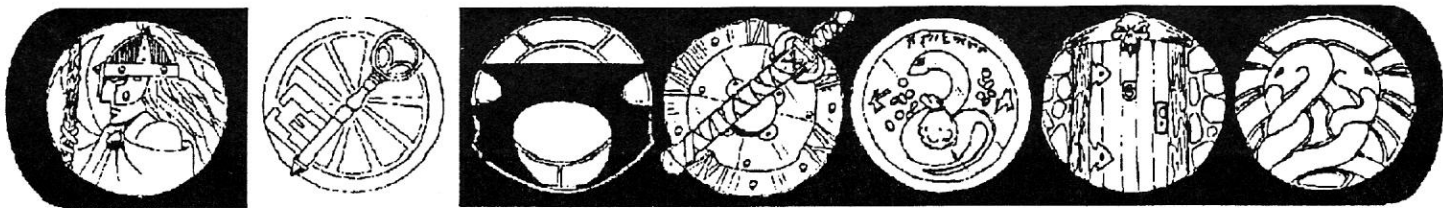
Navigation

Profession   Seaman
Primary Stat   Intelligence
Secondary Stat   Common Sense

Navigators are trained to find their way across large bodies of water. Using the stars at night and the sun by day, navigators can even guide ships across oceans.

A *Navigation* skill roll is required any time a navigator is called on to provide direction. A successful roll points his ship in the right direction; with a failed roll, he indicates a wrong direction—the greater the failure, the more off-course he steers his ship. (This is a roll the GM should make secretly, using the navigator's target number.)

Pickpocket

Profession   Thief
Primary Stat   Hand Manipulation
Secondary Stat   Agility

Pickpockets steal from people. They are adept at snatching pouches from belts, taking billfolds from pockets, and so forth. A skill roll is made for each attempt, with the victim's Common Sense as a negative modifier to the target number. A successful roll nets the desired prize. Failure by less than 20% is an unnoticed failure, or a change of mind by the pickpocket. Failure by 20% or more is noticed, and the pickpocket must escape or face the consequences of his attempted crime.

Piloting

Profession   Seaman
Primary Stat   Common Sense
Secondary Stat   Intelligence

Pilots sail ships in harbors and other close quarters, can read sea charts, and are trained at estimating water depth using a weighted chain. (In familiar areas (harbors, trade routes, and so forth), a pilot doesn't need the chain to estimate depth because he already knows the location of sandbars and other hazards.) In general, a pilot is familiar with as many harbors as his [rank²]. For example, a rank 6 pilot is familiar with 36 (6 x 6) harbors.

A *Piloting* skill roll is only required for difficult, unusual, or dangerous situations.
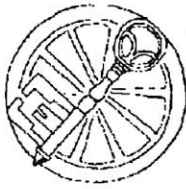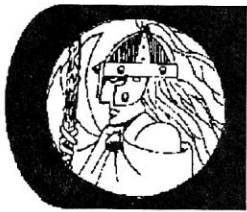
Pottery

Profession	Artisan
Primary Stat	Intelligence
Secondary Stat	Hand Manipulation

A potter is skilled at making pots, plates, and other items from clay. A master potter can make the finest chinas, if he has access to the right clay.

In general, skill rolls are only required to determine the quality and quantity of a potter's output—the difference between the target and the roll is the percent of his output above or below 100% of the expected output. The rank modifier in these cases is +10 per rank (rather than the normal +5 per rank). However, a skill roll (at +5 per rank) is also required for any specific difficult or unusual situation.

Riding

Profession	Common
Primary Stat	Common Sense
Secondary Stat	Agility

Riding an animal is fairly easy if all a character wants to do is stay on. More complex tasks, however, require greater familiarity with the mount's abilities.

Riding consistently well in combat requires 3 ranks of *Riding* skill. If the animal he is riding is not a warmount, a character must make a *Riding* check during the Movement Phase of each round of combat to see if he can control his mount. Below rank 3, a check must be made even on a warmount, and at -10% (total, not -10% per rank). A *warmount* is any animal which has *Combat Tactics* skill (taught by an animal trainer).

Each type of animal requires a separate *Riding* skill. However, learning to ride one animal enables a character to ride any other animal at 3 ranks below his best *Riding* skill rank.

Rope and Knot

Profession	Common
Primary Stat	Hand Manipulation
Secondary Stat	Intelligence

Many different people use rope, from engineers to lumbermen to sailors—they all need rope for various reasons. A *Rope and Knot* skill roll is required for any difficult, unusual, or important knot or other use of rope. Failing the roll means that a knot is improperly tied or the rope incorrectly used, and that it will fail at a critical time.

Sailing

Profession	Seaman
Primary Stat	Strength
Secondary Stat	Agility

Sailors serve on deep sea craft. They know how to manipulate sails and oars to get the best speed from their ship. They are also very adept at swabbing decks. A *Sailing* skill roll is required for any difficult, unusual, or dangerous situation.
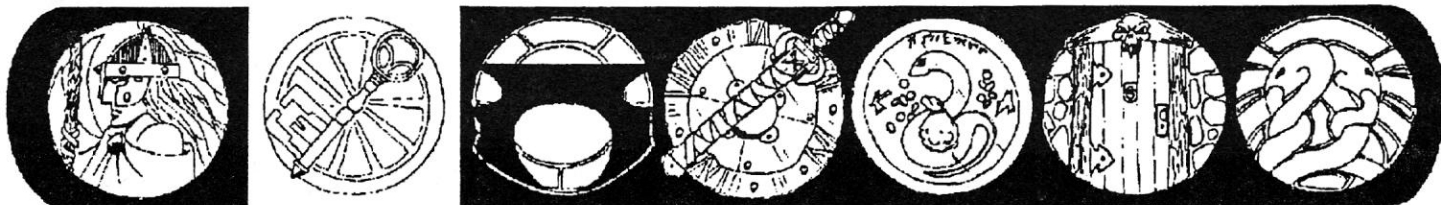
Scouting

Profession   Outdoorsman
Primary Stat   Intelligence
Secondary Stat   Common Sense

Scouts are trained to locate such things as appropriate campsites or water sources—a successful roll finds the best site or source within range. If a party has no one with *Scouting* skill, they can look forward to many uncomfortable nights in the great outdoors.

Scouts are also trained to locate enemy troops and estimate enemy strength. When seeking the enemy, a scout makes two skill rolls—one to locate the enemy, and (if the first is successful) a second to estimate troop numbers. When an ambush is attempted against a party with scouts, each scout may attempt a *Scouting* roll, with each one's base target at 20 (rather than 40 or 50) to foil it before it can be sprung.

Scribery

Profession   Merchant
Primary Stat   Intelligence
Secondary Stat   Hand Manipulation

Scribes can read, write and cipher (using math). Each rank of *Scribery* skill is roughly equivalent to 2 years of schooling; for example, a person with *Scribery* rank 3 has had about six years of education.

A *Scribery* skill roll is required for any difficult or unusual situation.

Ship Building

Profession   Artisan
Primary Stat   Agility
Secondary Stat   Strength

A shipwright can design and construct boats and ships of all types. Apprentices can build small craft (under five meters in length). Journeymen can design river vessels. Generally only a master shipwright is given the task of overseeing and manufacturing ocean-going vessels, since so many lives are at stake (not to mention insurance money).

A *Ship Building* skill roll is only required for difficult or unusual situations.

Spell Skills

Profession   Mage
Primary Stat   Magical Aptitude
Secondary Stat   Eloquence

Each spell is a separate skill. A character cannot learn a spell at a higher rank than he knows the spells beneath it on the Spell Tree. For example, he cannot learn *Stop Bleeding* (a Level 3 spell) at rank 5 unless he already knows *Heal Wounds* and *Ease Pain* (the Level 1 and 2 spells beneath *Stop Bleeding*) at rank 5. (See **Magic** for further explanation.)
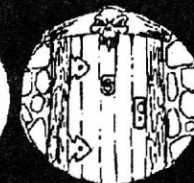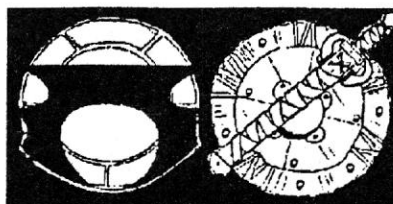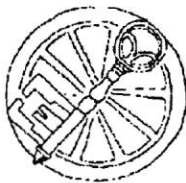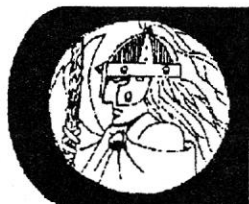
Stealth

Profession	Common
Primary Stat	Agility
Secondary Stat	Common Sense

Stealth skill is used to move quietly. GMs may provide modifiers based on the conditions when a *Stealth* roll is made—for example, darkness and distraction aid a stealth attempt, while vigilance by others hinders it. Typical modifiers are +20 for a moonless night, +10 for a diversion, -10 for distant alert guards, and -30 for nearby alert guards.

Strategy

Profession	Armsman
Primary Stat	Common Sense
Secondary Stat	Intelligence

Strategy skill is the ability to use beneficial terrain and available forces wisely in combat. In game terms, each rank of a leader's *Strategy* skill gives a +1 modifier to his party's initiative roll every combat round.

Swimming

Profession	Common
Primary Stat	Agility
Secondary Stat	Endurance

Swimming skill keeps a character afloat and moving through water. If he is wearing any armor that reduces his Defensive Bonus (see the *Armor* chart, p. xx), double that number and subtract it from his *Swimming* target number. For example, the modifier for a full suit of plate is -20; subtract 40 (2 x 20) from any *Swimming* roll target numbers a character rolls against while in full plate.
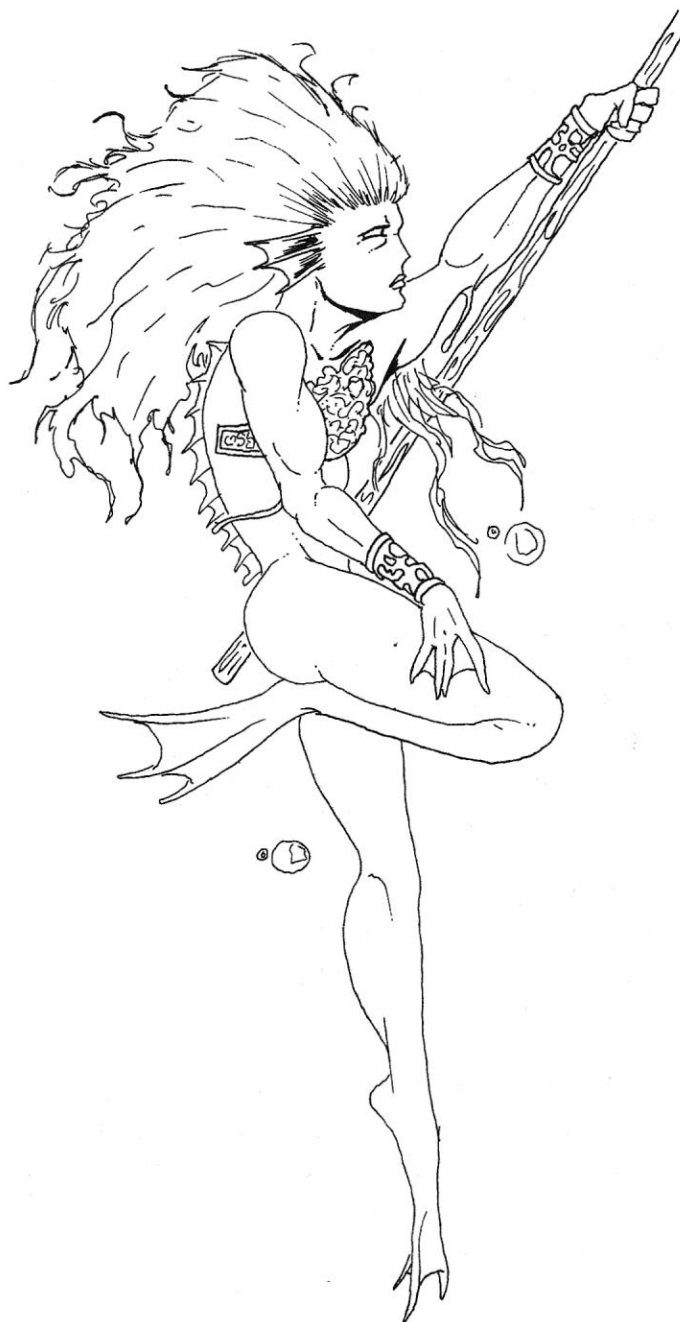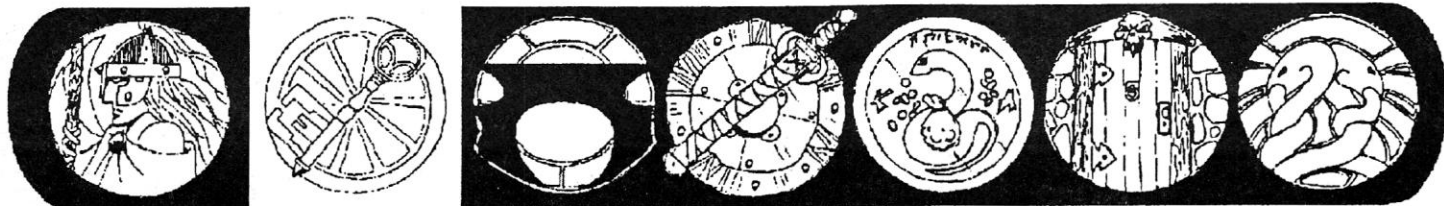
Tailoring

Profession	Artisan
Primary Stat	Hand Manipulation
Secondary Stat	Intelligence

A tailor makes and mends clothes: everything from boots to underwear. With a successful skill roll, he can create an entire outfit for one person (including boots or shoes) in [20 - rank] hours. He can also make and repair leather armor.

Tinkering

Profession	Merchant
Primary Stat	Hand Manipulation
Secondary Stat	Common Sense

Tinkers fix things. *Tinkering* skill is similar to *Armor and Weapon Repair* skill, but a tinker cannot fix weapons and armor. Many tinkers are itinerate, small-time traders travelling from settlement to settlement sharing news and repairing people's goods. They also tend to collect odd items that can be salvaged for parts.

A *Tinkering* skill roll is required when attempting to fix anything.

Tracking

Profession	Outdoorsman
Primary Stat	Intelligence
Secondary Stat	Common Sense

Trackers read the signs that someone or something has passed by, in outdoor environments. To follow a creature, a tracker must make a successful skill roll every half hour.

Tracking skill can only be used in rural settings (the great outdoors). *Trailing* skill is the corresponding urban skill, and the two never add to each other.

Trading

Profession	Merchant
Primary Stat	Eloquence
Secondary Stat	Comeliness

Trading skill is what helps a merchant buy and sell. When a character makes a *Trading* skill roll, success means that he gets a fair price (or exchange), and a Special Success means that he is able to sell his goods for more (or buy for less). Failure means he is not able to find a willing buyer and must accept less if he is to sell his goods.

Trailing

Profession	Thief
Primary Stat	Common Sense
Secondary Stat	Intelligence

Trailing skill enables a character to follow people in an urban environment without being noticed himself. Possible modifiers include: a drunk quarry (+10), an alert or wary quarry (-5), a quarry who has reason to believe he might be followed (-10), and a quarry who has *Trailing* skill himself (-10). The GM can apply any other modifiers he sees fit to apply.

Trailing skill can only be used in urban settings (i.e., in civilized areas). Tracking skill is the corresponding rural skill, and the two never add to each other.
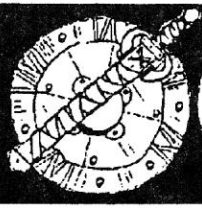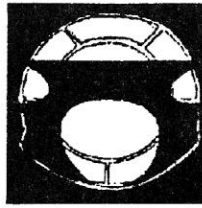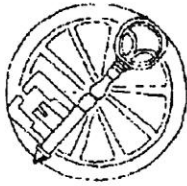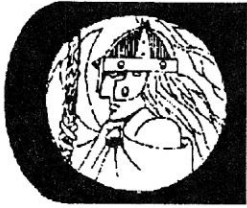
Trapping

Profession   Common
Primary Stat   Hand Manipulation
Secondary Stat   Agility

This skill helps a character find, disarm, and construct traps. The more skillful a character, the more complex the traps he can construct or safely trip. A *Trapping* skill roll is required to set or spring a trap safely.

Weapon Skills

Profession   Armsman
Primary Stat
    Melee Weapons: Strength
    Ranged Weapons: Hand Manipulation
Secondary Stat
    Melee Weapons: Endurance
    Ranged Weapons: Agility

A character uses *Weapon* skills to wield his weapons correctly. The knowledge of each weapon is a separate skill; when a weapon can be used either of two ways in combat, each use (usually thrown and held) is a separate skill.

A skill roll is required for eacn attack with a weapon. As normal, this roll can be modified by +5 per rank of the particular *Weapon* skill, but this modifier can also be used as part of a character's Defensive Bonus instead.

For many more details, see **Combat**.

Weapon Crafting

Profession   Armorer
Primary Stat   Hand Manipulation
Secondary Stat   Agility

A weapon crafter makes bows, crossbows, arrows, quarrels, staves, weapon shafts, and other wooden weapon parts. A bow or crossbow requires [70 - rank] days to complete, but most of this time is spent waiting for the wood to cure, and thus the crafter must only spend 1/2 hour per day on each bow. Arrows and quarrels can be crafted at a rate of [12 x rank] per day, but an arrow or quarrel that is to be magicked can only be made by a master weapon crafter and requires a full day of his time. Weapon crafters can also take the metal heads that a weapon smith produces and combine them with wooden shafts to create axes, spears, and the like.

A *Weapon Crafting* skill roll is required at the completion of any attempt to craft a weapon (or at the end of each dozen arrows or quarrels).

Weapon Smithing

Profession   Armorer
Primary Stat   Strength
Secondary Stat   Hand Manipulation

Weapon smiths forge the metal parts of all types of weapons. A typical weapon requires [40 - (2 per rank)] hours, and a successful skill roll. *Weapon Smithing* skill is not the skill used to combine a metal head with a wooden shaft; rather *Weapon Crafting* skill is used.
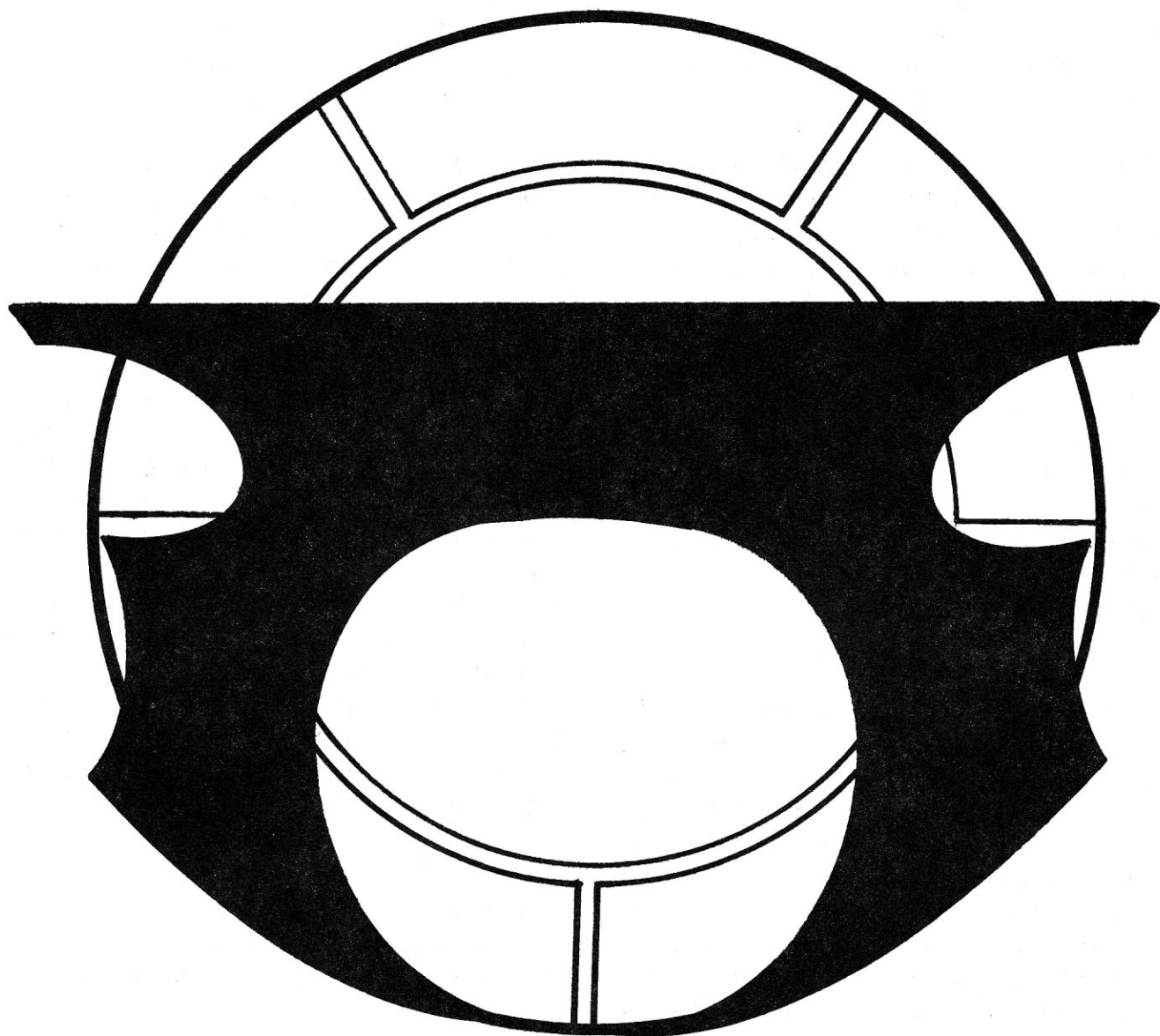
MAGIC
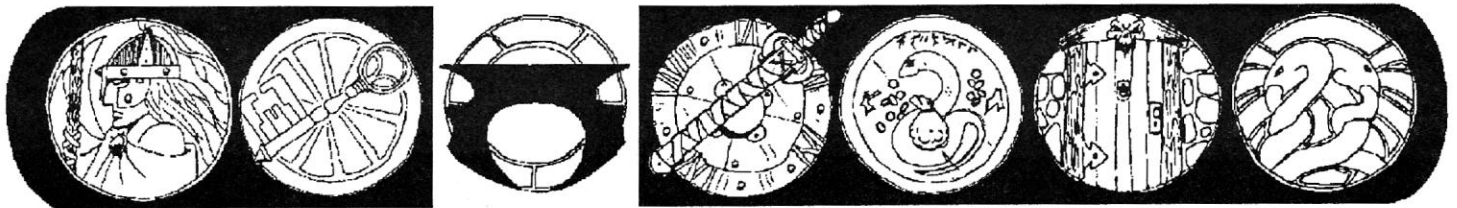
MAGIC

At present there are two known *realms* of magic:

• *Physical Magic*, which manipulates the earth and the elements around the caster to achieve his goals.

• *Scholarly Magic*, which researches the Third Cycle works of great magic for inspiration and motivation. There may also be divine intervention into this realm (by Midnar)—scholars are still debating this point.

Other magical realms may also exist, particularly with what are beginning to be termed *Ancient* spells, that may have been practiced in the Second and Third Cycles, but reliable spells from this realm have not yet been produced by archaeologists.

Contrary to the system used with other skills, a Mage is not considered a master with a spell until he knows it at rank 8.

LEVELS AND RANKS

It is important to note that there is a difference between spell *levels* and spell *ranks*. Spell ranks are the same as skill ranks, and represent the mage's familiarity with that particular spell. Spell level, however, is a rough measure of the spell's complexity. The mage's training (his rank in *Magic Training* skill) represents his ability to cast ever more complex spells, and that is why he may never learn a spell of a higher level than his rank in *Magic Training* skill.

THE COLLEGES OF MAGIC

In **Fifth Cycle**, all magic is divided into sixteen *colleges*. These colleges exert influence throughout society, and not all of that influence is positive. It must be remembered by the players and GMs that there were thousands of years of bigotry against magic during the Fourth Cycle (see the introductory history and **Campaigns**). Often, that discrimination is only just below the surface of people's behavior today.

It is still common, even in the Empire of Jenmaryn itself, for mages to be imprisoned for long periods of time without trial because of the fearful imagination of hysterical people. In the much less civilized areas of Dolphinia, however, mages are treated with considerably more respect.

Mages of the different realms maintain different fundamental beliefs about how magic is best used. Physical mages practice the same magic that was available a thousand years ago, even though outlawed during the Fourth Cycle. They retain a certain self-reliance that their predecessors had. To them, magic is a personal ability to be shared or sold at their whim.

Scholarly mages, on the other hand, practice magic from the eight colleges rediscovered within the last two hundred years. They believe in using their art for the common good (within limits). This explains why it is predominantly scholarly mages who practice within cities and physical mages who practice in more remote regions where they can quickly hide if the political climate changes, and magic is once again outlawed.
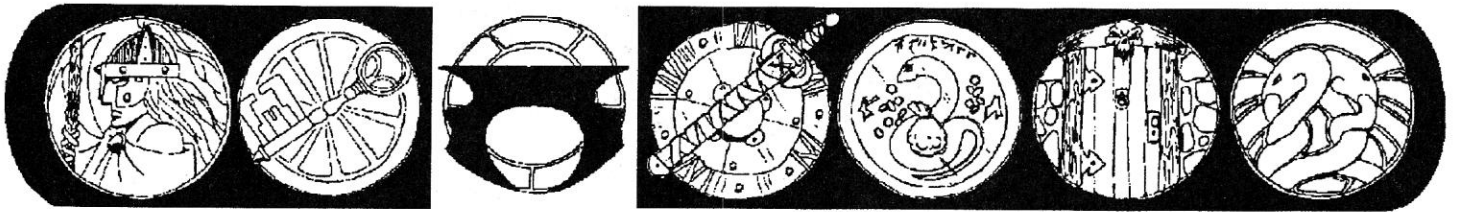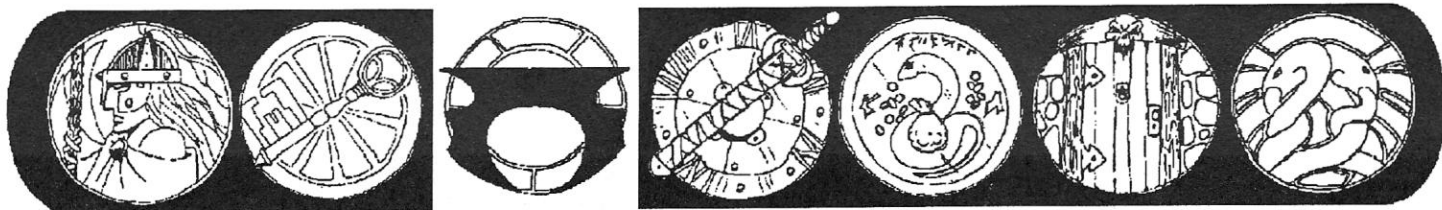
THE SPELL WHEEL

The Spell Wheel on the previous page shows that each realm of magic is divided into eight colleges, and that each college is adjacent to four other colleges—two in its own realm, and two in the other realm. These adjacent colleges are called the *related* or *first step* colleges. The college directly across from a college, on the same circle (in the same realm), is said to be the *opposition* college. A character may not learn any spells in this opposition college until he is a Master of his first college and also a Master of a college in the other realm (a *Master of Two Magics*, explained later).

SPELL TREES

On pages 82 and 83 are found all of the spells currently known by Fifth Cycle mages. Each of the individual colleges has a spell tree unique to that college. Even though some spells are shared by different colleges (due to a similarity in casting technique and result), there are subtle differences between them (just not enough to warrant distinction in game terms).

Each of the sixteen magic colleges has a number of spells which are either unique to the college or shared with adjacent colleges. These spells are divided into eight levels, based on increasing effects and casting difficulty. Each individual spell may be learned to eight ranks. The Spell Trees have lines showing how the spells are related. To learn a given spell, the Mage must know a spell below it on the Spell Tree to at least the same rank. For example, a

Mage cound not learn the *Immobilize* spell to rank 3 unless he already knew *Stun* spell to rank 3, which in turn would require knowing *Unease* or *Disease* spell to rank 3. If there is more than one path to a particular spell, the mage only needs to know one of them.

For example, *Neutralize Poison* could be learned by either of the following paths; it does not require that the Mage knows both:

Ease Pain —> Heal Wounds —> Repair Massive Damage —> Neutralize Poison

Move Silently —> Leave No Trace —> Walk On Water —> Neutralize Poison

For each spell tree (a list of spells for an individual college) start at the bottom of the list and work up. All of the lines on the chart are one way (up). For instance, a Star Mage who knows the sequence *Night Sight*, *Snake Sight*, and *Star Weapon*, cannot learn *Blackfire* (a Level 2 Fire spell) unless he knows the spell *Start Fire* (a Level 1 Fire spell), and works upwards from there, paying the appropriate penalty for learning spells from a first step college.

The reason for this sequencing is that each higher level spell in **Fifth Cycle** shares and builds on the phrases and hand motions of the spells below it. Since the *Master* spell for a college draws on all spells available to a college, *all* spells that can be learned using the base (first level) spell in the college being mastered must be learned to rank 4 before the *Master* spell for that college can be learned.
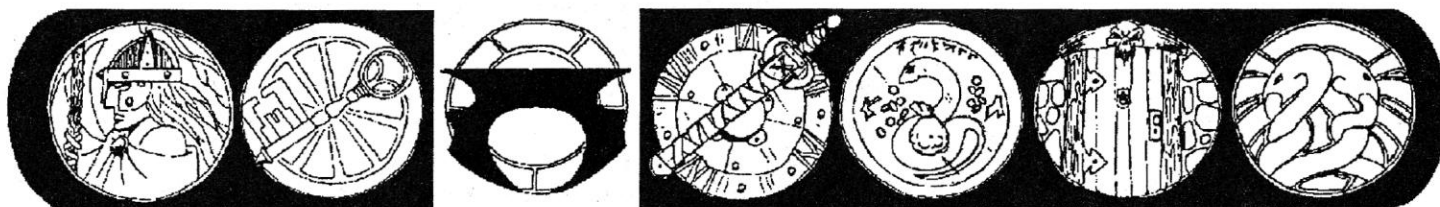
College Descriptions

Each of the college descriptions contains that college's symbol, its realm, its adjacent colleges and its opposition college, a short definition of the college itself, and a list of all of the spells in that college.

Alchemy

Realm   Scholarly Magic
Adjacent Colleges   Devastation, Water, Enchantment, Darkness
Opposition College   Nature

Alchemists are one of the two colleges of "craft Mages." They generally reside in a city and own a small laboratory. In it, they and their apprentices create and sell potions to anyone who has the cash available to purchase them.

Level	Spell
1	Find Herbs
2	Mix
2	Mend
3	Telekinesis
3	Prepare
4	Poison Cloud
4	Pure Chemical
4	Make Magic Potion
4	Store
5	Blight Crops
5	Mold Metal
5	Illusion
5	Multiple Aura
6	Blast the Land
6	Create Skeletons
6	Complete Illusion
6	Permanence
7	Level Area
7	Create
7	Dispel Magic
7	Personality
8	Master of Alchemy
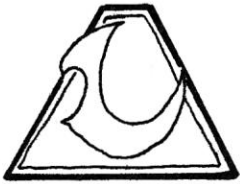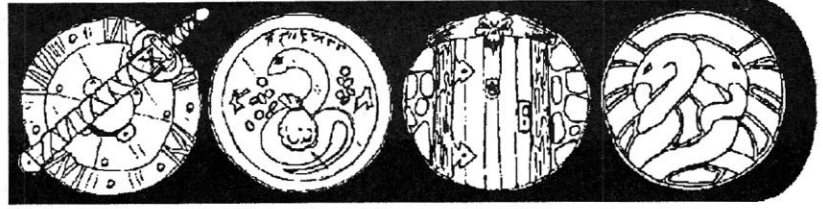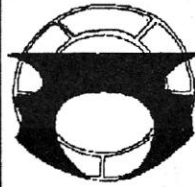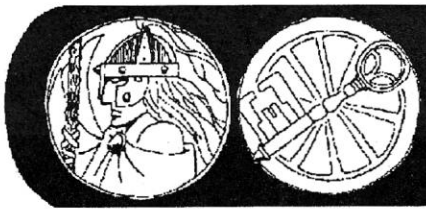
Air

Realm	Physical
Adjacent Colleges	Cold, Light, Enhancement, Healing
Opposition College	Earth

Air mages manipulate the power of the atmosphere to achieve their ends. They are given to grandiose displays of power in order to impress people. Members of this college are often called upon to aid in the defense of a particular point (the *Tornado* and *Wind Wall* spells are great ways to disperse attackers).

Level	Spell
1	Puff of Wind
2	Ice Mirror
2	Detect Gas
3	Ice Spear
3	Sleep Gas
3	Levitate
4	Ice Storm
4	Fly
4	Gust of Wind
5	Ice Wall
5	Wind Storm
6	Blizzard
6	Wind Wall
7	Frozen Doom
7	Snowman
7	Tornado
8	Master of Air

Cold

Realm	Physical Magic
Adjacent Colleges	Water, Air, Enhancement, Enchantment
Opposition College	Stars

Cold mages delight in creating magic that can be felt. They have a tendency to create physical manifestations of magic. As such, they also tend to be showboaters, calling attention to themselves and their art.

Level	Spell
1	Chill
2	Pure Water
2	Ice Mirror
3	Create Water
3	Ice Spear
4	Make Waves
4	Ice Bridge
4	Ice Storm
5	Water Spear
5	Winter's Armor
5	Ice Wall
6	Wall of Water
6	Suspend
6	Blizzard
7	Rain Call
7	Maelstrom
7	Frozen Doom
7	Snowman
8	Master of Cold
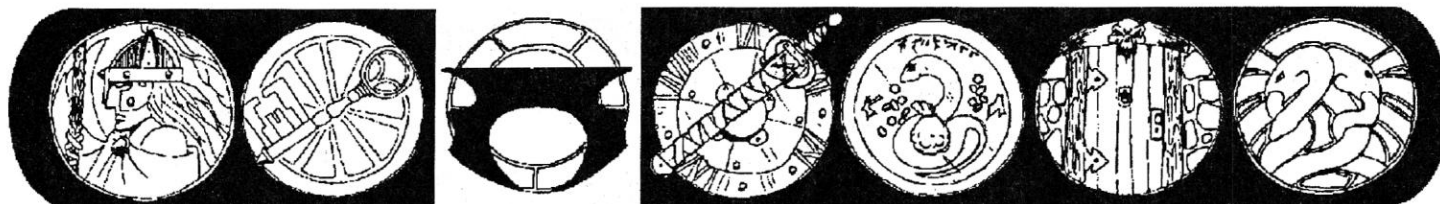
Darkness

Realm   Physical Magic
Adjacent Colleges   Earth, Water, Devastation, Alchemy
Opposition College   Light

These mages are well suited to the night (of course). They are commonly employed, when they need to work, as spies or night guards, by those with enough cash to pay them. This college is also favored, along with Stars, by thieves.

Level	Spell
1	Create Darkness
2	Detect Traps
2	Shadow Form
3	Earth's Weapon
3	Find Shelter
3	Night Call
4	Stone Skin
4	Javelin
4	Navigate
5	Doorway
5	Stone Storm
5	Ship Building
6	Excavate
6	Wall of Stone
6	Ship Shape
7	Molten Rock
7	Dark Sail
7	Rain Call
8	Master of Darkness

Devastation

Realm   Scholarly Magic
Adjacent Colleges   Withering, Alchemy, Darkness, Earth
Opposition College   Healing

Found in opposition to the Healing college, this college is probably the least understood of all the magical colleges by non-mages. Devastation mages exist to destroy, not just people (like so many of the colleges in the Physical Realm), but whole landscapes. These mages are treated with great fear and respect by the locals, who try to avoid them whenever possible.

Level	Spell
1	Disease
2	Stun
2	Warp Wood
3	Immobilize
3	Kill Animals
4	Curse
4	Poison Cloud
5	Agony
5	Blight Crops
6	Idiocy
6	Blast the Land
6	Create Skeletons
7	Plague
7	Level Area
7	Create
8	Master of Devastation
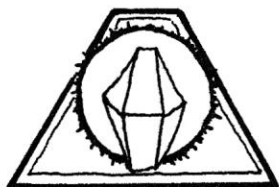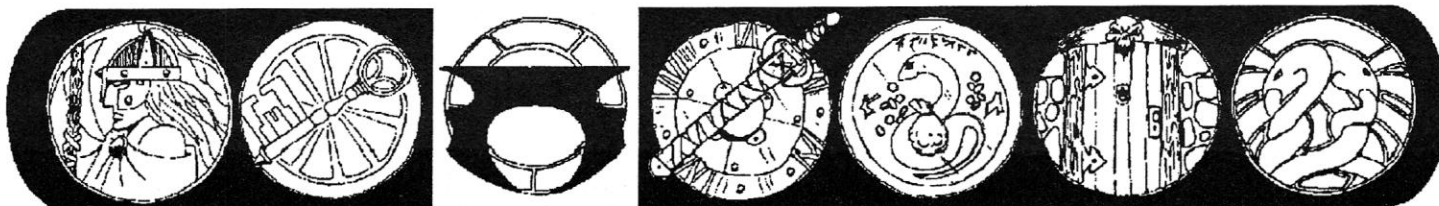
Earth

Realm   Physical Magic
Adjacent Colleges   Stars, Darkness, Withering, Devastation
Opposition College   Air

The most reclusive of the mages, an Earth mage is very likely to learn all he can from his master and then move on to where he can be alone (or have the company of a few friends) to continue his studies. These people have the ability, through their spells, to build their own homes, and thus stay out of people's way. Earth mages are popular members of chartered companies because of the spell available to them, and because they so enjoy being away from cities and towns.

Level	Spell
1	Blend to Earth
2	Night Walk
2	Dig Hole
2	Detect Traps
3	Invisibility
3	Earth's Weapon
3	Find Shelter
4	Group Invisibility
4	Stone Skin
4	Javelin
5	Invisible Barrier
5	Doorway
5	Stone Storm
6	Night Wing
6	Excavate
6	Wall of Stone
7	Night Fire
7	Molten Rock
8	Master of Earth

Enchantment

Realm   Scholarly Magic
Adjacent Colleges   Alchemy, Enhancement, Cold, Water
Opposition College   Summoning

The second college of "craft mages," Enchanters serve a much wealthier clientele. The time and money involved in creating a permanently enchanted item ensure that only the wealthy will be able to afford them. Because of the time involved in making such items, most Enchantment mages create items only to order. Few Enchantment mages have the time (or magical ability) to risk making items that are not specifically ordered.

Level	Spell
1	Detect Magic
2	Mend
2	Sharpen
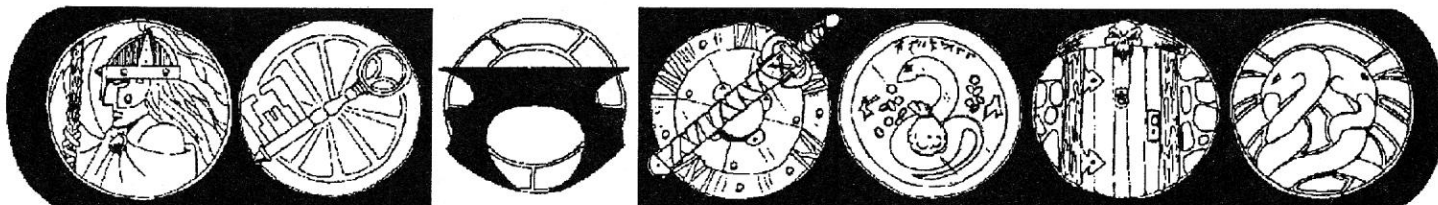
3	Prepare
3	Find Mineral
3	Use Other's Senses
4	Make Magic Potion
4	Store
4	Enchant Item
4	ESP
4	Know Truth
5	Illusion
5	Multiple Aura
5	Mind Cloak
6	Complete Illusion
6	Permanence
6	Telepathy
7	Dispel Magic
7	Personality
7	Control
8	Master of Enchantment

Enhancement

Realm	Scholarly Magic
Adjacent Colleges	Enchantment, Healing, Air, Cold
Opposition College	Withering

Enhancement mages are able to improve aspects of their physique. They are used in lords' courts to determine if a person is lying. Enhancement mages like to "mix it up" and get involved in actually solving problems.

Level	Spell
1	Acute Senses
2	Sense Other
2	Far Sense
3	Use Other's Senses
3	Haste/Slow
4	ESP
4	Know Truth
4	Mighty Strength
5	Mind Cloak
5	Long Leap
6	Telepathy
6	Physical Power
7	Control
7	Magic Shield
7	Longevity
8	Master of Enhancement

Level	Spell
7	Demon Smoke
7	Dragon Flame
7	Night Fire
8	Master of Fire
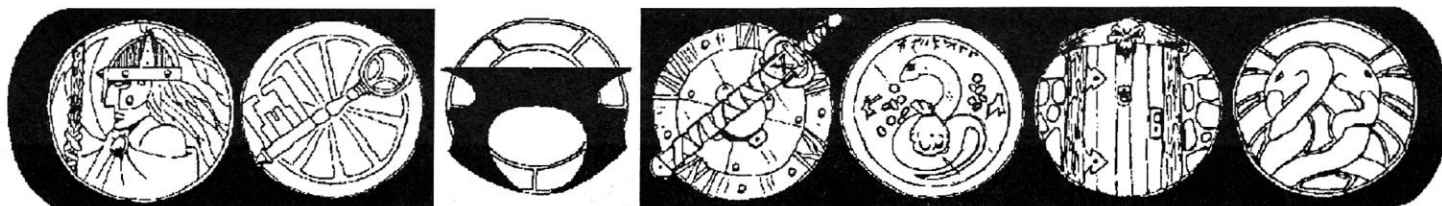
Fire

Realm	Physical Magic
Adjacent Colleges	Light, Stars, Nature, Summoning
Opposition College	Water

Dealing in a more personal form of magic than most, Fire mages have proven adept at disrupting enemies by taking out their leaders. They are also excellent bodyguards, able to immobilize or kill assassins.

Level	Spell
1	Start Fire
2	Resist Fire
2	Blackfire
3	Fireproof
3	Fire Arrow
3	Flame Bolt
3	Star Weapon
4	Protection from Magical Fires
4	Fire Ball
4	Meteor
5	Wall of Smoke
5	Fire Net
5	Star Fire
6	Smoky Form
6	Incinerate
6	Meteor Shower

Healing

Realm	Scholarly Magic
Adjacent Colleges	Enhancement, Nature, Light, Air
Opposition College	Devastation

This college is perhaps the most popular with the ordinary citizens of Jenmaryn. Few babies are born at this point in time without the aid of a *Midwife* spell. Healers are also popular on battlefields as medics. The *Reanimate* and *Rebuild* spells are used only for victims of violent death or accident. People who die of old age or natural disease are considered to have been "called" by Midnar, and are not raised.

Level	Spell
1	Ease Pain
2	Cure Disease
2	Heal Wounds
2	Midwife
3	Stop Bleeding
3	Repair Massive Damage
4	Knit Bones

4	Neutralize Poison		2	Resist Fire
5	Reattach		3	Shock Bolt
5	Remove Curse		3	Fireproof
6	Reanimate		4	Gust of Wind
6	Speak With Animals		4	Lightning
7	Longevity		4	Protection from Magical Fires
7	Rebuild		5	Wind Storm
7	Animal Shape		5	Forked Lightning
8	Master of Healing		5	Wall of Smoke
			6	Wind Wall
			6	Lightning Storm
			6	Smoky Form
			7	Tornado
			7	Creature of Lightning
			7	Demon Smoke
			8	Master of Light

Light

Realm	Physical Magic
Adjacent Colleges	Air, Fire, Healing, Nature
Opposition College	Darkness

This college combines offensive power (the lightning- and wind-based spells) with some defensive spells (*Protection From Magical Fires*, among others) to make one of the more powerful colleges with military applications. Light mages (along with Fire, Healing, and Cold mages) are among the most common mages found with army units.

Level	Spell
1	Create Light
2	Continual Light

6	Speak With Animals
6	Make Shelter
6	Escape
7	Animal Shape
7	Battering Ram
7	Summon Magical Creature
8	Master of Nature
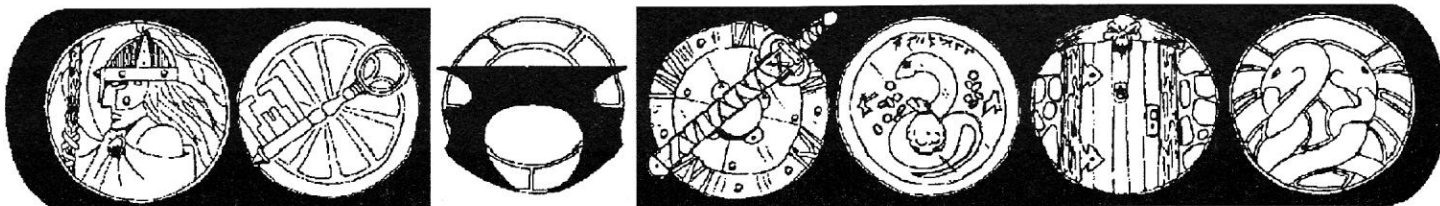
Nature

Realm	Scholarly Magic
Adjacent Colleges	Healing, Summoning,
Fire, Light	
Opposition College	Alchemy

The Nature college is of most use to outdoorsmen. Nature mages are excellent with animals, and can find virtually anything or anyone who is trying to hide. Farmers make extensive use of Nature mages to search for missing livestock. Nobles hire Nature mages to track robbers and escaped prisoners. Very little can escape a Nature mage with his tracking abilities.

Level	Spell
1	Move Silently
2	Midwife
2	Leave No Trace
2	Track
3	Walk On Water
3	Track In Water
4	Neutralize Poison
4	Track In Air
5	Remove Curse
5	Shadows
5	Animal Friend

Stars

Realm	Physical Magic
Adjacent Colleges	Fire, Earth, Summon-
ing, Withering	
Opposition College	Cold

Star mages have a somewhat unique standing amongst physical mages. They tend to be defenders of the weak and oppressed. Most people think of them in the same light as Withering mages. However, Star mages (using their invisibility spells) have the ability to seek out the wrongdoer in his home and put a stop to his evil ways with the proper application of spells such as *Meteor*.

Level	Spell
1	Night Sight
2	Snake Sight
2	Night Walk
3	Star Weapon

			Level	Spell
3	Invisibility		1	Find Door
4	Fire Ball		2	Track
4	Meteor		2	Open Door
4	Group Invisibility		2	Animal Sleep
5	Fire Net		3	Track In Water
5	Star Fire		3	Call Small Animals
5	Invisible Barrier		3	Sleep
6	Incinerate		4	Track In Air
6	Meteor Shower		4	Speak With Dead
6	Night Wing		4	Dreams
7	Dragon Flame		5	Shadows
7	Night Fire		5	Animal Friend
8	Master of Stars		5	Fear
			6	Make Shelter
			6	Escape
			6	Petrify
			7	Battering Ram
			7	Summon Magical Creature
			7	Mass Fear
			8	Master of Summoning

Summoning

Realm   Scholarly Magic
Adjacent Colleges   Nature, Withering, Stars, Fire
Opposition College   Enchantment

Summoning mages work primarily with the nobility. Their realm governs information and control of the peasants through displays of power and their mind-altering spells. These mages are generally distrusted by the lower classes as being owned by the nobles.
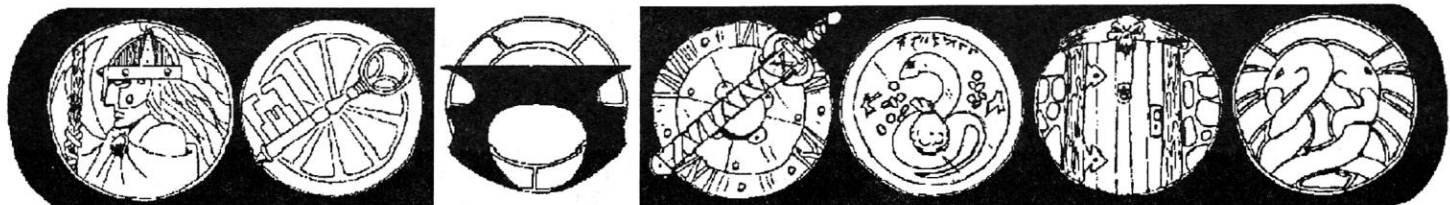
Water

Realm   Physical Magic
Adjacent Colleges   Darkness, Cold, Alchemy, Enchantment
Opposition College Fire

Mages in the college of Water are usually found in and around watercraft. It is the only college so easily pinned to a particular segment of society. Because of their power and abilities, they are often found aboard ships as either captains or owners.

Level	Spell
1	Calm Water
2	Water Sight
2	Pure Water
3	Float
3	Create Water
4	Navigate
4	Breathe Water
4	Make Waves
4	Ice Bridge
5	Ship Building
5	Water Spear
5	Winter's Armor
6	Ship Shape
6	Wall of Water
6	Suspend
7	Dark Sail
7	Rain Call
7	Maelstrom
7	Frozen Doom
8	Master of Water

Withering

Realm   Scholarly Magic
Adjacent Colleges   Summoning, Devastation, Earth, Stars
Opposition College Enhancement

Where Summoners usually work for the nobility, Withering mages are often considered the poor man's revenge. If you have a problem with a neighbor, a Withering mage may be your only solution—for a price, of course.

Level	Spell
1	Unease
2	Animal Sleep
2	Stun
3	Sleep
3	Immobilize
4	Speak With Dead
4	Dreams
4	Curse
5	Animal Friend
5	Fear
5	Agony
6	Escape
6	Petrify
6	Idiocy
7	Summon Magical Creature
7	Mass Fear
7	Plague
8	Master of Withering
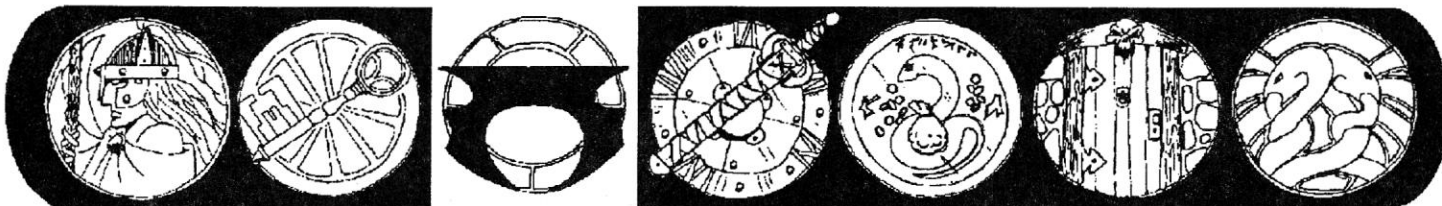
LEARNING SPELLS

The base experience point cost for each rank of each spell within the character's chosen college is listed in **Skills**; this cost is modified by a character's Magical Ability, Eloquence and other factors. As characters begin to learn spells in other colleges, the cost per spell increases, depending on how far away from the original college the new college lies. This is because each step away from his primary college the more foreign to the mage the casting method is, and thus the more difficult the spells are to learn.

The experience point modifiers (per rank) increase by 5 per step away from the primary college. Those who do not have Mage as either their Family or Chosen Profession may learn spells, choosing a primary college, but their cost is 5 per rank more than Mages pay.

COLLEGE MODIFIERS TO SPELL COSTS

College	Additional Cost (per Rank) to	
	Mage	Non-Mage
Primary College	-	5
Related (First Step) College	5	10
Second Step College	10	15
Third Step College	15	20
Fourth Step College	20	25
Opposition College	Can't be learned	

Once a Mage has chosen his first spell, he will always be considered a mage of that college until he is a master of two colleges in different realms and assumes the title *Master of Two Magics*. At that time, he can learn any spell he wishes (including those in his opposition college, but still assuming he knows those spells beneath it), and any spell he learns or improves now costs as though it were in his primary college.

Realm of Physical Magic

Level	Master of Cold	Master of Air	Master of Light	Master of fire	Master of Stars	Master of Earth	Master of Darkness	Master of Water
7	frozen doom; snowman	tornado	creature of lightning; demon smoke	dragon flame	night fire	molten rock	dark sail; rain call	maelstrom
6	suspend; blizzard	wind wall	lightning storm; smoky form	incinerate	meteor shower; night wing	excavate; wall of stone	ship shape	wall of water
5	winter's armor; ice wall	wind storm	forked lightning; wall of smoke	fire net	star fire; invisible barrier	doorway; stone storm	ship building	water spear
4	ice bridge; ice storm	fly; gust of wind	lightning; protection from magical fires	fire ball	meteor; group invisibility	stone skin; javelin	navigate; breathe water	make waves
3	create water; ice spear	sleep gas; levitate	shock bolt; fireproof	fire arrow; flame bolt	star weapon; invisibility	earth's weapon; find shelter	night call; float	create water
2	pure water; ice mirror	detect gas	continual light; resist fire	black fire	snake sight; night walk	dig hole; detect traps	shadow form; water sight	pure water
1	chill	puff of wind	create light	start fire	night sight	blend to earth	create darkness	calm water

Cold — Air — Light — Fire — Stars — Earth — Darkness — Water

Realm of Scholarly Magic

8	Master of Alchemy	Master of Enchantment	Master of Enhancement	Master of Healing	Master of Nature	Master of Summoning	Master of Withering	Master of Devestation
7	create	dispel magic / personality	control	magic sheild / longevity / rebuild	animal shape	battering ram	summon magical creature	mass fear	plague	level area
6	create skeletons	complete illusion / permanence	telepathy	physical power / reanimate	speak with animals	make shelter	escape	petrify	idiocy	blast the land
5	mold metal	illusion / multiple aura	mind cloak	long leap / reattach	remove curse	shadows	animal friend	fear	agony	blight crops
4	pure chemical	make magic potion / store / enchant item	esp / know truth	mighty strength	knit bones / neutralize poison	track in air	speak with dead	dreams	curse	poison cloud
3	telekinesis	prepare / find mineral	use other's senses / haste/ slow	stop bleeding / repair massive damage	walk on water	track in water	call small animals	sleep	immobilize	kill animals
2	mix	mend / sharpen	sense other / far sense	cure disease / heal wounds / midwife	leave no trace	track	open door	animal sleep	stun	warp wood
1	find herbs	detect magic	acute senses	ease pain	move silently	find door		unease	disease
	Alchemy	Enchantment	Enhancement	Healing	Nature	Summoning	Withering	Devistation

SPELL POINTS

A character receives a number of spell points each day. (These points are not cumulative; if points are not used in a day, they dissipate.) He begins with three spell points per day per rank of *Magic Training*. (For example, with *Magic Training* at rank 5, he begins with 15 (3 x 5) spell points each day. The total number of spell points he receives each day is modified by his Magic Ability, according to the *Spell Points* chart. The character in our previous example, who has MA 21, gets 17 (15 + 2) spell points each day.

SPELL POINTS

MA	Bonus in points per day
7 or less	-2
8-14	-1
15-17	0
18-20	+1
21-23	+2
24-27	+3
28-30	+4

The casting of spells is fueled by spell points. The cost to cast spells is the same as the level of the spell (not the rank); thus *Ease Pain* (a Level 1 spell) costs 1 spell point, and *Telepathy* (a Level 6 spell) costs 6 points, regardless of the caster's rank with the spell.

TYPES OF SPELLS

NON-COMBAT SPELLS

Non-combat spells are cast on inanimate objects and beings which don't resist. The chance to successfully cast a spell of this type is 50%, plus 5% per rank. A Non-combat spell takes 1 minute to cast.

If a Non-combat spell is cast in combat (or in any other situation requiring rapid casting) the base chance drops to 40% plus 5% per rank, but it is cast at a greater speed, essentially becoming a Combat spell.

COMBAT SPELLS

Combat spells are those that attack a specific target or group of targets and do damage to a particular area of the body. The base chance for success with a Combat spell is 40% plus 5% per rank. Armor and shields protect against damage from a Combat spell as though it were physical damage, and take armor hits as well. For these spells, the target's MR is deducted from the caster's target number before the roll is made. The time required to complete these spells is measured in combat rounds and depends on the rank at which the spell is known, as listed in the *Casting Speed* chart.
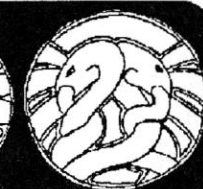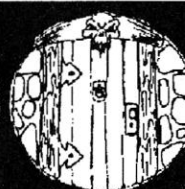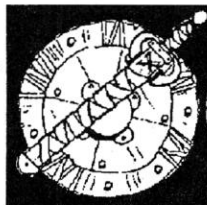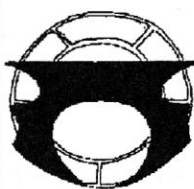
CASTING SPEED

Rank With Spell (Not Level!)	Rounds to Prepare
1	4
2	3
3	3
4	2
5	2
6	1
7	1
8	0

Rounds to Prepare gives the number of rounds between the spell's preparation and when it goes off. For example, a spell known at rank 8 will be cast the same round it is prepared, but rank 6 and 7 spells do not take effect until the Magic Phase of the following round.

Since a combat round is only ten seconds long, Combat spells are cast more quickly than Non-combat spells. Because of this, there is a 10% less chance for success. In the Magic Phase of combat, a Mage must declare that he is preparing a spell, and does so until the spell is cast. Spells takes effect during the Magic Phase, and all spell damage is resolved at this time.

AREA EFFECT SPELLS

Area Effect spells are active throughout an area, and so damage from an Area Effect spell is spread around the body. To calculate damage, subtract 1 hit point from each area, starting at area 10 (12 for glynna and other hexapedal creatures) and moving in reverse order to area 1, repeating this until all damage is applied. For example, a 5-point area attack against a dwarf is taken as 1 hit in each of his areas 10 through 6.

Neither armor nor shields protect against these spells, nor are they damaged by their effects.

The base chance for success (the base target number) is 40% plus 5% per rank, as with Combat spells. Unless otherwise stated in the spell description, Area Effect spells have a 5-hex diameter. The time required to cast an Area Effect spell is the same as that required for Combat spells (listed above, in *Casting Speed*).

The area of effect is centered on a hex the mage indicates. Thus, when calculating the range for an Area Effect spell, measure to the center of the area.

RITUAL SPELLS

Ritual spells are generally time-consuming spells that can take hours, days, or even weeks to complete. During the casting, the caster may not be disturbed. A ritual that takes more than one day to complete, however, assumes that the caster works a ten to twelve hour day and then leaves the ritual to rest and prepare for the next day. Any ritual taking more than 12 hours takes more than one day to complete. A ritual must be worked on at least six days out of seven, or all effect will be lost. Only after all of the preparation and casting time is complete does the caster roll for his success, and he does so with a base 50% plus 5% per rank.
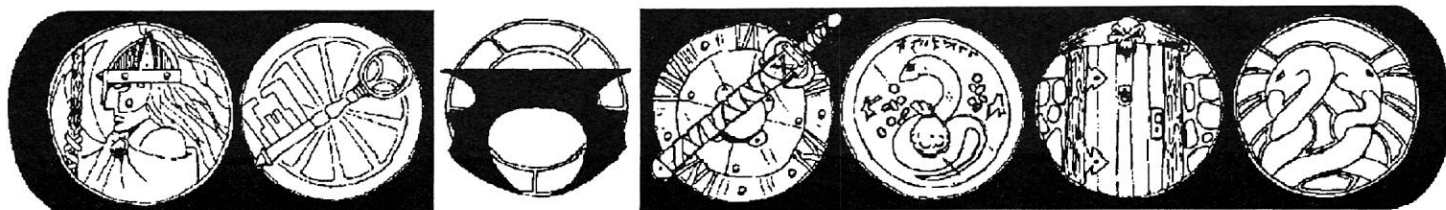
EFFECTS OF SPELLS

When the dice are rolled, a number of things can happen:

• *The roll is equal to or less than the spell's target number.* The spell works—consult its description for the effect. (Even if the target number is over 100, a roll of 100 is still a backfire; see the fourth entry in this list.)

• *The roll is higher than the target number, but not higher than 80.* The spell is cast ineffectively—no effect, but the spell points spent to cast it are lost.

• *The roll is higher than the target number, and between 81 and 98.* The spell is cast ineffectively—no effect, and the spell points spent to cast it are *not* lost.

• *The roll is higher than the target number, and either 99 or 100.* BACKFIRE! (In fact, a backfire occurs any time a 100 is rolled—the spell automatically fails.)

MAGIC RESISTANCE

A creature's Magic Resistance (MR) is used in a couple of ways, depending on the type of spell he is resisting:

• Combat and Ritual spells either affect a creature or not. His MR score is subtracted from the caster's target number if the spell is being resisted.

Some Combat spells attack more than one creature. In such cases, there is a separate target number for each creature, based on his individual Magic Resistance, but only one attack roll is made. Each attacked creature's target number is then compared to the roll. If a creature's target number is equal to or higher than the roll, the attack against that creature succeeded.

• Area Effect spells will do a creature a varying amount of damage (see types of spells). When in the effect of an Area Effect spell, the creature attempts to roll his MR or less for half damage. If a creature's MR is negative, he has no chance to avoid the full effects of the spell.

A spell target uses his MR against a spell only if he chooses to.

BACKFIRE

• For most spells which backfire, roll 1d100 on *Backfire* table, adding the level of the spell to the die roll. Unless otherwise indicated, the spell points spent to cast the spell are lost.

• If a spell cast from an item backfires, the spell is lost from the item, with no other backfire effect.

All ill effects except death and Magic Ability losses can be countered by a *Remove Curse* spell. MA losses may only be regained when the required time has passed (results 26-40) or by spending experience points (results 101-106) at the normal rate of 40 experience points per point of MA regained.
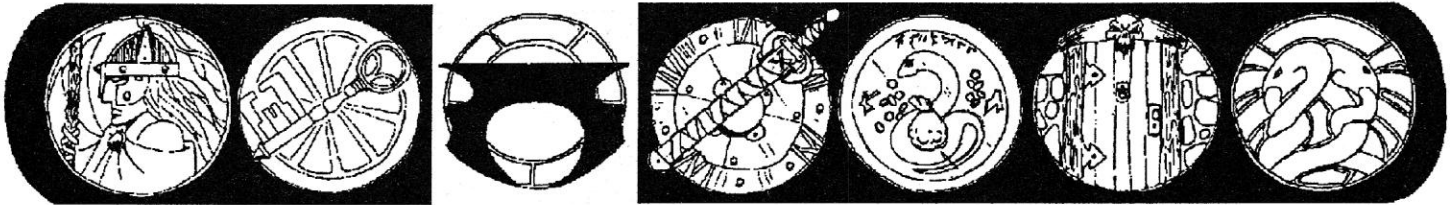
BACKFIRE (1D100)

| Roll	Backfire Result
02-10	Spell does not go off (no points used)
11-15	Spell does not go off (points used)
16-20	Spell does not go off (points x 2 used)
21-25	Spell does not go off (points x 3 used)
26-30	MA reduced by half for 1d6 days
31-35	MA reduced by half for 1d10 days
36-40	MA reduced to 0 for 1d10 days
41-45	Caster struck dumb
46-50	Caster stuck blind
51-55	Caster covered by boils (Comeliness reduced by 10; Max. CL not affected)
56-60	Caster has insomnia so he recovers only 1/2 of his spell points per day
61-65	Caster struck deaf
66-70	Spell effects a random character within range
71-75	Spell effects x 2 on random character within range
76-80	Character clumsy (Agility reduced by 5; Maximum AG not affected)
81-85	Character enfeebled (Strength reduced by 5; Maximum ST not affected)
86-90	Spell effects caster; if an Area Effect spell it is centered on caster's hex
91-95	Spell effects caster, effects doubled
96-100	Curse: amnesia (character is baby)
101-103	Caster's current Magic Ability reduced by 5 (Maximum MA not affected)
104-106	Caster's current Magic Ability reduced to 1/2 (Maximum MA not affected)
107-108	Brain is fried, caster dies
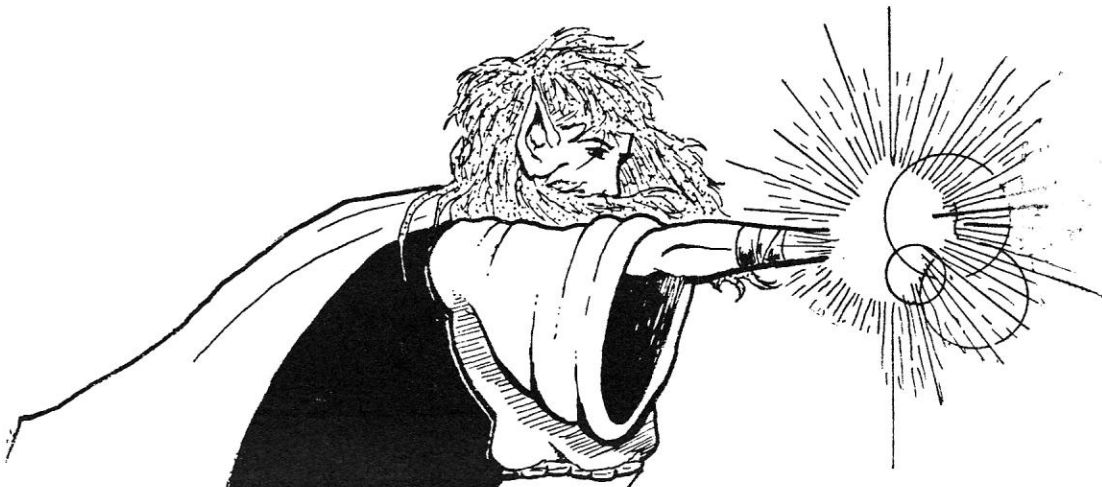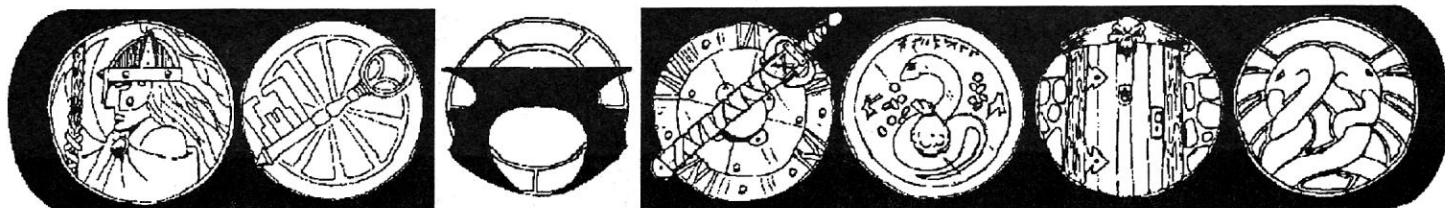
MISCELLANEOUS NOTES

ROUNDING

When a spell description states something like "1 creature per 3 ranks," (as in *Cure Disease*), always round up. For example with this spell, a Mage with 1 rank can cure one creature. At rank 4 he can cure two creatures, and at rank 7 he can cure three creatures. If a spell says "1 per 2 ranks," increases in ability occur at ranks 1, 3, 5 and 7.

DIRECTIONAL MAGIC

Some spells require the mage to touch his subject; others can only be cast on the mage himself. If a spell has a range, the mage points at his target (or otherwise indicates it) as he casts the spell. Thus, a mage must be able to see his target to cast a ranged spell.

Similarly, he can only cast a ranged spell at a target which is in front of him (as opposed to behind him). His target must be in the 180° arc in front of him; if a hex grid is being used, it should be easy enough to tell whether a prospective target is in front of him or behind him.

MAGES IN COMBAT

Too much metal armor blocks the flow of magic, so mages may not cast spells while wearing metal armor over more than one body area. Since casting spells requires hand movements, they may not hold a weapon or use a shield while casting a spell, either.

A Mage who casts a spell in the Magic Phase of a round is at -10 on any other skill use for the rest of that round.

A Mage can prepare and hold a spell, but he can use no other skill while doing so. In particular, he cannot attack or begin to prepare any other spells. He also cannot defend against a melee attack. (I.e., he cannot apply his Defensive Bonus to a melee attack against him. Of course, if his Defensive Bonus is negative, it still increases his opponent's chance to hit him.) His Defensive Bonus does modify the target number of any missile attacks made against him. If a Mage chooses to do so, he can abandon a spell he was preparing so that he can defend against a melee attack, but his Defensive Bonus is reduced by 10.

A Mage may delay a spell until a later round for as long as he wishes or until he takes damage. If a Mage takes damage (or even takes an armor hit), he loses the spell he is preparing or holding, and must prepare it again if he still wishes to cast it. While holding a spell, he may walk at half his normal rate (round down).

INCREASED SPELL RANGE

It is possible to increase the listed range of spells, except for those with the range "touch" or "caster only." For every two extra spell points used to power a spell, its effective range is increased by the amount listed in the spell description. Two extra points doubles a spell's range, four extra points triples its range, and so forth.
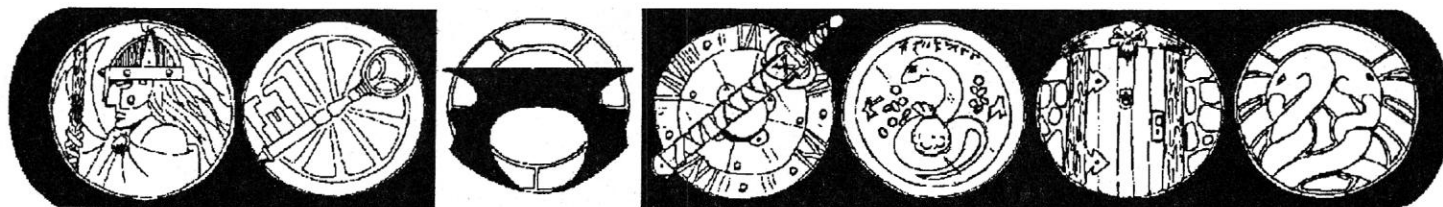
CREATING MAGICAL ITEMS

Creating a magical item in the world of **Fifth Cycle** is an involved process which can take much time. The flow charts which follow describe the specific spells (and their order) required to create different types of magical items.

Anytime a spell target is missed the spell must be recast, unless a backfire result occurs; with a backfire, the item is destroyed and the mage must start over from scratch. An item must be worked on for a full 10 hours a day *every* day as well, or the item can not be improved beyond those spells already completed (i.e. if a day is missed, no new spells can be started and all spells not completed are lost). Each spell stored must have a *Permanence* spell cast upon it before the next ability is attempted. Each spell stored (other than *Enchant Item*) allows that spell to be used once a day. If a spell is to be used twice a day, store the spell in the item twice. Remember that a crafted item to be enchanted must have been made by a master craftsman.

Items to be made require the following spells upon them in the order given:

- Potion. *Prepare —> Mix —>
        Make Magic Potion*

- Stored Item. *Prepare —> Store —>
        spell to be stored*

- Stored Item (permanent). *Prepare —>
        Store—> spell to be stored
        —> Permanence*

Enchant Item is a special spell. Unlike all other spells, it does not require a *Store* spell first. Therefore, the steps to enchant an item are:

- Enchanted Item. *Prepare —>
        Enchant Item*

- Enchanted Item (permanent). *Prepare
        —> Enchant Item —> Permanence*

The process to fill an item with multiple spells requires a Multiple Aura spell. However, Multiple Aura also fills the function of a Store spell, so no Store spell is required when placing multiple spells in an item.

- Enchanted Item (multiple spells).
        *Prepare —>
        Multiple Aura —>
        spell to be stored (including Enchant
        Item) —>
        Permanence —>
        next spell to be stored —>
        Permanence —>*
and so forth, until the item is completed.

In addition, *Pure Chemical* can help create items. For more details, see its spell description.

The maximum number of spells (stored spells and/or *Enchant Item* spells) that can be put into an item is equal to the rank of the caster's *Multiple Aura* spell, obviously with an absolute maximum of eight. Finished items cannot be improved upon.
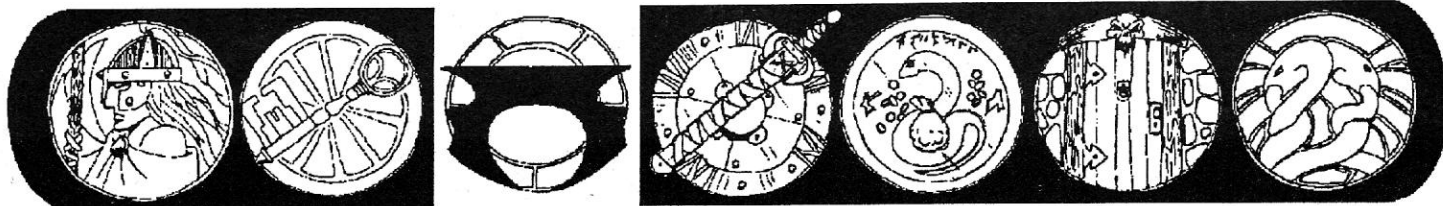
SPELL DESCRIPTIONS

Acute Senses

Realm	Scholarly
College	Enhancement
Level	1
Type	Non-combat
Range	Touch
Area of Effect	1 creature; doubles 1 sense
Duration	5 minutes per rank

Acute Senses allows the affected creature twice the normal ability for the sense chosen.

Agony

Realm	Scholarly
Colleges	Withering, Devastation
Level	5
Type	Combat
Range	35 hexes
Area of Effect	1 creature
Duration	1 round per rank

Agony strikes the affected creature with great pain, so that he is unable to act and his Defensive Bonus is modified by -40. The creature cannot move for the duration of the spell; basically, he crouches where he stood because of pain.

Animal Friend

Realm	Scholarly
Colleges	Nature, Summoning
Level	5
Type	Ritual
Range	Touch
Area of Effect	1 animal, max. 25 kilograms per rank
Duration	Until released by caster

Animal Friend causes 1 animal (weighing no more than 25 kilograms per rank) to become a friend to the caster. The animal can telepathically communicate with its master up to a distance of 100 meters (but this communication will not be very intelligent). The animal will defend its master with its life. The ritual takes [2 hours - (10 minutes per rank)] to complete. Although the effects of the spell continue until the caster releases the animal, the mage may only have a maximum of 1 animal per 2 ranks under the control of *Animal Friend* spells at any one time.

Animal Shape

Realm	Scholarly
Colleges	Nature, Summoning
Level	7
Type	Ritual
Range	Caster only
Duration	1 day per rank

Animal Shape allows the caster to assume the shape of any creature with mass ranging from [mass/(rank + 2)] to [mass x (rank + 2)]. All nonmagical abilities are gained, but not special (magical) abilities. All attacks are made at the caster's rank with *Animal Shape*. The caster must have seen the creature at least once to assume its shape. The spell takes [2 hours - (10 minutes per rank)] to cast.
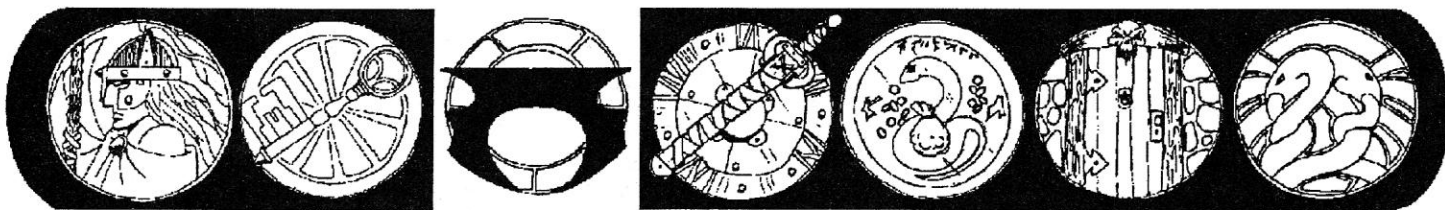
Animal Sleep

Realm	Scholarly
Colleges	Summoning, Withering
Level	2
Type	Non-combat
Range	13 hexes
Area of Effect	2 animals per rank
Duration	Becomes natural

Using *Animal Sleep*, the caster may attempt to put two animals per rank to sleep. If the animals are jarred after the first 10 seconds, they awaken. Animals are nonmagically-created creatures with an average Intelligence score of 4 or less.

Battering Ram

Realm	Scholarly
Colleges	Nature, Summoning
Level	7
Type	Ritual
Range	5 hexes per rank
Area of Effect	Dia.: [2 + rank] meters (usually vertical)
Duration	5 rounds per rank

Battering Ram creates a force which at first rank is capable of penetrating 1/2 meter of rock, 1 meter of mortared stone, or 2 meters of wood. At fifth rank, these thicknesses are doubled. *Battering Ram* can only affect non-living objects. An opposing *Battering Ram* will neutralize a *Battering Ram*. For the duration of the spell, the caster must concentrate and be able to see what he is attacking. Casting time of the spell is [5 minutes - (30 seconds per rank)].

Black Fire

Realm	Physical
Colleges	Fire, Stars
Level	2
Type	Non-combat
Range	5 hexes
Duration	1/2 hour per rank

Black Fire creates a small campfire that gives off heat but no light or smoke. It can be used for personal warmth and cooking, but is virtually undetectable from a distance (except to *Snake Sight*). The fire requires fuel, and its effects (ashes, charred wood, etc.) are visible.

Blast the Land

Realm	Scholarly
Colleges	Devastation, Alchemy
Level	6
Type	Area
Range	20 hexes per rank
Area of Effect	Dia.: 11 hexes + (6 hexes per rank)
Duration	1 year

Blast the Land creates an area that can support no life, plant or animal, for 1 year. Creatures may cross through the area, but cannot live there.
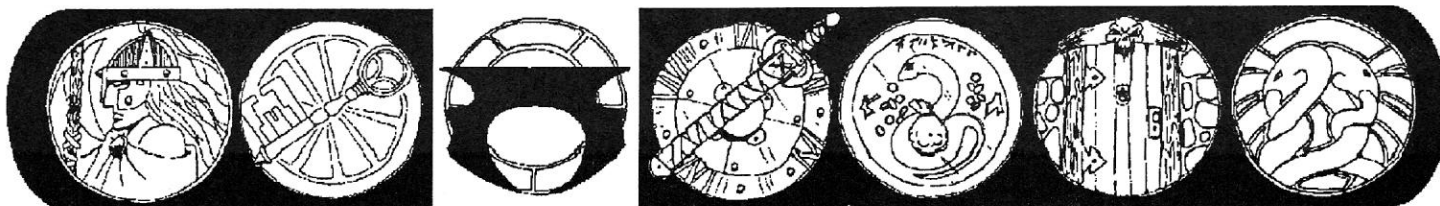
Blend to Earth

Realm	Physical
College	Earth
Level	1
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	5 minutes per rank

Blend to Earth allows the affected creature to be unseen when he would otherwise be in plain sight. If the person moves (except to blink, breathe, etc.) the spell is broken. *Blend to Earth* only affects sight.

Blight Crops

Realm	Scholarly
Colleges	Devastation, Alchemy
Level	5
Type	Area
Range	14 hexes per rank
Area of Effect	Dia.: 3 hexes + (1 hex per rank)
Duration	Immediate

Using *Blight Crops*, the caster kills all plants in within the area of effect.
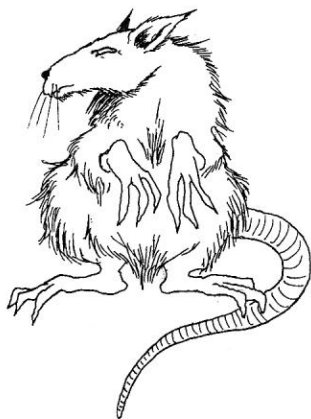
Blizzard

Realm	Physical
Colleges	Cold, Air
Level	6
Type	Area
Range	45 hexes
Area of Effect	Dia.: 20 hexes per rank
Duration	1 hour per rank; snow becomes natural

Blizzard creates a heavy snowstorm (5 centimeter accumulation per hour) and high winds (40 kph), extending to the cloud layer (about 100 meters up). Creatures caught in the effect of this spell, including the caster, will find the footing treacherous and will attack at -15. Movement is reduced to 1/4 normal (round up). Creatures cannot fly in the area of effect.

Blizzard must be cast outdoors.

Breathe Water

Realm	Physical
College	Water
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	10 minutes per rank

Breathe Water allows the affected creature to breathe normally, even while underwater. (He can still breathe normally above water.)
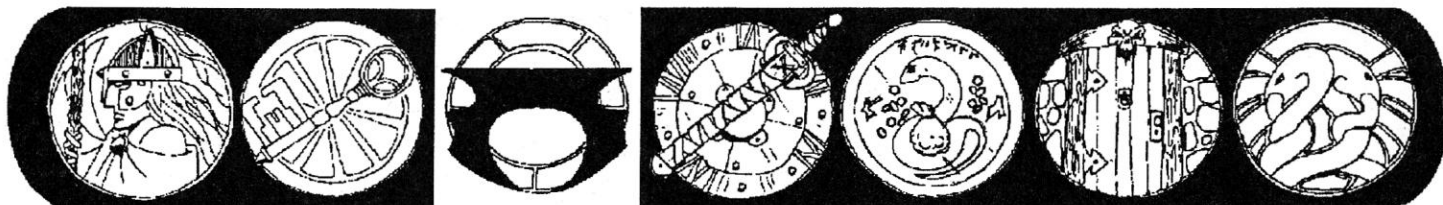
Call Small Animals

Realm	Scholarly
College	Summoning
Level	3
Type	Combat
Range	8 hexes per rank
Area of Effect	1 creature per rank, each creature 10 kilograms or less
Duration	10 minutes per rank

Call Small Animals allows the caster to call 1 animal per rank. Each animal must be no larger than 10 kilograms. The caster can talk to each animal called and ask one question of each, getting a one word answer. If the roll was 10% of the spell's target number, one of the animals summoned (caster's choice) will perform one task (within its physical limits), taking up to 1 day per rank to do so.

Calm Water

Realm	Physical
College	Water
Level	1
Type	Area
Range	2 hexes
Area of Effect	[1 hex + (1 hex per rank)] diameter
Duration	10 minutes per rank

Calm Water calms or reduces sea swells. If the waves are no higher than [rank/2] meters, the water becomes glassy calm. If higher than that, they are reduced by [rank/2] meters. The area of effect is a watery surface with the diameter listed above.

Chill

Realm	Physical
College	Cold
Level	1
Type	Non-combat
Range	2 hexes
Area of Effect	125 cc of water per rank
Duration	1/2 hr per rank

Chill freezes 125 cubic centimeters of water per rank learned. (125 cubic centimeters is a cube, five centimeters on each side.) At the completion of the spell's duration, the ice melts normally.

Complete Illusion

Realm	Scholarly
Colleges	Alchemy, Enchantment
Level	6
Type	Non-combat
Range	45 hexes
Area of Effect	[rank x rank x rank] meters
Duration	2 days per rank

Complete Illusion works similarly to the *Illusion* spell, but all senses are affected and it is harder to disbelieve. With first rank in *Complete Illusion* , the caster can create an illusion of a living or inanimate form that is no more than 1 x 1 x 1 meters in size. Each side can be increased 1 meter per rank. If a creature makes a normal Intelligence roll (3 x IN) and then disbelieves (resists, with the roll modified by -10), he sees the illusion for what it is. This process (making the IN roll and then resisting) effectively takes no time, even during combat.
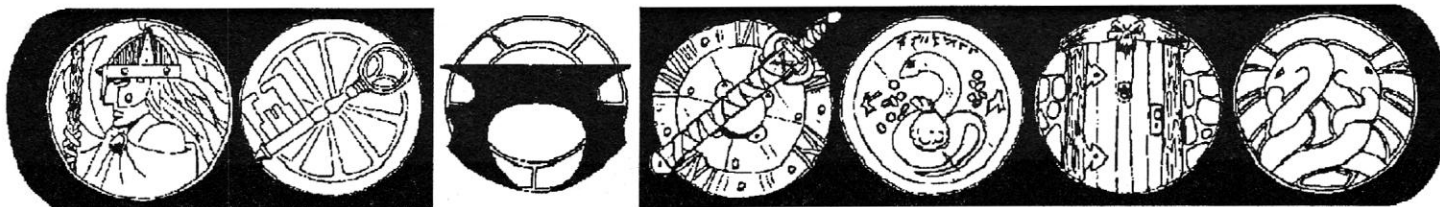
Continual Light

Realm	Physical
Colleges	Air, Light
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 object; glow dia.: 1 hex per rank
Duration	Permanent

Continual Light creates a continual light source. The object that the spell is cast upon glows with the intensity of a candle that lights up the listed area of effect. An item may only have one *Continual Light* spell on it at a time.

Control

Realm	Scholarly
Colleges	Enchantment, Enhancement
Level	7
Type	Combat
Range	20 hexes
Area of Effect	1 creature
Duration	1 week per rank

When *Control* is successfully cast, its target is under the total control of the caster and will follow any reasonable instructions given by him. The victim can make 1 MR roll every 4 days. The victim will refuse to do anything that he would not normally do, and if so ordered gets an additional MR roll. (For example, he will walk into a bad neighborhood, but he will not do so naked.)

Control grants no inherent communication—if a common language is not known, commands might be difficult to transmit. The victim assumes the caster is his nearest and dearest friend, and acts perfectly normal in all other respects.

Create

Realm	Scholarly
Colleges	Devastation, Alchemy
Level	7
Type	Ritual
Range	Touch
Area of Effect	1/2 kilogram of inorganic material per rank
Duration	Becomes natural

Create allows the caster to take any inorganic material and make any item as though he had the appropriate skill to do so. The caster's rank with the spell must be at least as high as the rank of the usual skill required to create the item (for example, *Jewelry* or *Armor Smithing*). *Create* may alter the chemical makeup of the item created. The ritual takes [20 - rank] hours to complete.
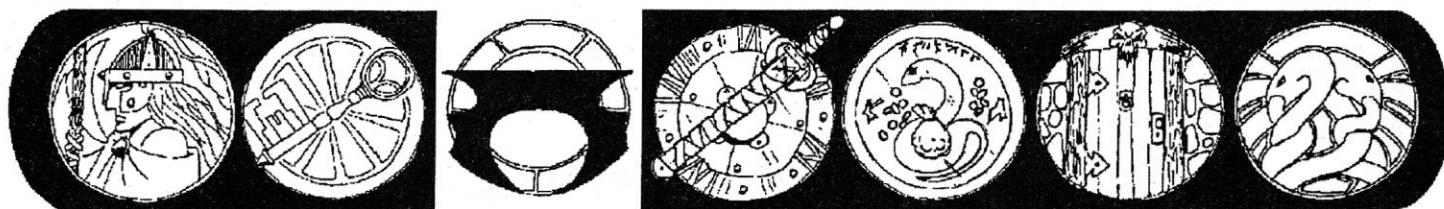
Create Darkness

Realm	Physical
College	Darkness
Level	1
Type	Area
Range	Touch
Area of Effect	1 object; unlight dia.: 1 hex per rank
Duration	5 minutes per rank

Create Darkness fills an area with unlight in a [1 hex per rank] diameter around the object upon which it is cast. No normal light can illuminate this area. Magical light counteracts the spell. The center point of this spell may be moved during the spell's effect.

Create Light

Realm	Physical
College	Light
Level	1
Type	Non-combat
Range	Touch
Area of Effect	1 object; glow dia.: 1 hex per rank
Duration	1 minute per rank

The object that Create Light is cast upon glows with the intensity of a candle that lights up a [1 hex per rank] diameter circle. An item may only have one Create Light spell on it at a time, and multiple Create Light spells in the same area do not combine to create a brighter light. A Create Darkness will cancel this spell (and vice versa).

Create Skeletons (Creat Zombies)

Realm	Scholarly
Colleges	Devastation, Alchemy
Level	6
Type	Ritual
Range	Touch
Area of Effect	1 skeleton or corpse
Duration	Until released or destroyed

Create Skeletons creates a skeletal servant for the caster in [24 - rank] hours. If a complete human, warfolk, or subhuman fleshless skeleton is available, a deadly foe is created. Possessing a low intelligence, fearless, and quick, skeletons can form terrible armies. They are capable of following detailed instructions from their master (only). If their creator dies, they become mindless and blindly follow their last order.

If the caster is in a hurry, he can use a fresh corpse, and Create Skeletons becomes Create Zombies. Zombies are slow and only able to understand short sentences for instructions (for example, "guard that door").

Most people, even mages, do not realize this spell exists. In the few recent cases where it has become known that a mage was performing this ritual, the local folk became horrified, attacking and destroying the mage. Knowing this, a mage with this spell keeps quiet about it. A complete description of Skeletons and Zombies can be found in **Monsters and Animals**.
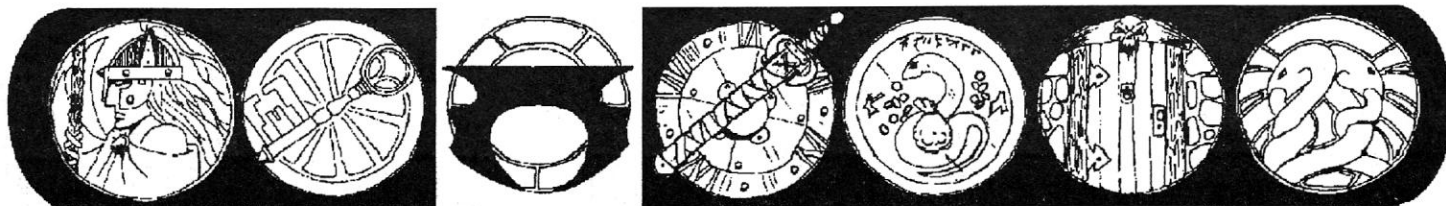
Create Water

Realm	Physical
Colleges	Cold, Water
Level	3
Type	Non-combat
Range	Touch
Duration	Becomes natural

Create Water creates 10 litres of water per rank in an inanimate object which the spell caster touches, or at the spot which he touches.

Creature of Lightning

Realm	Physical
Colleges	Air, Light
Level	7
Type	Combat
Range	1 hex
Duration	3 combat rounds per rank

Creature of Lightning creates a lightning creature which attacks a single target each round. (The target it attacks can change from round to round.) Attacking once per round, the creature does 3d10 points of damage to one area, if it hits. Complete stats for a lightning creature can be found in **Monsters and Animals**.

Cure Disease

Realm	Scholarly
College	Healing
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 creature per 3 ranks
Duration	Becomes natural

Cure Disease allows the caster to cure all diseases in one creature per 3 ranks of the spell.

Curse

Realm	Scholarly
Colleges	Withering, Devastation
Level	4
Type	Combat
Range	25 hexes
Area of Effect	1 creature per rank
Duration	(8 + rank) days

Using *Curse*, the caster may cause 1 non-life-threatening physical ailment (boils, arthritis, etc.) to afflict one creature per rank. This spell may not kill, but may lead to a person's death— for example, because of swollen knee joints, a character could not escape an avalanche. In all cases, the GM decides what curses are allowable.

Dark Sail

Realm	Physical
Colleges	Darkness, Water
Level	7
Type	Non-combat
Range	Touch
Area of Effect	1 ship
Duration	1 hour per rank, or at sunup (whichever comes first)

Dark Sail creates a sail out of the blackness of night. The darksail increases a ship's speed by [2d6 + rank] kph. This spell can only be cast at night.
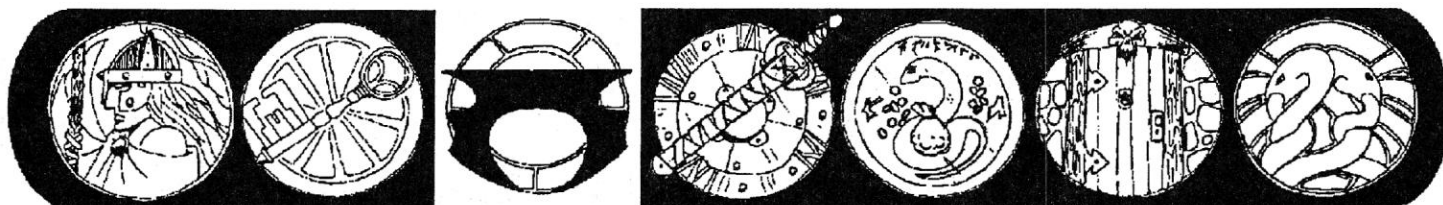
Demon Smoke

Realm	Physical
Colleges	Light, Fire
Level	7
Type	Area
Range	55 hexes
Area of Effect	1 hex; moveable
Duration	3 combat rounds per rank

Demon Smoke creates a black cloud that kills every living thing in its path unless resisted. The caster can move it at the rate of 1 hex per round. If a creature resists, he takes no damage. Complete stats for a demon smoke can be found in **Monsters and Animals**.

Detect Gas

Realm	Physical
College	Air
Level	2
Type	Non-combat
Range	5 hexes
Area of Effect	1 person; the air in a 5-hex diameter
Duration	1 minute per rank

Detect Gas allows the affected person to detect and identify poisonous gas (or any other type of gas) if the gas is within the area of effect.

Detect Magic

Realm	Scholarly
College	Enchantment
Level	1
Type	Non-combat
Range	Touch
Area of Effect	1 object per rank; 1 spell per rank on each object
Duration	Long enough to examine 1 object per rank; max. 5 minutes

Detect Magic allows the caster to determine what items are magical (at ranks 1 and 2), and what the enchantment is (1 spell per rank, above rank 2). If a character casts *Detect Magic* and doesn't have enough rank in it to determine all of the properties of the item, he will know that he is not aware of all of the powers. He will not know what those powers are, however, nor will he know how many powers he is unaware of, just that he doesn't know everything.

The GM decides whether repeat castings reveal the same information, new information, or a random mix of the two.

Beginning at rank 6, a mage who picks up an item will know it is magical just by "feel", without casting *Detect Magic* (but he will still have to cast the spell to identify what magical properties it has).
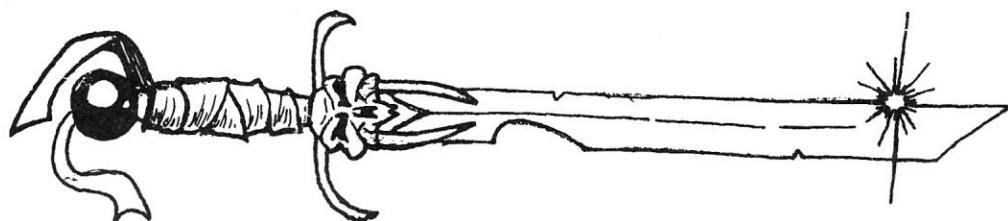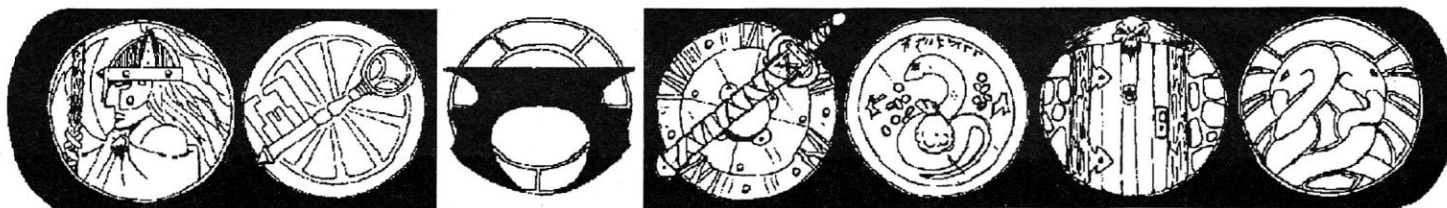
Detect Traps

Realm	Physical
Colleges	Earth, Darkness
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 person; 1 object
Duration	1 minute per rank

A person affected by *Detect Traps* can detect traps on one object, and can detect one trap per rank of the spell caster. (For example, if a mage who knows *Detect Traps* at the 5th rank casts this spell, the person affected could examine an object, and could detect up to 5 traps on this object.)

The person can tell only the number of traps on the object, and if they are mechanical or magical. He knows no other characteristics of a trap, not even its specific location on the object.

Dig Hole

Realm	Physical
Colleges	Earth
Level	2
Type	Ritual
Range	5 hexes
Area of Effect	1 cubic meter per rank
Duration	Becomes natural

Dig Hole digs a hole in soil, in any shape desired by the spell caster. The spell takes [10 - rank] minutes to cast. Soil from the area is distributed around the hole so as to be as unnoticeable as possible.

Disease

Realm	Scholarly
College	Devastation
Level	1
Type	Combat
Range	Touch
Area of Effect	1 creature
Duration	1 hour per rank, after beginning

A creature affected by *Disease* comes down with a flu-like illness, starting 1d4 hours after the spell is cast. While the creature may feel awful, this illness is not deadly. Any skill roll made by the afflicted creature is modified by -10. This spell's effects can be cancelled by a *Cure Disease* spell.

Dispel Magic

Realm	Scholarly
Colleges	Alchemy, Enchantment
Level	7
Type	Non-combat
Range	Touch
Area of Effect	1 object
Duration	Permanent

Dispel Magic allows the caster to dispel one spell on any enchanted item or creature, or to eliminate one magical construct. The caster's target number for this spell is modified by -8 for each level of the spell to be dispelled.
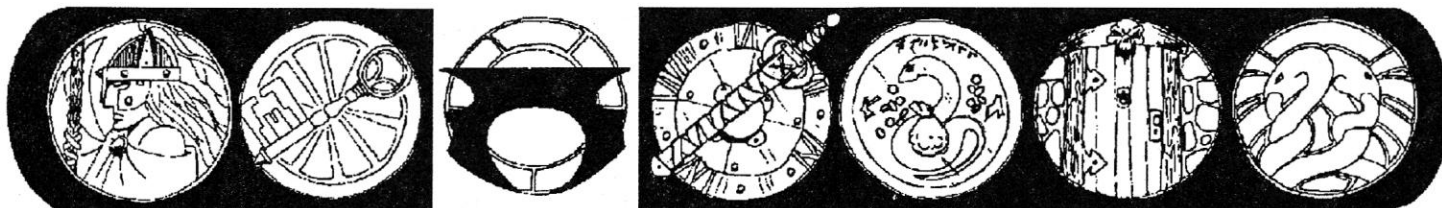
Doorway

Realm	Physical
Colleges	Earth, Darkness
Level	5
Type	Non-combat
Range	Touch
Area of Effect	1 meter wide x 2 meters tall x [1/2 meter per rank] thick
Duration	2 combat rounds

Doorway creates a doorway in any natural material. Anyone who fits can pass through it; if anyone is caught within it when the spell expires, he is pushed back to where he entered the doorway as it closes.

Dragon Flame

Realm	Physical
Colleges	Fire, Stars
Level	7
Type	Area
Range	55 hexes
Area of Effect	Dia.: 3 hexes
Duration	1 combat round per rank

Dragon Flame engulfs all creatures and objects in the area of effect in a magical flame; each creature or object takes [2d10 + (2d10 per rank)] points of damage each round, unless he resists.

Dreams

Realm	Scholarly
Colleges	Summoning, Withering
Level	4
Type	Ritual
Range	500 hexes per rank, in all directions
Area of Effect	1 creature per rank
Duration	10 minutes per rank

Dreams allows the caster to enter and direct the dreams of one or more creatures, in any way he chooses. He must both know his subjects by sight and know where they are. All dreams affected by a single spell must be of the same event(s), but the perspective can vary from subject to subject. *Dreams* takes [2 hours - (10 minutes per rank)] to cast.

Earth's Weapon

Realm	Physical
Colleges	Earth, Darkness
Level	3
Type	Non-combat
Range	Touch
Duration	Permanent

Earth's Weapon creates a hand-held weapon out of normal, unformed earthen materials. The weapon formed has a 20% chance to break during each combat (each sequence of combat rounds) in which it is used. The spell caster chooses what weapon will be formed. If a missile weapon is formed, 6 arrows, bolts or slingstones will also be formed.
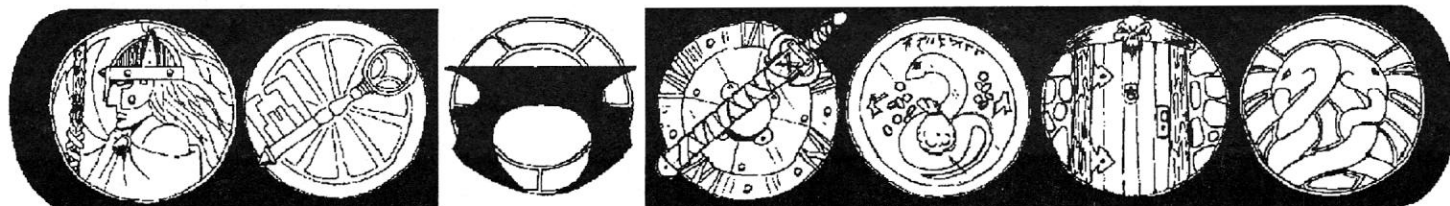
Ease Pain

Realm	Scholarly
College	Healing
Level	1
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	Becomes natural

Ease Pain allows a caster to "lay hands" on a creature and ease 1d6 points of damage. The injured creature decides where the healing is most effective— in game terms, he decides in which area each point of healing is applied (even if he is unconscious).

Enchant Item

Realm	Scholarly
College	Enchantment
Level	4
Type	Ritual
Range	Touch
Area of Effect	1 item
Duration	24 hours

Enchant Item gives a bonus to various items:

1 Weapons: +5% to hit/+1 damage point

2 Armor: +5% Defensive Bonus/+1 PF

3 User of an enchanted item: +1 spell point per day, or +5% to Magic Resistance

At rank 7, the caster can embue the item with the ability to:

4 Double its user's spell points,

5 Cause a thrown item to return to its user, or

6 Make any spell's target number +5 (+10 if the enchanting caster has *Enchant Item* at rank 8)

The item to be enchanted must first have a *Prepare* spell cast upon it. If this spell is cast in conjunction with a *Multiple Aura* spell, the effects of successively cast or "stacked" *Enchant Item* spells are cumulative(excluding effects 4-6). This means that their effects are added together to make a total bonus. For example, 3 stacked *Enchant Item* spells could make a weapon +15% to hit/+3 damage points.

The *Enchant Item* ritual takes [25 - (2 per rank)] minutes to cast.

Escape

Realm	Scholarly
Colleges	Nature, Summoning
Level	6
Type	Non-combat
Range	Touch
Duration	When caster uses it, maximum 1 minute per rank

Escape creates a tunnel to a place that is within [100 meters per rank] and with which the caster is familiar. This tunnel may be cast through solid material. It takes only 1 step to cross through the tunnel.

The tunnel closes when the caster passes through, and it may only be used by the caster. He cannot carry someone else while passing through it. Other creatures can see it, but they cannot fire or cast spells through it.
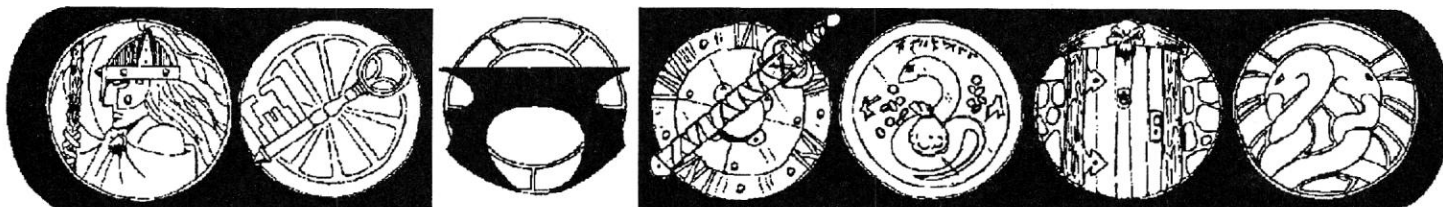
ESP

Realm	Scholarly
Colleges	Enchantment, Enhancement
Level	4
Type	Non-combat
Range	25 hexes
Area of Effect	2 creatures per rank
Duration	2 minutes per rank

ESP gives the caster the ability to read the thoughts and emotions of 2 creatures per rank(unless they make a 1/2 MR roll).

Excavate

Realm	Physical
Colleges	Earth, Darkness
Level	6
Type	Area
Range	45 hexes
Area of Effect	[9 + (3 per rank)] cubic meters of earth
Duration	Becomes natural

Excavate creates a hole in the ground, in any shape desired by the caster. Soil from the area is distributed around the hole so as to be as unnoticeable as possible.

Far Sense

Realm	Scholarly
College	Enhancement, Healing
Level	2
Type	Non-combat
Range	Caster only
Area of Effect	1 kilometer per rank
Duration	Immediate

When using *Far Sense*, the caster can try to detect a single person that he knows well. He will know if the person is within range, and if so in which direction, but will not know how far away he is.

Fear

Realm	Scholarly
Colleges	Summoning, Withering
Level	5
Type	Area
Range	35 hexes, in all directions
Area of Effect	1 creature per 2 ranks
Duration	1 round per rank

Fear causes an affected creature to flee from the caster as fast as he can for the duration of the spell, unless he resists.

Find Door

Realm	Scholarly
College	Summoning
Level	1
Type	Non-combat
Range	2 hexes
Duration	2 rounds per rank

Find Door allows the caster to find any man-made doors except those magically hidden. The caster can move during the duration of this spell.
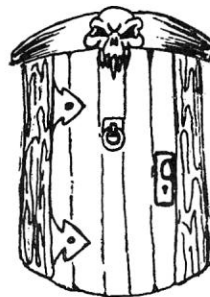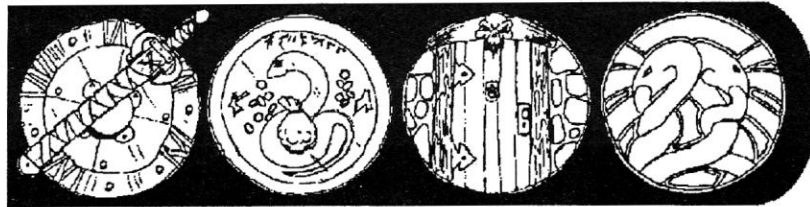
Find Herbs

Realm	Scholarly
College	Alchemy
Level	1
Type	Non-combat
Range	10 hexes
Area of Effect	Dia.: 21 hexes
Duration	15 minutes per rank

Find Herbs allows the caster to locate all herbs in the area with which he is familiar.

Find Mineral

Realm	Scholarly
College	Enchantment
Level	3
Type	Non-combat
Range	Touch; dia.: 5 hexes
Area of Effect	1 creature
Duration	1 hour per rank

Find Mineral allows the affected creature to locate a specific mineral if it is within 3 hexes of him. He may move at a walk for the duration of the spell. The caster must be familiar with the specific mineral being sought. The mineral sought must be near the surface, for the spell loses its effectiveness through 1 meter of solid material of any sort.

Find Shelter

Realm	Physical
Colleges	Earth, Darkness
Level	3
Type	Non-combat
Range	50 hexes + (5 hexes per rank)
Duration	Immediate

Find Shelter allows the caster to pick out the best available shelter within the listed range.

Fire Arrow

Realm	Physical
College	Fire
Level	3
Type	Non-combat
Range	Touch
Area of Effect	1 arrow or bolt
Duration	Becomes natural

Fire Arrow causes any arrow or bolt to burst into normal, non-magical flame when it hits its target, doing double damage (and combusting flammable objects). An arrow or bolt with *Fire Arrow* cast upon it stays magicked for 24 hours, after which the spell dissipates and must be re-cast to be effective.

Fire Ball

Realm	Physical
Colleges	Fire, Stars
Level	4
Type	Area
Range	25 hexes
Area of Effect	Dia.: 5 hexes
Duration	Immediate

Fire Ball creates a ball of magical fire, which does [2d8 points of damage per rank] unless resisted. Armor has no effect on this damage, while resistance halves damage.
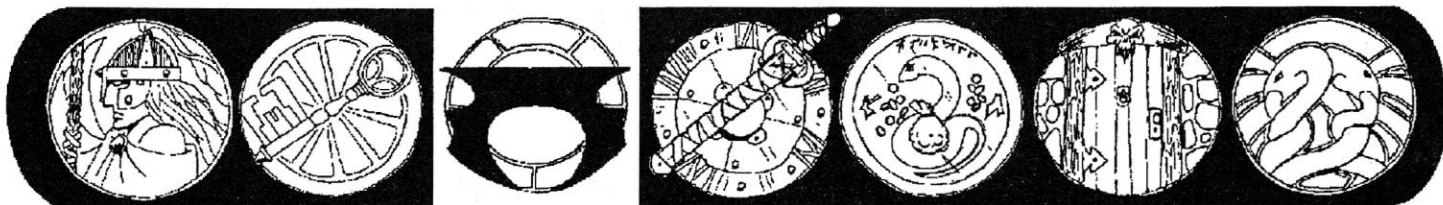
Fire Net

Realm	Physical
Colleges	Fire, Stars
Level	5
Type	Area
Range	35 hexes
Area of Effect	1 creature per rank; max. dia.: 1 hex per rank
Duration	1 combat round per rank

Fire Net is an area spell which covers one creature per rank and causes 2d8 damage per round unless resisted (roll for resistance each round). A trapped creature may only parry, and moves at half-rate. (He is still trapped by the net, even if he moves out of the original area of effect.) As soon as a victim resists twice, he has escaped the net and the spell no longer affects him.

Fireproof

Realm	Physical
Colleges	Light, Fire
Level	3
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	2 minutes per rank

Fireproof renders a creature immune to the effects of normal fires and heat, up to a temperature of 450° C (≈850° F). In temperatures hotter than 450° C, the effective temperature for a protected creature is **reduced** by 450°.

Flame Bolt

Realm	Physical
College	Fire
Level	3
Type	Combat
Range	15 hexes
Area of Effect	1 target
Duration	1 combat round

Flame Bolt creates a bolt of fire which is directed at a target and does [1d6 damage per 2 ranks] to one body area. As with other combat spells, the target's Magic Resistance (MR) is subtracted from the caster's target number with the spell.

Float

Realm	Physical
College	Water
Level	3
Type	Non-combat
Range	Touch
Area of Effect	1 object, weighing up to 50 kg per rank
Duration	1/2 hour per rank

Float makes an object float at the top of any liquid.
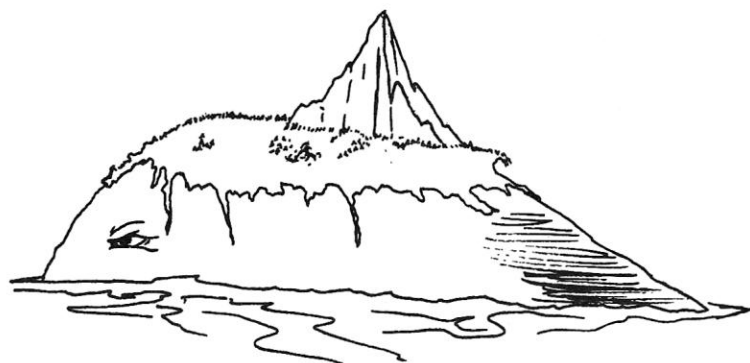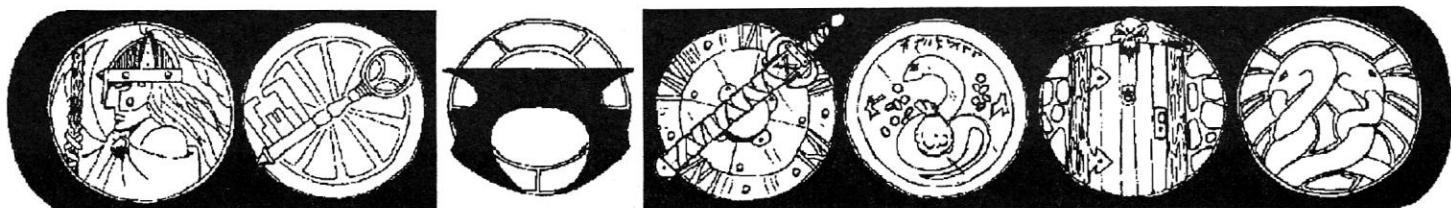
Fly

Realm	Physical
Colleges	Air, Light
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	1/2 hour per rank

Fly allows the affected creature to fly. He can carry no more than 30 kg and flies at a rate of [50 + (5 km per rank) per hour].

Forked Lightning

Realm	Physical
Colleges	Air, Light
Level	5
Type	Combat
Range	35 hexes
Area of Effect	Up to 3 targets
Duration	Immediate

Forked Lightning creates a bolt of lightning which will fork into [1 + (1 per rank)] bolts, and attack up to three foes in hexes adjacent to each other. (They can attack three hexes in a row.) Each bolt does 2d8 points of damage. The caster directs all bolts.

Frozen Doom

Realm	Physical
Colleges	Cold, Air
Level	7
Type	Combat
Range	55 hexes
Area of Effect	1 creature
Duration	Becomes natural

Frozen Doom instantly freezes the affected creature solid, unless he resists. The resistance roll is made at half his normal Magic Resistance. If frozen, his body must thaw before it can be reanimated.

Group Invisibility

Realm	Physical
Colleges	Stars, Earth
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 creature or object + (1 more per rank)
Duration	5 minutes + (1 minute per rank)

Group Invisibility works the same as *Invisibility*, except the caster can affect additional subjects.

Gust of Wind

Realm	Physical
Colleges	Air, Light
Level	4
Type	Area
Range	25 hexes
Area of Effect	Dia.: 15 hexes
Duration	1 combat round per rank

Gust of Wind causes a strong gust of wind, capable of moving a ship and putting out unprotected flame. It may also rip an object out of the hands of an unprepared person (roll against the person's HM x 3). Missile fire into, out of, or through the area of effect is at -20.
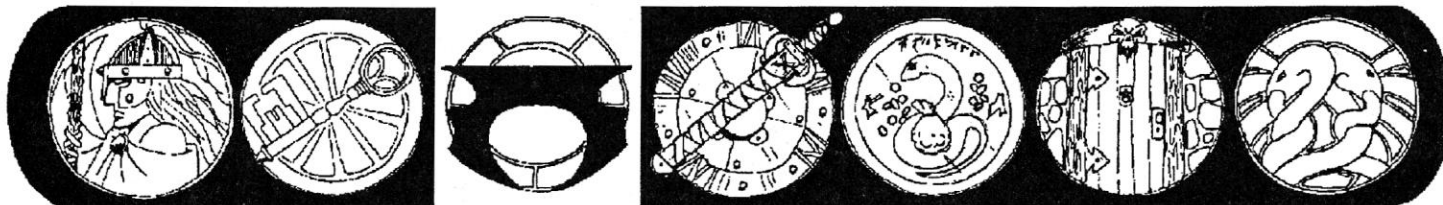
Haste/Slow

Realm	Scholarly
Colleges	Enhancement, Healing
Level	3
Type	Combat
Range	Touch
Area of Effect	1 creature
Duration	3 minutes per rank

Haste/Slow gives the affected creature double or half his normal movement (caster's choice). If hasted, he can make 2 attacks per round. If slowed, he can only make 1 attack every 2 rounds. After a *Haste* spell is over, however, the creature will be violently ill and unable to move or attack for a period of time equal to the time he was hasted.

Heal Wounds

Realm	Scholarly
College	Healing
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	Becomes natural

Heal Wounds works similarly to *Ease Pain*, except it heals 3d6 rather than d6 of damage. The injured creature decides where the healing is most effective—in game terms, he decides in which area each point of healing is applied (even if he is unconscious).

Ice Bridge

Realm	Physical
Colleges	Cold, Water
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 hex + (1 hex per 2 ranks) long
Duration	Becomes natural

Ice Bridge allows the caster to create a 1-meter-wide, 1-meter-thick bridge of ice. This bridge is sturdy enough for 1 human to walk across it at a time, but it will not support significantly heavier creatures, such as horses. Each end of the bridge must be firmly attached to a solid object; the caster must touch the solid object at one end of the proposed bridge to cast the spell.
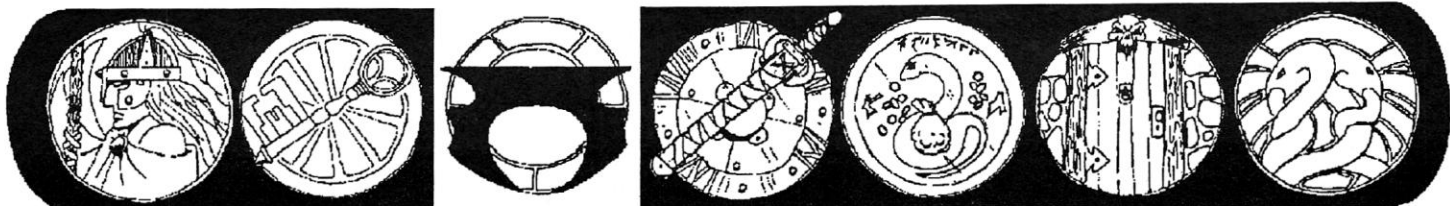
Ice Mirror

Realm	Physical
Colleges	Cold, Air
Level	2
Type	Non-combat
Range	Touch; sees 1 person within 10 km
Area of Effect	1-meter-square mirror of ice
Duration	30 minutes per rank

Ice Mirror causes a mirror of ice to appear at a chosen location; the mirror must be attached to something. The caster may gaze into the mirror in order to determine what one person within 10 km is doing. The caster can select and vary his viewing perspective on the subject. However, this spell does not enable the caster to see in the dark or hear anything at the other location. (Snake Sight and similar heat-related sights are of no use, since the object being viewed is actually the mirror, not the subject himself.)

There must be a liter of water available to cast the spell, and the caster must either know the subject or have a personal item belonging to the subject.

Ice Spear

Realm	Physical
Colleges	Cold, Air
Level	3
Type	Combat
Range	15 hexes
Area of Effect	1 target
Duration	1 combat round

Ice Spear creates a spear of ice which is magically propelled towards a target, doing 1d6 damage for every 2 ranks. The spear disappears at the end of the Magic Phase in which it is created.

Ice Storm

Realm	Physical
Colleges	Cold, Air
Level	4
Type	Area
Range	25 hexes
Area of Effect	Dia.: 5 hexes
Duration	2 combat rounds per rank

Ice Storm creates a storm of ice particles which hampers the movements of any creature inside the area of effect. Movement is halved, attacks are at -10, and each creature that doesn't resist takes 3 points of damage in a random area for each round that they are in the spell's area of effect. The caster of this spell is not affected by it, even if within its area.

Ice Wall

Realm	Physical
Colleges	Water, Cold
Level	5
Type	Area
Range	35 hexes
Area of Effect	3 meters high, 1/2 meter thick, [10 meters per rank] long
Duration	Becomes natural

Ice Wall creates a wall of ice. The wall must be firmly anchored at its base, or the spell cannot be completed. Any creature
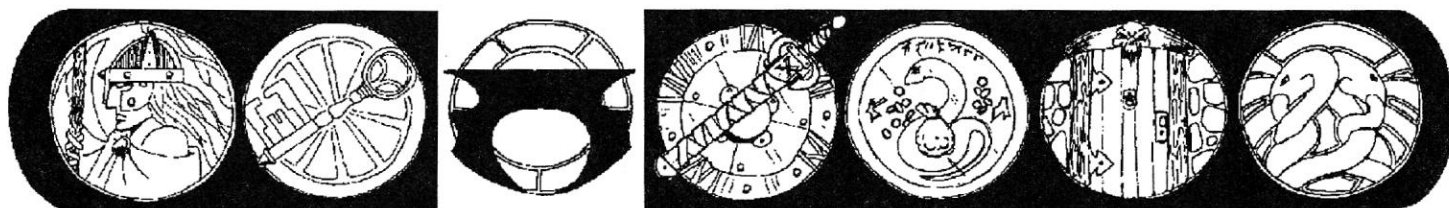
caught in the wall must resist or be entombed, suffocating within 5 minutes unless rescued. Each hex of the wall can take [40 points of damage per rank]. Fire-based attack spells cast at it have doubled effect.

Idiocy

Realm	Scholarly
Colleges	Withering, Devastation
Level	6
Type	Combat
Range	45 hexes
Area of Effect	1 creature per 3 ranks
Duration	Becomes natural

Idiocy causes one or more creatures to have their Intelligence and Common Sense reduced to 1.

Illusion

Realm	Scholarly
Colleges	Alchemy, Enchantment
Level	5
Type	Non-combat
Range	35 hexes
Area of Effect	[rank x rank x rank] meters
Duration	1 day per rank

With first rank in Illusion, the caster can create an illusion of a living or inanimate form that is no more than 1 x 1 x 1 meters in size. Each side can be increased 1 meter per rank. This spell affects sight only; it has no sound, scent, tactile form, or taste. If a creature makes a normal Intelligence roll (3 x IN) and then disbelieves (resists), he

sees the illusion for what it is. This process (making the IN roll and then resisting) effectively takes no time, even during combat.

Immobilize

Realm	Scholarly
Colleges	Withering, Devastation
Level	3
Type	Combat
Range	15 hexes
Area of Effect	1 creature
Duration	3 rounds per rank

Immobilize leaves its subject conscious, but he loses control of his voluntary muscles. He can breathe, and his heart still beats, but his limbs are locked in place. While immobilized, he cannot attempt to resist an area spell.

Incinerate

Realm	Physical
Colleges	Fire, Stars
Level	6
Type	Area
Range	45 hexes
Area of Effect	1 creature or 1 hex
Duration	1 combat round per rank

Incinerate engulfs a single creature (or everything in a 1-hex area) in a magical flame; the creature (or each object in the hex) takes [2d10 per rank] points of damage each round, unless he resists.
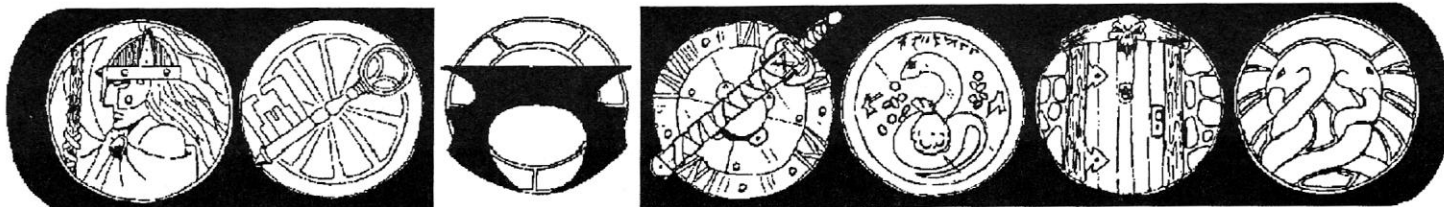
Invisibility

Realm	Physical
Colleges	Stars, Earth
Level	3
Type	Non-combat
Range	Touch
Area of Effect	1 creature and his immediate gear, or 1 object
Duration	5 minutes + (1 minute per rank)

Invisibility causes one creature (and gear that remains in contact with him) or item to be invisible (unseen). Any noise the affected creature makes can be heard, and if he attacks he immediately becomes visible.

Invisible Barrier

Realm	Physical
Colleges	Stars, Earth
Level	5
Type	Non-combat
Range	3 hexes
Area of Effect	Vertical square, [1 + rank] hexes in each direction
Duration	1 minute per rank

Invisible Barrier creates a magical, unseen barrier that stops all movement through it (both creatures and weapons). It does, however, allow passage of spells—spells can both be cast through it and their effects can pass through it. The barrier must be a vertical plane.

Javelin

Realm	Physical
Colleges	Earth, Darkness
Level	4
Type	Combat
Range	25 hexes
Area of Effect	Up to 1 target per javelin
Duration	1 combat round

Javelin creates one or more magical javelins (1 per 2 ranks), each of which causes 1d10 of damage. More than one may be cast at a single target. The javelins disappear at the end of the Magic Phase in which they are created.

Kill Animals

Realm	Scholarly
College	Devastation
Level	3
Type	Combat
Range	15 hexes
Area of Effect	50 kilograms of animals per rank
Duration	Becomes natural

Kill Animals allows the caster to kill the listed amount of animals (but not intelligent creatures). For each rank in the spell, he can kill animals weighing 50 kilograms— 50 1-kilogram animals, or two 25-kilogram animals, etc. At third rank, he could kill one 150-kilogram animal.
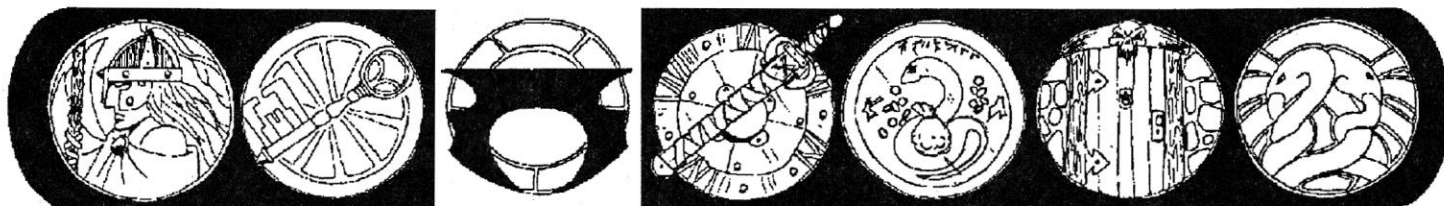
Knit Bones

Realm	Scholarly
College	Healing
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 creature; 1 body area per rank
Duration	Becomes natural

Knit Bones immediately and fully repairs one broken bone (a possible Critical Hit result) or body area per rank.

Know Truth

Realm	Scholarly
Colleges	Enchantment, Enhancement
Level	4
Type	Non-combat
Range	25 hexes
Area of Effect	All people the caster listens to
Duration	3 minutes per rank

With *Know Truth*, the caster sees no effect unless a person he is listening to lies. In that case, the liar glows orange (to the caster only). The greater the lie, the brighter the glow.

Leave No Trace

Realm	Scholarly
College	Nature
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	2 minutes per rank

Leave No Trace allows the affected creature to pass through an area without leaving any evidence of passage (tracks, scents, etc.). He cannot walk anywhere he would not otherwise be able to do so. He is actually walking just *above* the solid surface, and may be tracked using the *Track in Air* spell.

Level Area

Realm	Scholarly
Colleges	Devastation, Alchemy
Level	7
Type	Area
Range	20 hexes
Area of Effect	Dia.: 3 hexes + (1 hex per rank)
Duration	Becomes natural

Level Area knocks down walls, wooden buildings, trees, and so forth in the area of effect. If only part of a structure is in the area of effect, that part is levelled.

If a creature is in or on a structure affected by the spell, he takes 6d12 damage, plus any appropriate falling damage. If the creature makes an (Agility x 3) roll, this damage is halved.
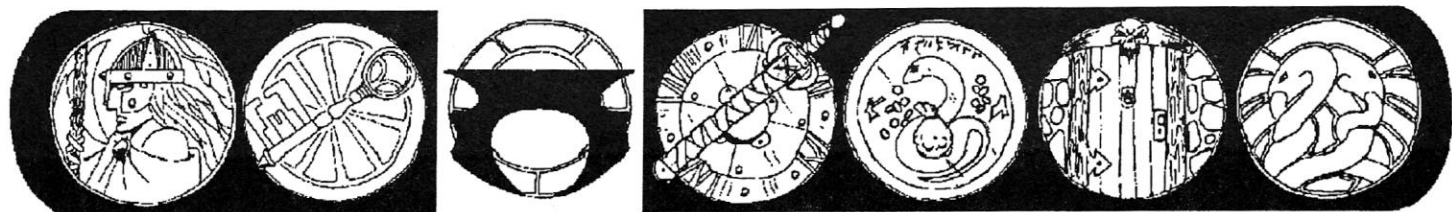
Levitate

Realm	Physical
Colleges	Air, Light
Level	3
Type	Non-combat
Range	Touch
Area of Effect	1 object, weighing up to 15 kg per rank
Duration	5 minutes per rank

Levitate creates a force which can lift an object (but not the spell caster, himself) and move it around. The caster must maintain physical contact with the item. If for any reason he lets go, the item sinks slowly (and without damage) to the ground.

Lightning

Realm	Physical
Colleges	Air, Light
Level	4
Type	Combat
Range	25 hexes
Area of Effect	1 target
Duration	Immediate

Lightning creates a bolt of lightning which does [1d10 points of damage per 2 ranks] to its designated target.

Lightning Storm

Realm	Physical
Colleges	Air, Light
Level	6
Type	Combat
Range	45 hexes
Area of Effect	Dia.: 5 hexes
Duration	1 combat round per rank

Lightning Storm causes everyone in the effected area to make a resistance roll or take 2d6 points of damage to one area each round (the area hit is randomly selected each round). The resistance roll is made each round, and even if it is successful, no other actions by a creature in the area of effect is possible that round, since he are assumed to be dodging lightning bolts. He can move 1 hex per round.

Long Leap

Realm	Scholarly
College	Enhancement
Level	5
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	1 minute

Long Leap allows the affected creature to jump either vertically or horizontally, up to [6 meters + (2 meters per rank)]. This distance is an absolute; a running start does not extend the length that it is possible to jump.

Longevity

Realm	Scholarly
Colleges	Enhancement, Healing
Level	7
Type	Ritual
Range	Touch
Area of Effect	1 creature
Duration	Permanent

After having *Longevity* cast on him, a creature ages only one week for every [rank
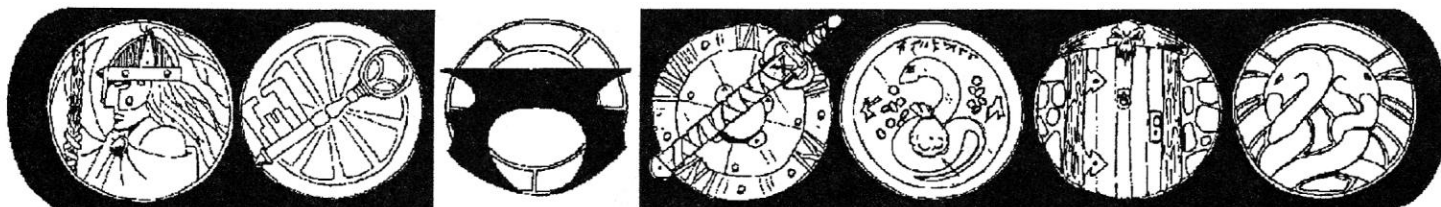
x months] lived. (For example, if a mage with rank 5 in *Longevity* casts this spell, his subject ages one week every 5 months.) The creature still requires daily sleep, food, and water. The ritual takes [14 - rank] days. While under the effect of this spell all creatures, both male and female, are sterile.

Longevity can be dispelled by the mage who cast it, or by *Dispel Magic*.

Maelstrom

Realm	Physical
Colleges	Water, Cold
Level	7
Type	Area
Range	55 hexes
Area of Effect	Dia.: 5 hexes per rank
Duration	2 minutes per rank

Maelstrom creates a whirlpool on water. Anything entering the spell's area of effect will be sucked in and will probably drown (unless a successful *Swimming* roll is made at -30).

Magic Shield

Realm	Scholarly
College	Enhancement
Level	7
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	10 minutes per rank

Magic Shield increases the affected creature's Magic Resistance by [10 + (5% per rank)] for the duration of the spell.

Make Magic Potion

Realm	Scholarly
Colleges	Alchemy, Enchantment
Level	4
Type	Ritual
Range	Touch
Area of Effect	1 potion's ingredients
Duration	Immediate; lasts until drunk

A successful casting of *Make Magic Potion* allows the caster to make the following potions:

At 1st rank: *Ease Pain* (heals 1d6), *Haste* or *Slow*, *Long Leap*;

At 3rd rank: *Fly*, *Heal Wounds* (3d6), *Repair Massive Damage*, *Stop Bleeding*;

At 5th rank: *Animal Shape*, *Knit Bones*, *Neutralize Poison*;

At 7th rank: *Physical Power*, *Winter's Armor*;

At 8th rank: *Reanimate*.

All effects are the same as the spell of the same name, at the *Make Magic Potion* rank of the spell caster who created the potion. Preparing a potion takes [14 - rank] hours. The potion's ingredients must first have a *Prepare* or *Mix* spell cast on them. Any of these potions can be created by a spell caster who does not actually know the spell. However, he must have *Magic Training* skill to at least the rank of the potion being created (i.e., 7th rank of *Magic Training* to prepare a *Physical Power* or *Winter's Armor* potion).

The material cost to make each potion is 3£ per 1st-rank potion, 6£ per 3rd-rank potion, 10£ per 5th- or 7th-rank potion, and 20£ for a *Reanimate* potion.
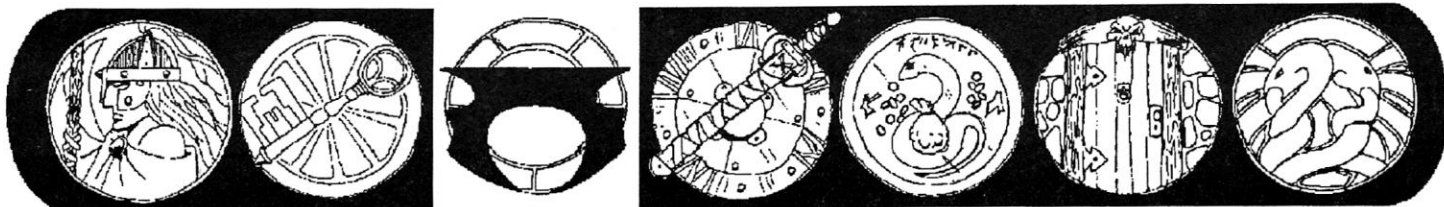
Make Shelter

Realm	Scholarly
Colleges	Nature, Summoning
Level	6
Type	Ritual
Range	Touch
Area of Effect	9 square meters per rank
Duration	1 week per rank

Make Shelter creates a magical cabin which has 9 square meters of floor space per rank and is 3 meters high. This cabin, along with its contents and occupants, are all invisible from the outside, even to *Snake Sight* and other infrared vision. It takes [1 hours - (5 minutes per rank)] to cast *Make Shelter*.

Make Waves

Realm	Physical
Colleges	Water, Cold
Level	4
Type	Area
Range	25 hexes
Area of Effect	Dia.: 5 hexes per rank
Duration	1 minute per rank

Make Waves fills the affected area with [2 meter + (1 meter per rank)] swells. The waves act like water in a tub, going in every direction. The area can be part (or all) of any body of water, even a large pool.

Mass Fear

Realm	Scholarly
Colleges	Summoning, Withering
Level	7
Type	Area
Range	55 hexes per rank
Area of Effect	[20 x rank] creatures
Duration	30 seconds per rank

Mass Fear causes [20 x rank] creatures to run away from the caster as fast as they can for the duration of the spell. The caster can choose which specific creatures are targeted by the spell. *Mass Fear* has no effect on those who resist, but those who resist do count against the total number that the caster can panic. Any panicked creature can defend himself, but he cannot attack, even if cornered.

Master of . . .

Realms	Physical, Scholarly
Colleges	All
Level	8
Type	Ritual
Range	Caster only
Duration	24 hours

As a character gains more and more magical knowledge, spells become easier to cast. When he has gained eight ranks of *Magic Training* skill, and has learned all of the spells in a college (to at least rank four), he may learn the *Master* spell for that college. This spell takes [1 hour - (5 minutes per rank)] to cast.

Non-Ritual Spells. The *Master* spell, when cast, enables the mage to use 5
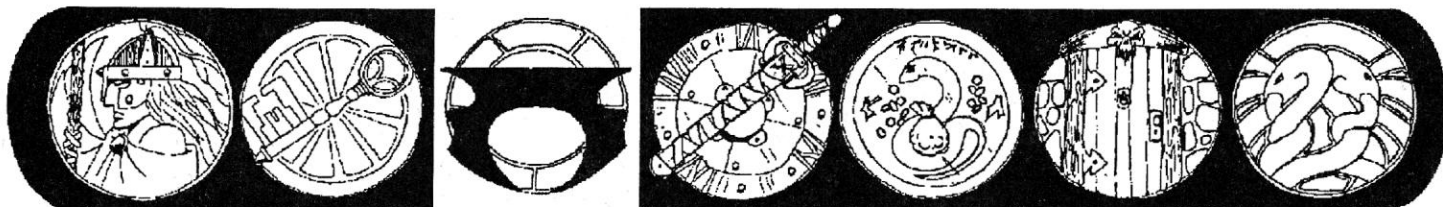
additional magic points per rank of the *Master* spell, to cast any spell in his college except rituals. Each non-ritual spell he casts takes 0 rounds to cast (i.e., it is triggered in the same round that he prepares it).

Ritual Spells. Casting times for ritual spells (except, of course, the *Master* spell) are halved (round up), just by knowing (not casting) the *Master* spell.

The *Master* spell itself still requires eight spell points to power it. Only one *Master* spell per college can be in effect at any one time. (I.e., a mage can have only one *Master of Light* spell in effect at any one time, but if he is also a Master of Air, he can have both *Master of Light* and *Master of Air* working simultaneously.) It takes 6 hours of actual sleep to be able to recast the spell. If 24 hours pass or if the caster recasts the *Master* spell, all bonus spell points which have not yet been used are lost.

Mend

Realm	Scholarly
College	Alchemy, Enchantment
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 item
Duration	Becomes natural

Mend produces the same effect as *Armor and Weapon Repair* skill, except that *Mend* can repair magical items at any rank. It can repair all magical items, not just armor and weapons.

Meteor

Realm	Physical
Colleges	Fire, Stars
Level	4
Type	Combat
Range	25 hexes
Area of Effect	1 target
Duration	Immediate

Meteor calls one fiery rock from above, that strikes the target for [1d10 points of damage per 2 ranks].

Meteor Shower

Realm	Physical
Colleges	Stars, Fire
Level	6
Type	Area
Range	45 hexes
Area of Effect	Dia.: 5 hexes
Duration	1 combat round per rank

Meteor Shower creates a circle in which every creature is subjected to attack by 1 meteor per round. Each meteor which is not resisted does 2d6 of damage to one area (randomly select the area hit each round).

The resistance roll is made each round, and even if it is successful, no other actions by a creature in the area of effect are possible that round, since he is assumed to be dodging lightning bolts. He can move 1 hex per round.
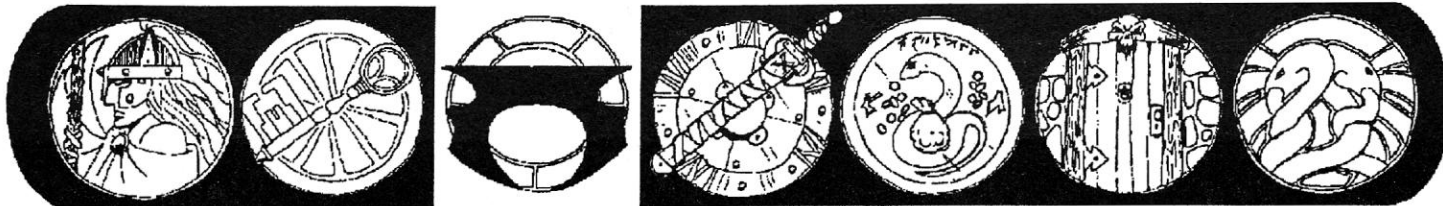
Midwife

Realm	Scholarly
Colleges	Healing, Nature
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 pregnant creature and her unborn offspring
Duration	24 hours

Midwife enables the affected creature to give birth safely, quickly and without pain, either to mother or offspring. This spell has no effect if the mother is not approaching labor. The safety of the offspring is not ensured if already damaged.

Mighty Strength

Realm	Scholarly
College	Enhancement
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	1 minute per rank

With *Mighty Strength*, the caster can double the effective strength of a creature for the duration of the spell. The affected creature also gains 3 hit points per body area for the duration of the spell.

Mind Cloak

Realm	Scholarly
Colleges	Enchantment, Enhancement
Level	5
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	5 minutes per rank

While using *Mind Cloak*, the affected creature is immune to the adverse effects of the following spells:

At 1st rank: *Sense Other, Use Other's Senses, ESP, Know Truth*;

At 3rd rank: *Telepathy*;

At 7th rank: *Control*.

Mix

Realm	Scholarly
College	Alchemy
Level	2
Type	Non-combat
Range	Touch
Area of Effect	Ingredients of 1 container, max. 5 liters
Duration	Immediate

Mix thoroughly mixes all ingredients in a container. The ingredients can be no more than 5 liters in volume.

Mold Metal

Realm	Scholarly
College	Alchemy
Level	5
Type	Ritual
Range	Touch
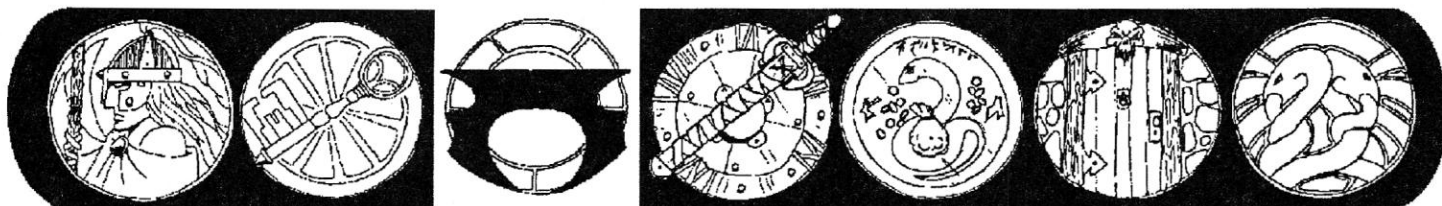
Area of Effect	Metal, no more than 2 kilograms per rank
Duration	Becomes natural

With *Mold Metal*, the caster can mold a piece of metal into any shape desired. This spell takes [10 - rank] hours to complete. The item created appears as if it were created by a person with a skill rank (in *Jewelry*, *Armor Smithing*, etc.) equal to the caster's spell rank divided by 2. Magical metal items cannot be affected by *Mold Metal*.

Molten Rock

Realm	Physical
Colleges	Earth, Darkness
Level	7
Type	Ritual
Range	55 hexes
Area of Effect	1 meter deep x [1 hex + (2 hexes per rank)] in diameter
Duration	[10 x rank] minutes

Molten Rock creates an area of molten rock. The spell takes [10 - rank] minutes to cast. The area warms throughout the casting time, thus warning people who occupy it.

Any creature still in the area when the spell is completed, or who enters its effect after completion, and who fails to resist the spell, dies. Any who do resist may attempt to escape the area. If still in the molten rock next round, another resistance roll is required. Once free from the molten rock, any body areas that were in contact with the rock are reduced to 0 hit points. The spell area cools and solidifies at the end of [10 x rank] minutes.

Move Silently

Realm	Scholarly
College	Nature
Level	1
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	1 minute per rank

Move Silently allows the affected creature to move without making any noise.

Multiple Aura

Realm	Scholarly
Colleges	Alchemy, Enchantment
Level	5
Type	Ritual
Range	Touch
Area of Effect	1 item
Duration	1 day

Multiple Aura is a short ritual (only [20 - rank] minutes) and can be the follow-up spell for *Store*. It allows 1 more spell per rank to be cast into the item. The extra spells need not be cast by the original caster. The item must have *Prepare* cast upon it before *Multiple Aura* is cast. An item can only have one *Multiple Aura* cast on it.

When an item has a *Multiple Aura* spell cast on it, the effects of *Enchant Item* are totaled instead of acting as separate spells.
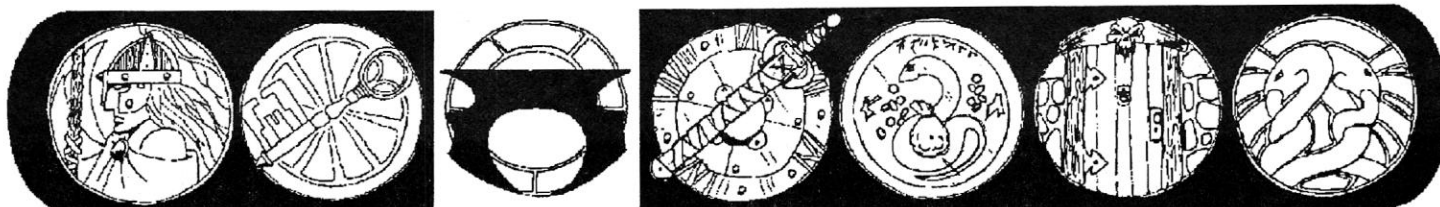
Navigate

Realm	Physical
Colleges	Darkness, Water
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 person; a place within [100 km per rank]
Duration	Immediate

Navigate allows the affected person to know the direction to any one previously known place which is within [100 km per rank]. The place can either be familiar to the caster or marked on a map by someone else who knew its location.

Neutralize Poison

Realm	Scholarly
Colleges	Healing, Nature
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	Becomes natural

Neutralize Poison eliminates all poisons from the body. If a poison is particularly potent, it may give a negative modifier to the caster's success roll.

Night Call

Realm	Physical
College	Darkness
Level	3
Type	Non-combat
Range	Caster only
Duration	Immediate

Night Call allows the caster to ask one general question of the heavens (i.e., the GM). This spell may be cast only once per day.

Night Fire

Realm	Physical
Colleges	Fire, Stars, Earth
Level	7
Type	Area
Range	55 hexes
Area of Effect	Dia.: 3 hexes
Duration	1 combat round per 2 ranks

Night Fire creates a blackfire (see *Black Fire* spell) which does [2d12 + (1d12 per rank)] points of damage each round to any creature (or object) within the area of effect, unless he resists.

Night Sight

Realm	Physical
College	Stars
Level	1
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	1 minute per rank

Night Sight allows the creature upon whom it is cast to see as if it were a bright day. This spell must be cast outside. If the creature upon whom it is cast goes inside, the vision enhancement is temporarily cancelled (until he goes back outside). However, the spell's duration is not extended; time spent indoors counts against the duration of the spell.
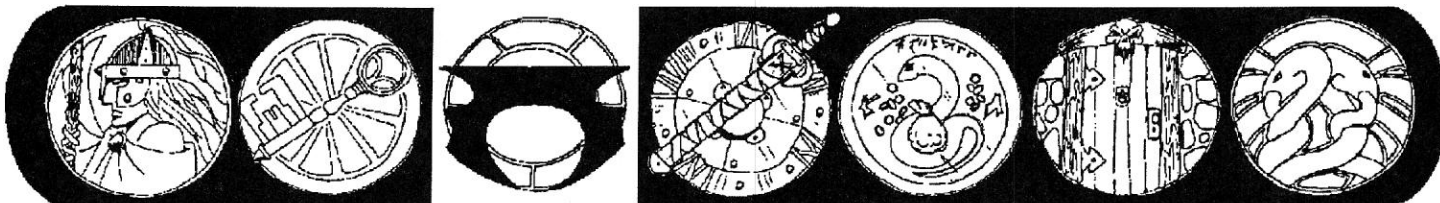
Night Walk

Realm	Physical
Colleges	Stars, Earth
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	30 minutes + (5 minutes per rank)

A creature affected by *Night Walk* is undetectable to normal sight and sound (but not to *Snake Sight* and other infrared vision). He must be outdoors and it must be night (between sundown and sun-up). Because of the nature of this spell, all of its effects are lost if the affected creature attacks anything, or if he goes inside.

Night Wing

Realm	Physical
Colleges	Earth, Stars
Level	6
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	1 hour per rank, at night only

When *Night Wing* is cast, a pair of black wings appear, made out of the stuff of night. They are attached to the affected creature's back, and allow him to fly at a speed of 60 kph.

Open Door

Realm	Scholarly
College	Summoning
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 latch or key lock
Duration	Immediate

Using *Open Door*, the caster lays his bare hands on any latch or key lock and it opens. This will still trip any traps set upon the door, however, so proper care must still be taken. This spell does not open barred doors.
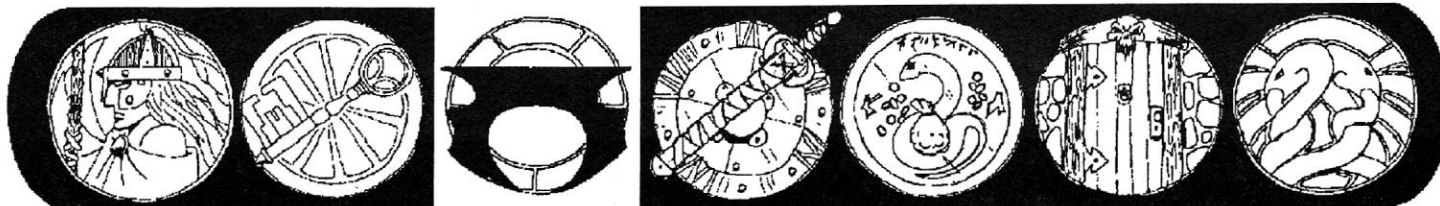
Permanence

Realm	Scholarly
Colleges	Alchemy, Enchantment
Level	6
Type	Ritual
Range	Touch
Area of Effect	1 item
Duration	Permanent

At the risk of losing his Magic Ability, a character may make a spell stored in an item (including an item invested with *Multiple Aura*) permanent.

The *Permanence* spell must be initiated within 5 minutes after the spell to be affected by the *Permanence* is completed. The *Permanence* ritual requires [40 - rank] days to cast. Casting *Permanence* on an item requires a full 10 to 12 hours a day every day—if a day is missed, no new spells can be started and all spells not completed (including the *Permanence* spell) are lost. A *Permanence* spell maintains any spells already cast on the item for the entire casting time of the *Permanence* ritual (i.e., *Enchant Item* and *Multiple Aura* spells, which normally last only one day, are not lost during the days that a *Permanence* spell is in progress).

Note that stacking any extra spells into the item requires a *Multiple Aura* spell.

Losing Magic Ability

Each casting of *Permanence* is a chance that some of the caster's Magic Ability might be lost. The chance and amount of MA loss is as follows:

Benefit	Chance for MA loss	Amount of MA lost
Each +5% bonus to hit or cast a spell with item	10%	1
Each 5 points of MR added by item	10%	1
Each spell point added by the item, per day	10%	1
Double the user's spell points	45%	4
Use a level 1 or 2 spell once per day	10%	1
Use a level 3-5 spell once per day	20%	2
Use a level 6 or 7 spell once per day	30%	3
Each extra use of a spell per day	10%	1
Item has *Personality*	40%	5

In addition, the mage's target number for loss is reduced by his rank in *Permanence*:

Each rank of *Permanence*   -5%   -1
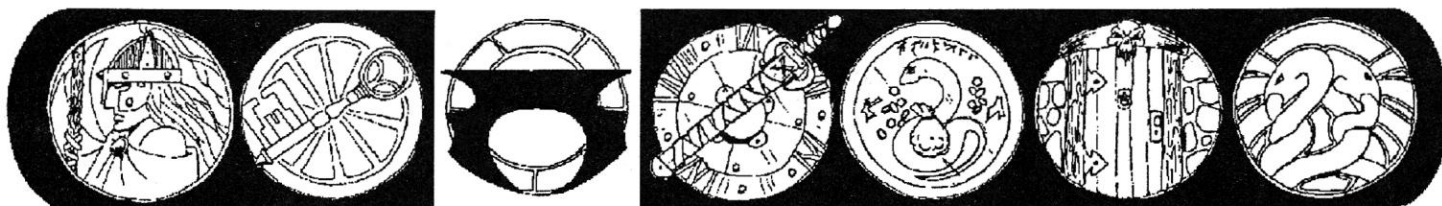
The percent chance to lose MA and the amount of MA that might be lost is cumulative. The target number for a roll to see if MA is lost is based on the accumulated abilities of the item being enchanted (as listed above), minus 5% per rank of the *Permanence* spell (also listed above).

A roll of 1 always indicates loss, and a roll of 100 always results in no loss. MA loss is permanent, reducing both current MA and maximum MA by the same amount.

Only one roll is made per item; this roll is made after the item is completed (i.e. all *Permanence* spells are completed).

Personality

Realm	Scholarly
College	Enchantment
Level	7
Type	Ritual
Range	Touch
Area of Effect	1 item
Duration	See description

At Apprenticeship ranks (1 and 2), the mage can imprint a trigger condition for casting a spell from an item, to replace the trigger word for a *Store* spell (i.e., the spell will be cast when an event occurs, rather than when the word is spoken). He cannot do this if the spell is permanently cast into the item.

At Journeyman ranks (3-7), the trigger condition can be imprinted into a permanent spell, but one *Personality* spell must be cast for each permanent spell to be triggered from the item.

At Mastery rank (8), the mage may invest an item with a personality that has an intelligence of [5 + 1d10] and is capable of independent thought and action, including triggering its other abilities in the service or defense of its master. The item can telepathically communicate with any person touching it. An item with a Master-cast personality can only be used by its master, and in the event of its master's death, the item will know who killed him and never serve the killer. (Its master can change if its former master dies or passes the item on to someone else.)

The *Personality* ritual takes [36 - rank] hours to complete.

Petrify

Realm	Scholarly
Colleges	Summoning, Withering
Level	6
Type	Combat
Range	45 hexes
Area of Effect	1 creature per 3 ranks
Duration	Becomes natural

Petrify causes one or more creatures to turn to stone.
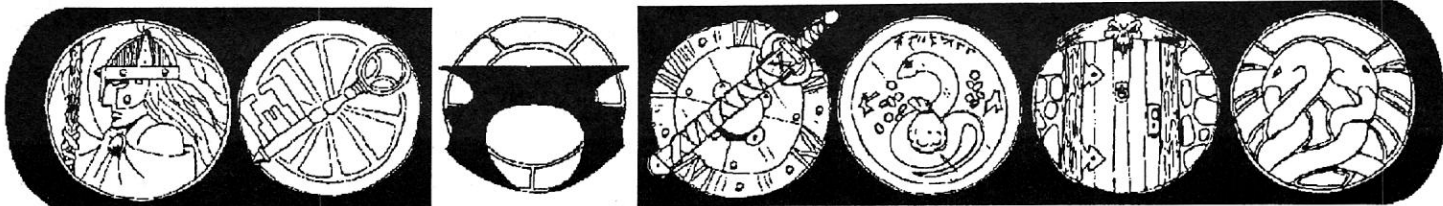
Physical Power

Realm	Scholarly
College	Enhancement
Level	6
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	1 minute per rank

Physical Power doubles the affected creature's Strength, Movement Points, and Endurance, and raises his rank in all noncombat physical skills, to a maximum rank of 8. (For all skills in which Strength is the Primary Attribute, raise the rank by 4; for all skills in which Strength is the Secondary Attribute, raise the rank by 2.) He also gains 5 hit points per body area.

Plague

Realm	Scholarly
Colleges	Withering, Devastation
Level	7
Type	Ritual
Range	55 hexes
Area of Effect	1 creature
Duration	Becomes natural

Plague starts an illness which, if untreated, will kill the affected creature in 1 to 3 days. This illness is very contagious (30% chance each hour of contact with the ill person to contract the disease; not cumulative). The ritual takes [9 - rank] hours to complete.

Poison Cloud

Realm	Scholarly
Colleges	Devastation, Alchemy
Level	4
Type	Area
Range	20 hexes per rank
Area of Effect	Dia.: 1 hex + (2 hexes per rank)
Duration	2 minutes per rank

Poison Cloud creates a cloud of noxious gas which temporarily burns the lungs of anyone caught in it or who enters it. Each affected creature must resist or be wracked by coughing for 3 combat rounds, reducing all skill target numbers by 30. If, after 3 rounds, an affected creature is still in the cloud, another resistance roll is required; failure results in another 3 rounds of coughing, and so forth.

Prepare

Realm	Scholarly
Colleges	Alchemy, Enchantment
Level	3
Type	Ritual
Range	Touch
Area of Effect	1 item or mixture
Duration	Its effects last 1 day

Prepare is a ritual requiring [15 - rank] minutes. The caster must concentrate fully on his ritual; any interruption will cause the gathered mana to evaporate and he will need to begin again.

The effect of this ritual is to prepare an inanimate object for further spells. An item must have been crafted by a master crafts-

man (rank 7 or higher) or (if a mixture) be mixed by the *Mix* spell in order for *Prepare* to be effective.
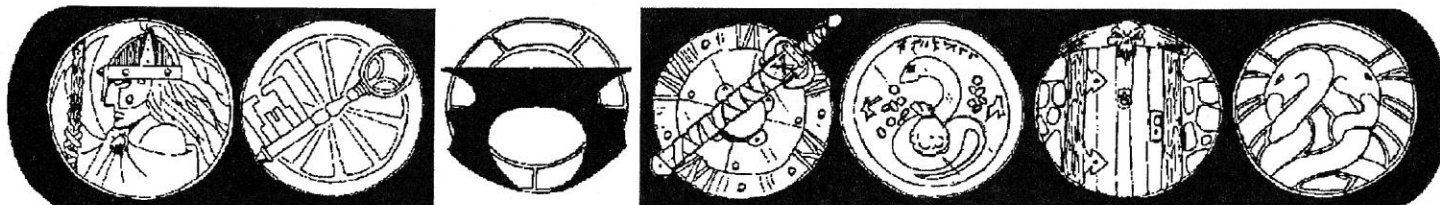
Protection from Magical Fires

Realm	Physical
Colleges	Light, Fire
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	one minute per rank

Protection from Magical Fires renders the affected creature immune to all fires and heat sources, both magical and mundane.

Puff of Wind

Realm	Physical
College	Air
Level	1
Type	Non-combat
Range	2 hexes
Area of Effect	1 hex
Duration	1 combat round

Puff of Wind creates a short, sharp wind capable of lifting a kite, snuffing a small flame (for example, a candle or lantern), stirring up papers, leaves, and dust, and so forth.

Pure Chemical

Realm	Scholarly
College	Alchemy
Level	4
Type	Non-combat
Range	Touch
Area of Effect	[1 kilogram per rank] of any mixture
Duration	Immediate

Pure Chemical causes any mixture (chemical, alloy or otherwise) to be as thoroughly mixed as possible. If *Pure Chemical* prepares a mixture to receive another spell, the following spells are each at +10%: *Create Item, Make Magic Potion, Mold Metal, Multiple Aura, Permanence,* and *Store.*

Pure Water

Realm	Physical
Colleges	Cold, Water
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 liter of water per 2 ranks
Duration	Becomes natural

Pure Water purifies the listed amount of water. It cannot affect the water in a living creature.
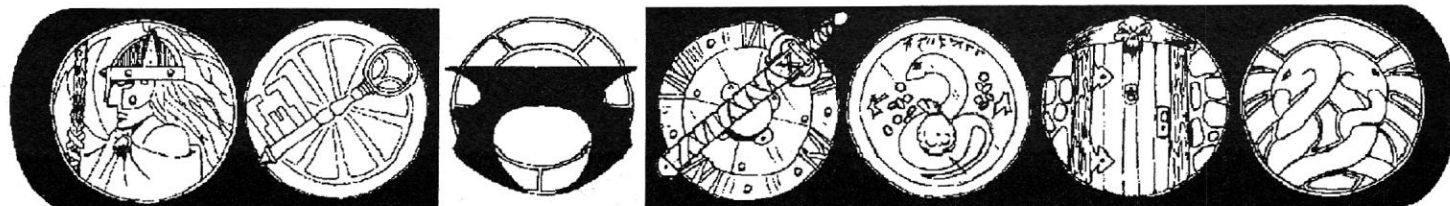
Rain Call

Realm	Physical
Colleges	Darkness, Water
Level	7
Type	Ritual
Range	100 hexes
Area of Effect	1 square kilometer per rank
Duration	1 hour per rank

Rain Call creates a "spring shower" over any area desired within range of the caster. The casting time is [1 hour - (5 minutes per rank)].

Reanimate

Realm	Scholarly
College	Healing
Level	6
Type	Ritual
Range	Touch
Area of Effect	1 corpse
Duration	Becomes natural

Reanimate allows the caster to recall the soul to a body which is no more than [3 x rank] days dead. The ritual takes [15 - rank] hours to complete.

Reattach

Realm	Scholarly
College	Healing
Level	5
Type	Non-combat
Range	Touch
Area of Effect	1 creature; 1 severed limb per 2 ranks
Duration	Becomes natural

Reattach allows the caster to attach one or more severed limbs to a wounded creature. The spell must be cast within [2 x rank] days of the time the limb was lost, and at least some part of the lost limb must be present. Reattach totally heals the affected limb(s).

Rebuild

Realm	Scholarly
College	Healing
Level	7
Type	Ritual
Range	Touch
Area of Effect	1 corpse
Duration	Becomes natural

Rebuild completely remakes a severely battered or crushed dead creature, and reanimates him. The ritual takes [9 - rank] hours to complete. The body must be more than 50% complete to be rebuilt. (Otherwise, dead bodies could be cloned!)

Remove Curse

Realm	Scholarly
Colleges	Healing, Nature
Level	5
Type	Non-combat
Range	Touch
Area of Effect	1 creature per 3 ranks
Duration	Becomes natural

Remove Curse can negate the effects of the following spells:

At 1st rank: Curse (the 4th-level Withering spell), Immobilize, Sleep, Stun;

At 3rd rank: Agony, Animal Friend, Fear;
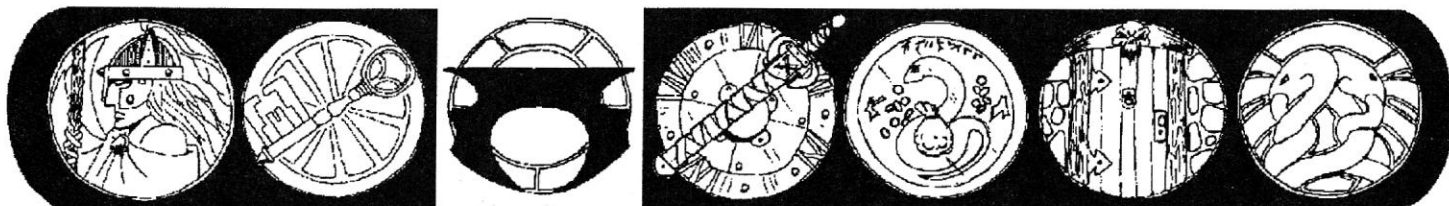
At 7th rank: *Idiocy, Mass Fear, Petrify.* Each casting of *Remove Curse* negates one of the above spells (caster's choice).

Repair Massive Damage

Realm	Scholarly
College	Healing
Level	3
Type	Non-combat
Range	Touch
Area of Effect	1 creature; 1 area per 3 ranks
Duration	Becomes natural

Using *Repair Massive Damage*, the caster can repair massive tissue damage (from a Critical Hit result, or in an area reduced below 0 hit points). All damage is removed from 1 area per 3 ranks of spell ability.

Resist Fire

Realm	Physical
Colleges	Light, Fire
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	3 rounds per rank

Resist Fire renders the affected creature immune to any normal fire, up to a temperature of 300° C (≈600° F). In fires hotter than 300° C, the effective temperature for protected creatures is reduced by 300°.

Sense Other

Realm	Scholarly
College	Enhancement
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 creature; [5 + (1 per rank)] hexes
Duration	1 minute per rank

Sense Other allows the affected person to sense the presence of any other intelligent creatures. He can detect any intelligent creatures within the listed area of effect. He will not know their exact location, but will know their species. (Intelligent creatures are those with an average Intelligence of at least 5).

Shadow Form

Realm	Physical
Colleges	Darkness
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	2 minutes per rank

A creature affected by *Shadow Form* is instantly in swirling shadows. While in these shadows, he has a +10 defense bonus (+10 DB) in combat.
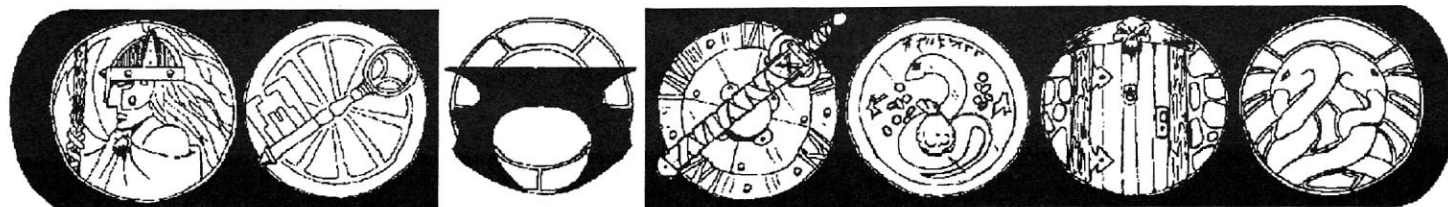
Shadows

Realm	Scholarly
Colleges	Nature, Summoning
Level	5
Type	Combat
Range	35 hexes
Area of Effect	1 creature
Duration	10 minutes per rank

Shadows causes the affected creature's shadow to attack him. The shadow has all the skills (and spells), weapons, armor and hit points of the creature it sprang from, but no magic effect from weapons or other items. Once defeated, the shadow returns to its normal role.

Sharpen

Realm	Scholarly
College	Enchantment
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 weapon
Duration	1 attack per rank; then becomes natural

Sharpen is used to magically sharpen non-magical, bladed weapons. (Glaives and halberds have blades.) A magically sharpened blade inflicts +1 damage on each of its next several hits. The sharpness only lasts for a number of attacks equal to the mage's rank in the spell, whether these attacks hit or not. After that, it is still just as sharp as if it had been naturally sharpened.

Ship Building

Realm	Physical
Colleges	Darkness, Water
Level	5
Type	Non-combat
Area of Effect	Sufficient wood
Range	Touch
Duration	1 hour per rank

Ship Building creates a small sailboat (5 meters long), out of any wooden material which is available (trees, lumber, etc.). Trees do not have to be cut down and prepared; the spell does this too, if necessary. The materials come apart at the conclusion of the spell.

Ship Shape

Realm	Physical
Colleges	Darkness, Water
Level	6
Type	Non-combat
Range	Touch
Area of Effect	50 liters of water
Duration	1/2 hour per rank

Ship Shape creates a small sailboat, 5 meters long, out of water. It moves at 5 kph.

Shock Bolt

Realm	Physical
Colleges	Air, Light
Level	3
Type	Combat
Range	15 hexes
Area of Effect	1 creature
Duration	1 combat round per 4 ranks
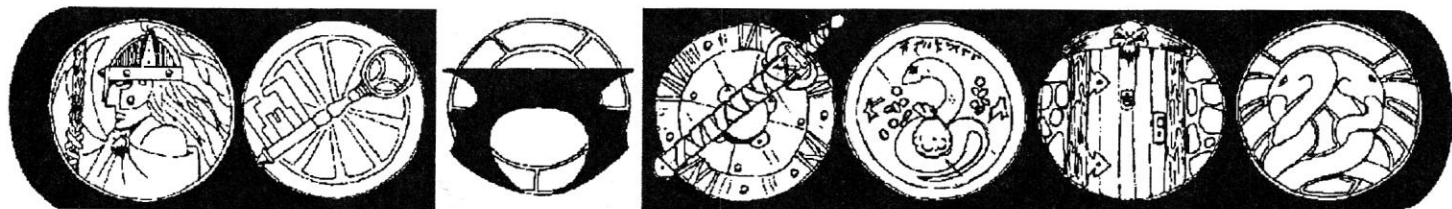
Shock Bolt creates a bolt of energy that jolts a target for the rest of the current round: during that time, it prevents him from attacking, lowers his defensive bonus by 30 (-30 modifier to DB), and keeps him from using a weapon or shield offensively.

Starting at 5th rank, these effects last through the following round, as well.

Sleep

Realm	Scholarly
Colleges	Summon, Withering
Level	3
Type	Combat
Range	15 hexes
Area of Effect	2 animals per rank or 1 intelligent creature per 2 ranks
Duration	1d6 hours

Sleep causes 2 animals per rank, or 1 intelligent creature per 2 ranks, to fall into a normal sleep for 1d6 hours. If they are jarred after the first 10 seconds of sleep, they awaken. The caster can affect both animals and intelligent creatures with the same spell, if he has sufficient rank to do so.

Sleep Gas

Realm	Physical
College	Air
Level	3
Type	Area
Range	15 hexes
Area of Effect	Dia.: 1 hex + (2 hexes per rank)
Duration	2 minutes per rank; resulting sleep is natural

Sleep Gas creates a sphere of white gas which causes every creature that enters to make a roll against his [magic resistance x 2] or fall into a normal, deep sleep. The sphere spreads out instantly from its center, but will not pass physical barriers. However, restricting the gas sphere in one direction does not extend it in another direction—for example, it isn't shaped to conform to the dimensions of a hallway.

Smoky Form

Realm	Physical
Colleges	Light, Fire
Level	6
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	3 rounds per rank

Smoky Form turns a creature into a smoky form which may travel at a speed of 300 meters per round. If cast on an unwilling subject, his Magic Resistance is subtracted from the spell's target number.
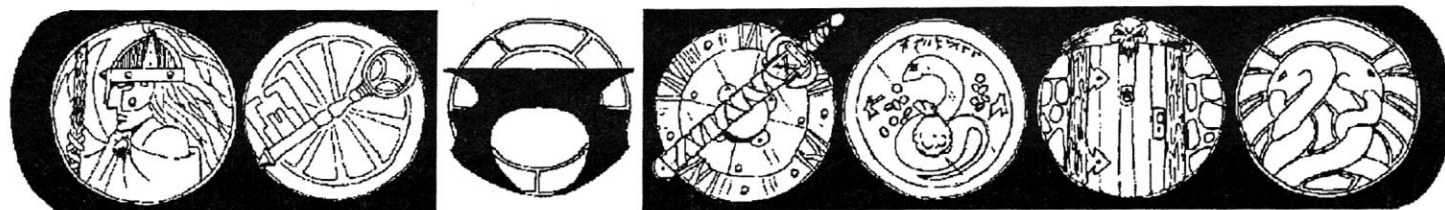
Snake Sight

Realm	Physical
Colleges	Stars, Earth
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 creature; 10-hex range
Duration	3 minutes per rank

Snake Sight permits the affected creature to see in the infrared spectrum like some snakes. This spectrum includes the heat signature that living beings produce and (in a limited way) the outlines of inanimate objects.

Snowman

Realm	Physical
Colleges	Cold, Air
Level	7
Type	Combat
Range	1 hex
Duration	3 combat rounds per rank

Snowman creates a humanoid figure of snow which fights for its caster. (No snow is needed to cast the spell.) The snowman has *Combat Tactics* and *Weapons* skills (*Footman's Mace* for each fist) equal to the caster's rank in *Snowman*. Both fists can attack in one round, both at full skill values. Each area of the snowman's body is protected by the equivalent of chainmail (making its Defensive Bonus -10). Complete stats for a snowman can be found in **Monsters and Animals**.

Speak With Animals

Realm	Scholarly
Colleges	Healing, Nature
Level	6
Type	Non-combat
Range	20 hexes
Area of Effect	1 animal
Duration	5 minutes per rank

Speak With Animals allows an animal to speak with any intelligent creatures for the duration of the spell. The intelligence of the animal is temporarily increased by 5 while affected by the spell.

Speak With Dead

Realm	Scholarly
Colleges	Summoning, Withering
Level	4
Type	Ritual
Range	Touch
Area of Effect	1 skeleton or corpse
Duration	1 minute per rank

Speak With Dead allows the caster to summon the soul of a skeleton or corpse that has been dead no more than [rank squared] years to answer questions. (For example, a caster with 7th rank can summon the soul of a skeleton which has been dead up to 49 (7 x 7) years.) The summoned soul can choose how accurately the questions will be answered. The ritual requires [1 hour - (5 minutes per rank)] to cast.
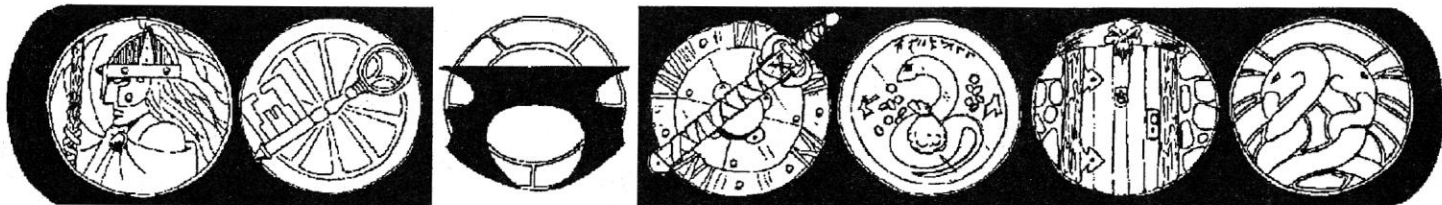
Star Fire

Realm	Physical
Colleges	Fire, Stars
Level	5
Type	Area
Range	35 hexes
Area of Effect	Dia.: 5 hexes
Duration	Immediate

Star Fire creates a blackfire 5 hexes in diameter (see Black Fire spell). Anyone in the area of effect who doesn't resist takes [1d6 points of damage per rank] in the daytime (sunup to sundown), or [4d8 points of damage per rank] at night.

Star Weapon

Realm	Physical
Colleges	Fire, Stars
Level	3
Type	Combat
Range	Touch
Area of Effect	1 weapon
Duration	10 combat rounds

Star Weapon temporarily enchants a weapon so that it does +1 damage per 2 ranks, and (on a Special or Critical Hit) destroys a shield or weapon used defensively against it. If no shield or weapon is being used defensively, the Special or Critical Hit destroys the armor in the area hit. Special and Critical Hits have no other effect when using Star Weapon. Magical armor, shields, and weaponry cannot be affected by the enhanced effects of this spell.

Start Fire

Realm	Physical
College	Fire
Level	1
Type	Non-combat
Range	2 hexes
Area of Effect	1 combustable object
Duration	Becomes natural

Start Fire ignites a fire in any easily combustable material; the fire lasts as long as there is something to burn or until it is put out.

Stone Skin

Realm	Physical
Colleges	Earth, Darkness
Level	4
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	5 combat rounds per rank

Stone Skin makes the affected creature's skin as tough as stone, so that the spell itself absorbs 2 points of damage, just like hard leather. This magical armor is not damaged by hits and may be used underneath other armor. It does not affect movement or agility.
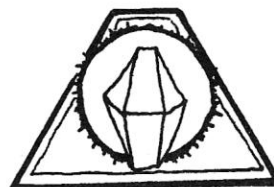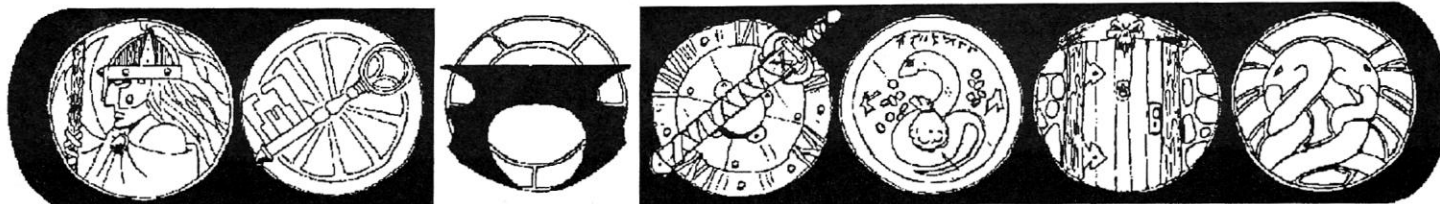
Stone Storm

Realm	Physical
Colleges	Earth, Darkness
Level	5
Type	Area
Range	35 hexes
Area of Effect	Dia.: 3 hexes
Duration	Immediate

Stone Storm creates a storm of gravel-sized rocks that do [2d8 points of general damage per rank] to each object or creature in the area, unless resisted.

Stop Bleeding

Realm	Scholarly
College	Healing
Level	3
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	Becomes natural

Using *Stop Bleeding*, the caster can stop a bleeding wound (a possible Critical Hit result) and heal it. Alternatively, the spell heals [1d12 per 2 ranks] points of damage.

Store

Realm	Scholarly
Colleges	Alchemy, Enchantment
Level	4
Type	Ritual
Range	Touch
Area of Effect	1 item
Duration	5 minutes to store a spell, then until spell is used

Using *Store*, the caster may enable an item to hold one spell. The item must be inanimate, and it must first have *Prepare* cast upon it. To complete the enchantment of the item, *Store* must be cast on it; *Store* takes [5 hours - (30 minutes per rank)] to cast. At the completion of the *Store* spell, the spell to be stored must be initiated within 5 minutes. If this subsequent spell is not successful, the effect of the *Store* spell is lost. As a result of the spell, the item is marked with a rune, different for each spell. The rune's effect is not completely understood.

Part of the spell is a word which causes the spell to be released. The spell goes off in the round the release word is spoken. The released spell then follows the normal rules for its effect. Any character with a Magical Aptitude of 10 or greater can use any spell stored in an item, if he knows the release word.

Stun

Realm	Scholarly
Colleges	Withering, Devastation
Level	2
Type	Combat
Range	5 hexes per rank
Area of Effect	1 creature
Duration	2 combat rounds per rank

With *Stun*, the affected creature is stunned; all of his skill rolls are modified by -15. His Defense Bonus is modified by -25. The affects of multiple *Stun* spells are not cumulative.
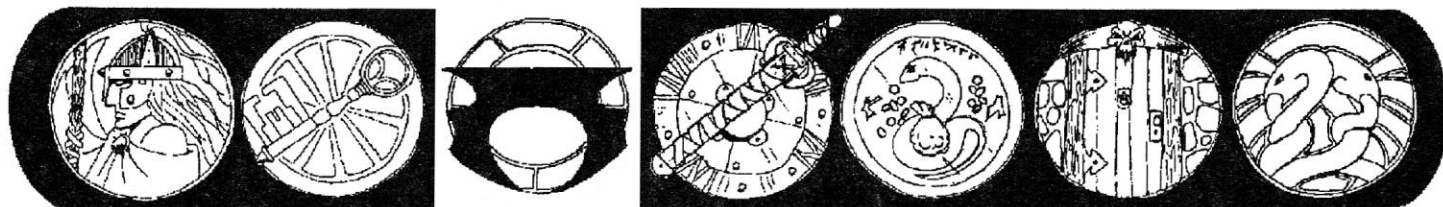
Summon Magical Creature

Realm	Scholarly
Colleges	Nature, Summoning
Level	7
Type	Ritual
Range	any
Area of Effect	1 magical creature
Duration	10 minutes per rank

Summon Magical Creature allows the caster to call 1 magical creature to his aid (Dragon, Doom, Valiant, etc.). The specific creature summoned is randomly determined (method per GM). The caster may specify a specific type of creature to be summoned, but if he does so his target number is halved (round down).

Summon Magical Creature takes [2 hours - (10 minutes per rank)] to cast.

Suspend

Realm	Physical
Colleges	Cold, Water
Level	6
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	2 days per rank

Suspend sends the affected creature into suspended animation unless he resists. He appears frozen. Only the caster can break the spell before its duration expires, unless either a *Remove Curse* or a *Dispel Magic* spell is cast.

Telekinesis

Realm	Scholarly
College	Alchemy
Level	3
Type	Non-combat
Range	15 hexes
Area of Effect	1 object or mass, max. 3 kilograms per rank
Duration	5 minutes per rank

Telekinesis allows the caster to lift up and move a single object or mass magically, at his walking pace. He does this by pointing at the object and then pointing at its next location.

Telepathy

Realm	Scholarly
Colleges	Enchantment, Enhancement
Level	6
Type	Non-combat
Range	45 hexes + (5 hexes per rank)
Area of Effect	2 creatures per rank
Duration	10 minutes per rank

With *Telepathy*, a creature may telepathically communicate with 2 or more other creatures, if they are within range.
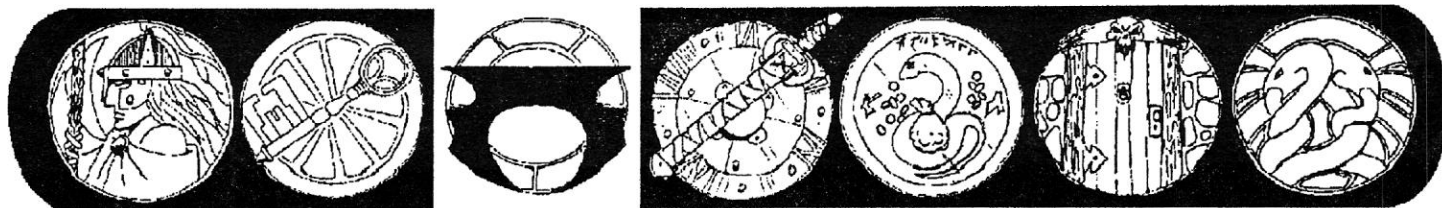
Tornado

Realm	Physical
Colleges	Air, Light
Level	7
Type	Area
Range	55 hexes
Area of Effect	Dia.: 3 hexes; moveable
Duration	5 combat rounds per rank

Tornado creates a tornado which can flatten wooden buildings (stone buildings are unaffected), crushing creatures inside—unless they make an Agility roll x 4. Creatures caught outdoors by the tornado take 4d12 points of general damage per round until out of its effect. The caster can direct the tornado, moving it up to 3 hexes per round.

Track

Realm	Scholarly
Colleges	Nature, Summoning
Level	2
Type	Non-combat
Range	Caster only
Area of Effect	5 hexes in all directions
Duration	5 minutes per rank

Using Track, the caster can follow any one person without making a Tracking skill roll. The target must have left a normal, non-magical trail, and must have passed within the last 24 hours.

Track in Air

Realm	Scholarly
College	Nature
Level	4
Type	Non-combat
Range	25 hexes in all directions
Area of Effect	The trail of 1 air-borne creature
Duration	5 minutes per rank

Track in Air creates a glowing trail that only the caster can see, in the wake of any air-borne creature. The creature being tracked must have passed by in the last half hour. The caster can use this spell to effectively track a creature who is using Leave No Trace.

Track in Water

Realm	Scholarly
Colleges	Nature, Summoning
Level	3
Type	Non-combat
Range	Caster only
Area of Effect	15 hexes in all directions
Duration	5 minutes per rank

Track in Water allows the caster to follow another creature through the water. The spell creates a glowing trail which only the caster can see and follow. The creature being trailed must have passed within the last hour.

Unease

Realm	Scholarly
College	Withering
Level	1
Type	Combat
Range	2 hexes per rank
Area of Effect	1 creature
Duration	1 combat round per rank
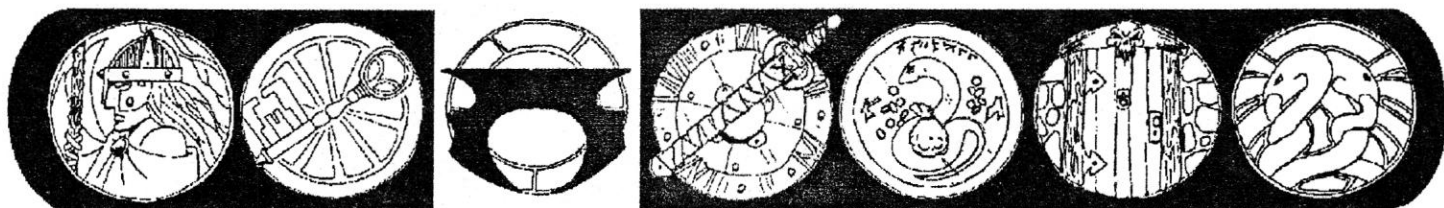
Unease causes the affected creature to become ill at ease, worried, etc. While under its effect, any skill roll is modified by -10.

Use Other's Senses

Realm	Scholarly
Colleges	Enchantment, Enhancement
Level	3
Type	Combat
Range	6 hexes per rank
Area of Effect	The extent of the creature's senses
Duration	2 minutes per rank

Use Other's Senses allows the caster to use the senses of an animal. At rank 4 and above, he may instead use the senses of another human (elf, dwarf, etc.).

Walk on Water

Realm	Scholarly
College	Nature
Level	3
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	5 minutes per rank

The affected creature can *Walk on Water* and stay dry. While doing so, he can carry up to 30 kilograms of equipment, in addition to his armor and clothing.

Wall of Smoke

Realm	Physical
Colleges	Air, Light
Level	5
Type	Area
Range	35 hexes
Area of Effect	3 meters high, 1 hex thick, [10 meters per rank] long
Duration	1 minute per rank

Wall of Smoke produces a thick wall of acrid smoke which cannot be seen through. It chokes and blinds creatures caught in it—any creature which is in the wall when it is created, or which subsequently enters it, must make a resistance roll each round it is in the wall. (A roll is required each round the creature spends at least part of the round in the wall, unless he is currently suffering from a failed resistance roll.)

If the roll is made, the creature suffers no ill effects that round. If the roll is failed, he is wracked by a coughing fit and is unable to move more than 1 hex per round or attack, for 4 rounds. Ranged weapons fired through a wall of smoke are at -60 to their target number. In addition, attack spells cannot be cast through the wall, since the target cannot be seen, even with infrared vision.
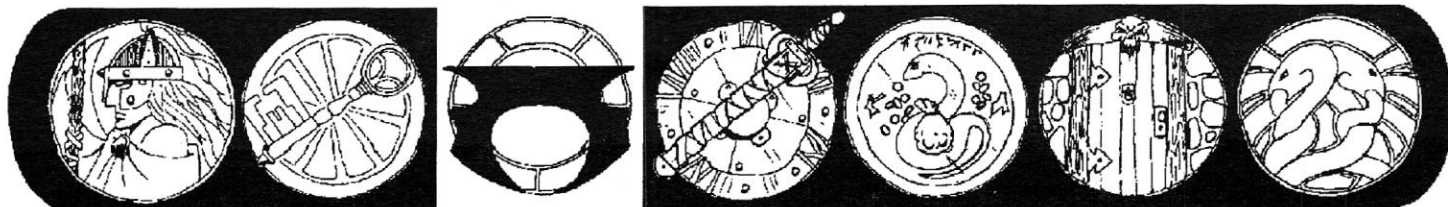
Wall of Stone

Realm	Physical
Colleges	Earth, Darkness
Level	6
Type	Area
Range	45 hexes
Area of Effect	60 cubic meters per rank
Duration	Becomes natural

Wall of Stone creates a stone wall, in any shape desired. The wall must be firmly attached at its base, and actually grows out of this attachment, so that nothing is encased in the wall of stone, just pushed aside. It takes 60 points of damage in a square meter area to break through a half hex thickness of stone.

Wall of Water

Realm	Physical
Colleges	Water, Cold
Level	6
Type	Area
Range	45 hexes
Area of Effect	See description
Duration	15 minutes per rank

Wall of Water creates a wall of water 5 meters high and 400 meters wide, which travels at a rate of 10 kph. It continues until the spell's duration expires or the water reaches land. The body of water in which the spell is cast must be at least 10 km x 1 km in size.

When it reaches land, the water will wash any but the strongest objects on the coast, including small buildings. Creatures on the coast or within washed-away buildings when the wave hits are swept away and drowned, unless a successful *Swimming* skill roll is made.

Warp Wood

Realm	Scholarly
Colleges	Devastation, Alchemy
Level	2
Type	Non-combat
Range	Touch
Area of Effect	[2 kilograms per rank] of wood
Duration	Becomes natural

Using *Warp Wood*, the caster can change the listed amount of wood into any shape desired, as long as its total weight remains the same. Magical items cannot be warped by *Warp Wood*.

Water Sight

Realm	Physical
College	Water
Level	2
Type	Non-combat
Range	Touch
Area of Effect	1 creature
Duration	1 minute per rank

Water Sight allows the affected creature to see in water with the same range and visibility as if he were standing just above the water. For example, on a bright, sunlit day, the affected creature could see clearly as far as a mile underwater, even though sunlight doesn't penetrate that far underwater. On a dark, cloudy night, underwater vision is limited to a few feet, just like vision above the water. In a dark room, *Water Sight* extends vision only a foot or
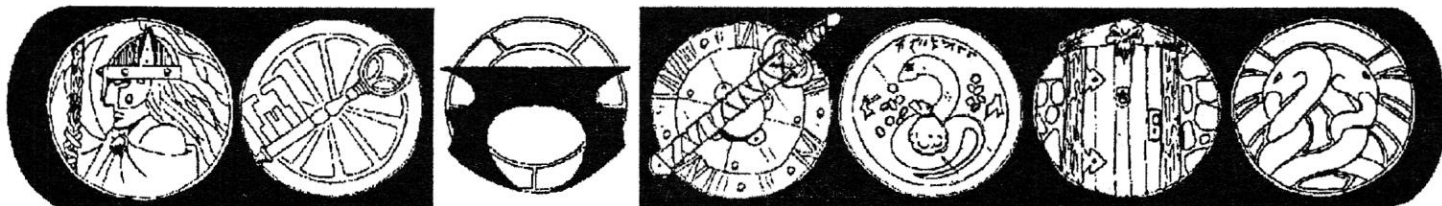
Water Sight extends vision only a foot or two, if that far.

Water Spear

Realm	Physical
Colleges	Water, Cold
Level	5
Type	Combat
Range	Touch
Area of Effect	2 liters of water
Duration	5 combat rounds per rank, or till thrown

Water Spear creates a weapon out of water that is both +10 to hit and +2 to damage, per 3 ranks. (2 liters of water must be available for this.) If the caster wields this weapon himself, he uses his rank with this spell as an Offensive or Defensive Bonus, not his rank with *Spear* skill.

The spear does not suffer damage from other attacks or Critical rolls. If it is thrown, it strikes (or misses) and then disappears.

Wind Storm

Realm	Physical
Colleges	Air, Light
Level	5
Type	Area
Range	35 hexes
Area of Effect	Dia.: 5 hexes
Duration	1 combat round per rank

Wind Storm creates gale force winds (100 kph) in the designated area. If a creature makes his resistance roll, he remains standing, but all skills are modified by -10. If he fails, he is knocked down and cannot act during of the storm.

Wind Wall

Realm	Physical
Colleges	Air, Light
Level	6
Type	Area
Range	45 hexes
Area of Effect	2 hexes wide x 2 hexes tall x [5 hexes per rank] long
Duration	3 combat rounds per rank

Wind Wall creates a wall of raging wind. Any creature attempting to pass through this wall must roll his Agility x 2 or less, or fall, taking 10 points of damage (all damage is applied to one random area). If the creature resists, he may pass through the wall the next round. Ranged weapons cannot penetrate a *Wind Wall*, nor can any spells.

Winter's Armor

Realm	Physical
Colleges	Water, Cold
Level	5
Type	Non-combat
Range	Touch
Area of Effect	1 creature per 3 ranks
Duration	5 combat rounds per rank

Winter's Armor renders the affected creature's skin very cold to the touch, like ice, so that the spell itself absorbs 2 points of damage, just like hard leather. This magical armor is not damaged by hits and may be used underneath other armor. It does not affect movement or agility. *Winter's Armor* can affect one creature per three ranks.
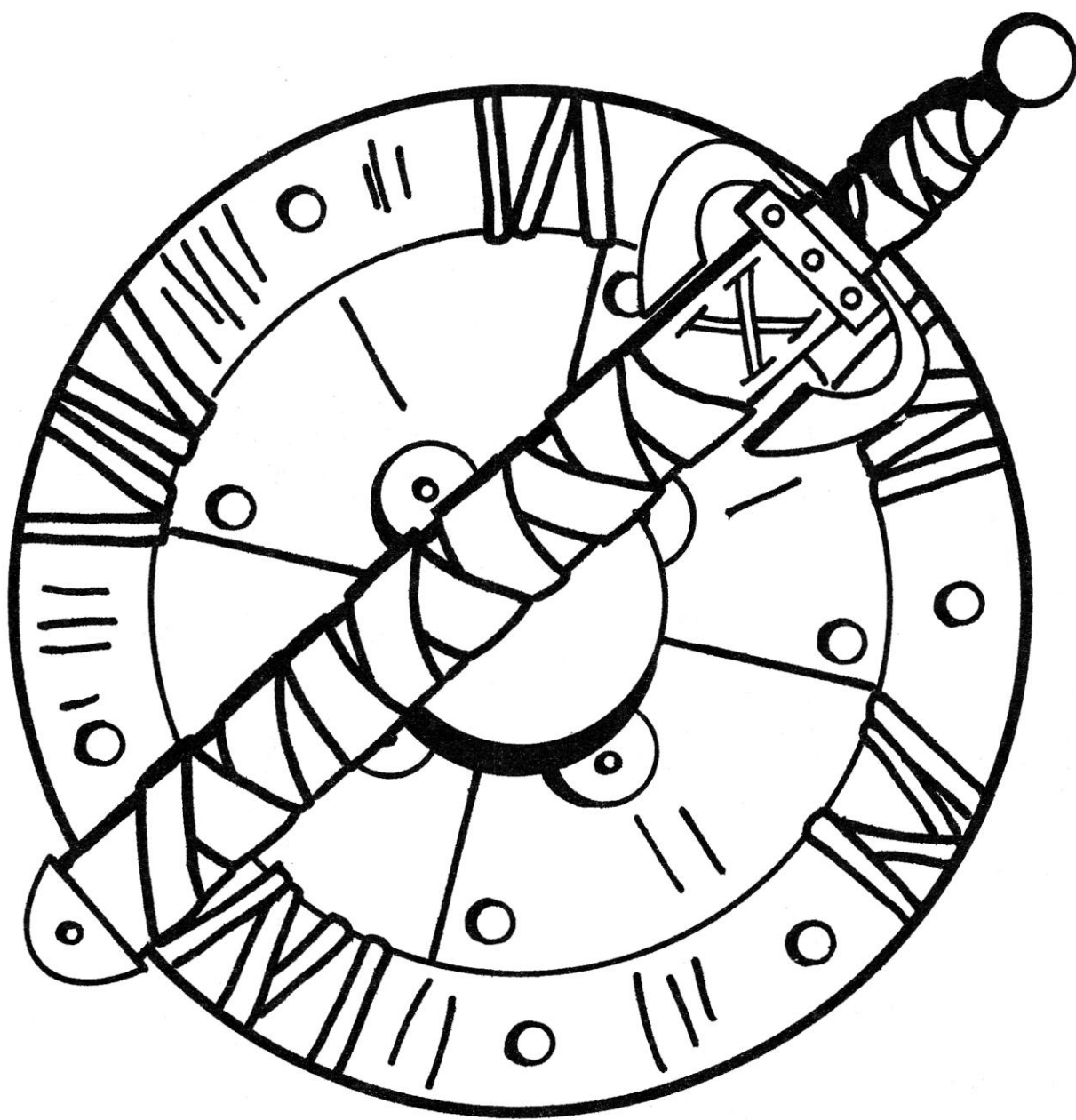
COMBAT
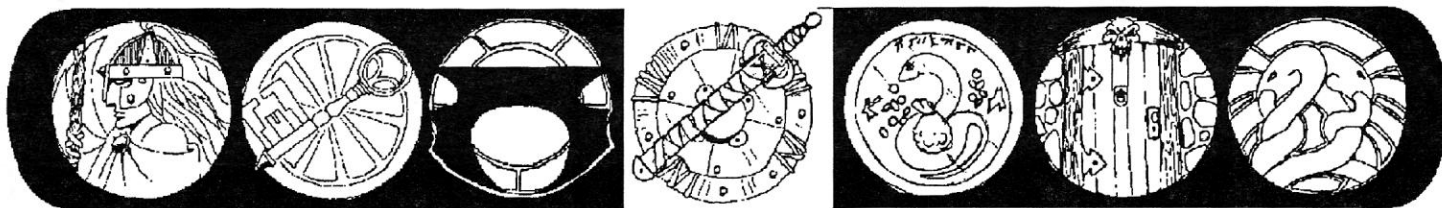
COMBAT

Combat occurs whenever characters are using combat skills against each other. Combat follows the sequence listed below.

Combat is most easily resolved on a hex grid. In **Fifth Cycle**, each hex is two meters wide. Each round of combat represents 10 seconds. Each creature (player or non-player) must be represented on the hex sheet by a figure or a counter of some type. Walls, treasure, and so forth can be drawn in with a pencil or other marker, or located with counters.

During combat, each figure must face a hexside. The side he is facing and the two hexsides adjacent to it are his "front hexsides." A character may only attack (or cast spells) through his front hexsides. The other three hexsides are his "rear hexsides." Characters may not attack through their rear hexsides and if attacked from the rear they suffer a -10 modifier to their DB for that attack only.

COMBAT SEQUENCE

The sequence of play for combat is as follows:

0) *Surprise* (first round only)
1) *Initiative* (roll 1d10 modified by the group leader's tactics rank)
2) *Glynna Attack Phase* (glynna may make their special swooping attack)
3) *Magic Phase* (spells are prepared and cast)
4) *Missile Phase* (characters engage in ranged combat)
5) *Melee Phase* (characters engage in hand-to-hand combat)
6) *Movement Phase* (characters may move)

0. SURPRISE

There are two types of surprise. The first is an unplanned reaction: if two groups stumble into each other, each rolls percentile dice. If one side rolls half or less of the other's roll, the lower rolling party is surprised. (This is one of the few cases in **Fifth Cycle** in which a low percentile roll is bad.) Each roll is modified by the *Strategy* skill of the group's leader (+5 per rank).

The second way to achieve surprise is by *Ambush* or *Assassination* (see **Skills**).
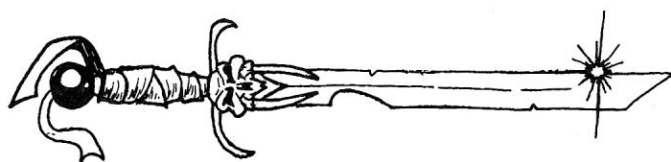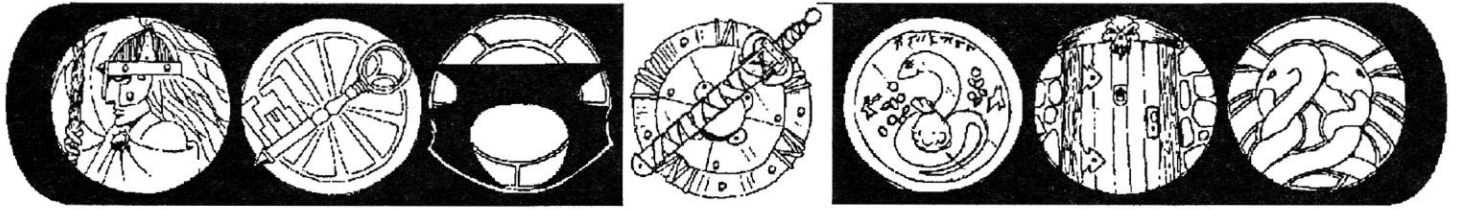
1. INITIATIVE

Both sides roll for initiative each round. They each roll 1d10, modified by the *Strategy* skill of the side's leader (+1 per rank of *Strategy* skill). The winning side attacks first in the Glynna Attack, Magic and Missile Phases. They also attack first in the Melee Phase anytime the combatants have the same rank of *Combat Tactics* skill (see **Melee**).

2. GLYNNA ATTACK PHASE

The special glynna attack occurs in this phase: every other round, any glynna which is flying may dive down and attack using thrown weapons or pole arms. The attacked creature may only attempt to parry this attack; he may not counterattack.

A glynna may use a bow weapon in flight, but if so, it is used in the Missile Phase and the glynna does not get his special attack. Glynna are easy to bring down, for if they take damage equal to their Endurance score in a single round (after armor absorption, etc. are subtracted from damage), they will fall from flight. In addition, a glynna with hit points reduced to 0 in a wing area cannot (continue to) fly.

The best way to keep track of whether a glynna can make his special attack in the current round is to remember if he attacked (in any way) last round. If not, he can make his attack this round.

3. MAGIC PHASE

This phase is divided into two parts: spell preparation, where spells are initiated, and spell resolution, when spells take effect. This phase is more fully explained in **Magic**, especially in **Combat Spells** and **Mages in Combat**.

MAGIC INITIATIVE (OPTIONAL RULE)

Rather than having all of the side that won initiative attack with spells first, and then having the other side respond, a more realistic and complex system is possible. In the same manner as *Combat Tactics* determines order of attack in melee, have *Magic Training* determine order of spell casting (see the **Melee Phase**). The mage with the highest rank in *Magic Training* goes first, followed by the other mages in descending order of *Magic Training* skill. If mages on two different sides have the same rank in *Magic Training*, the mages on the side that won initiative this round would go first.
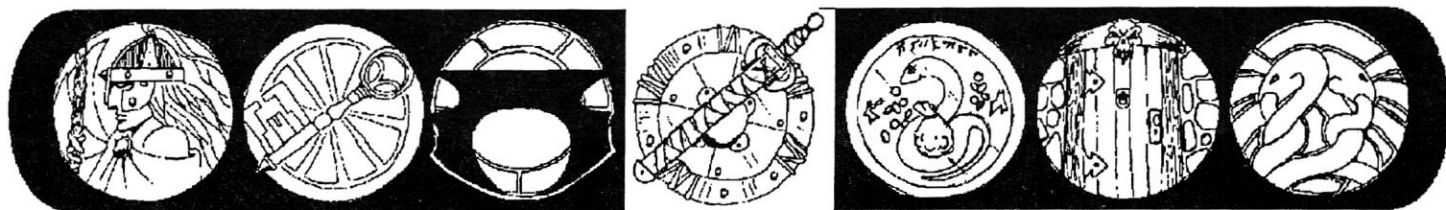
4. MISSILE PHASE

Missile fire includes both bow weapons and thrown weapons. The base target number is 40%. This number is modified by range—*short range* is at +10%, *medium range* is not modified, *long range* is at -20%, and *very long range* is at -40%. The ranges for each weapon are given in the *Missile Weapon Range Modifiers* chart. The attacker's rank with the weapon also modifies the target number, by 5% per rank, and magical and racial modifiers adjust the target number as well. And finally, the defender's DB also modifies the target number (a positive DB reduces the chance to hit; a negative DB improves it).

At short and medium ranges, a missile weapon that hits its target does full damage, but at long range damage is reduced by 1. At very long range, damage is reduced by 2. In all cases, the minimum damage possible is 1.

When a hit is made the attacker rolls 1d10 (1d12 for hexapedal creatures) to determine where he hit his target (see the silhouette on the character sheet). He then rolls the appropriate die for his weapon to determine damage.

As with all damage results, if a 1 is rolled, no additional magical, special or critical damage can be applied. However, if a long or very long range attack reduces the damage to 1, Special and Critical Hits still apply.

MISSILE WEAPON RANGE MODIFIERS

Weapon	Type	Short (+10)	Medium (0)	Long (-20)	Very Long (-40)
		Range in Hexes			
Hand Axe	T	2	3	4	8
Dagger	T	1	2	3	6
Hammer	T	2	3	4	8
Javelin	T	4	10	18	36
Net	T	2	4	6	12
Spear	T	3	7	11	22
Composite Bow	B	20	35	65	130
Crossbow	B	25	35	70	140
Heavy Crossbow	B	30	60	90	180
Longbow	B	25	40	80	160
Shortbow	B	15	30	50	100
Sling	-	10	20	30	60
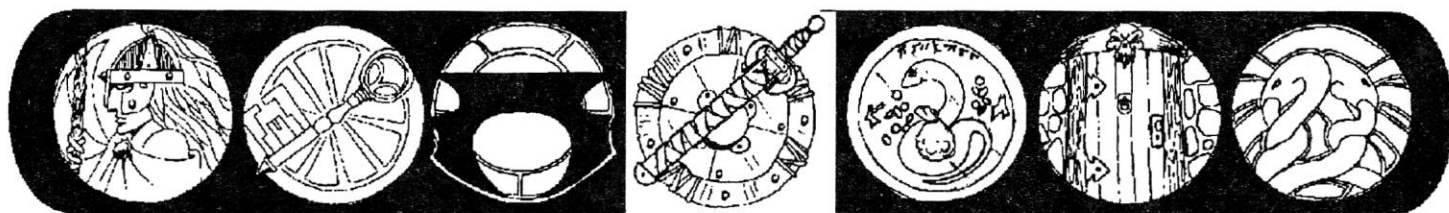
5. MELEE COMBAT

Any weapon held in the hands during combat is a melee weapon. Bow weapons may be used in the Melee Phase if they were not used in the Missile Phase, but only to block an attack. A thrown weapon (dagger, spear, and so forth) may be used as a melee weapon if the attacker has the proper melee skill with the weapon.

An attack roll can be modified by the attacker's rank in the skill and by the Defensive Bonus of the target. Each round, a creature's skill with his weapon modifies either his attack roll, his defense against all attacks, or both. The total modifier possible is 5 per rank with the melee weapon, and this can be split each round between offense and defense. For example, with 8 ranks in *Short Sword* skill, the total modifier available to a character is 40 (8 x 5). He can add 40 to his own target number, or subtract 40 from the target number of anyone attacking him, or split it, possibly 20 on offense and 20 on defense. Each round he can change how this modifier is split: one round, it can be 30 and 10; the next it can be 12 and 28.

The two-handed weapon skills are special cases, however. When fighting with either of these two skills, a character has a total modifier of 8 per rank, rather than the standard 5. The extra 3 per rank must always be committed to defense (the length of the weapon is a barrier between the character and his opponent). In effect, this raises the DB of such a character by 3 per rank, and he still has 5 per rank left to divide between offense and defense.

Thus, when an attack is made the character makes a percentile roll to determine if he hit. His target number is:
- 40%
- + weapon skill used on offense (up to 5 per rank)
- + magical bonuses
- + racial bonuses
- - 3 per rank of the defender's skill, if he is wielding a two-handed weapon
- - the DB of his target (including target's weapon skill, up to 5 per rank)

If he hits, he rolls 1d10 (1d12 against hexapedal creatures) to determine where he hit. He also makes his damage roll—and if he rolls a 1, all damage bonuses (magical, Special, and Critical) are lost.

Note. All of these modifiers may at first seem confusing. However, all of these modifiers (except the offensive and defensive modifiers for weapon skill) are figured out on the character sheet before play begins. Therefore, all that must be done during play is to add or subtract the appropriate weapon skill modifiers. Remember that a positive DB helps the defender, and a negative DB makes him easier to be hit.

MELEE ATTACK SEQUENCE

The attack order in the Melee Phase is determined by the *Combat Tactics* (CT) of the combatants. The GM calls out the numbers from eight to zero, and when the CT of each creature is called out he makes his attack. In cases where both sides have creatures with the same rank of *Combat Tactics*, the group that won initiative attacks first.
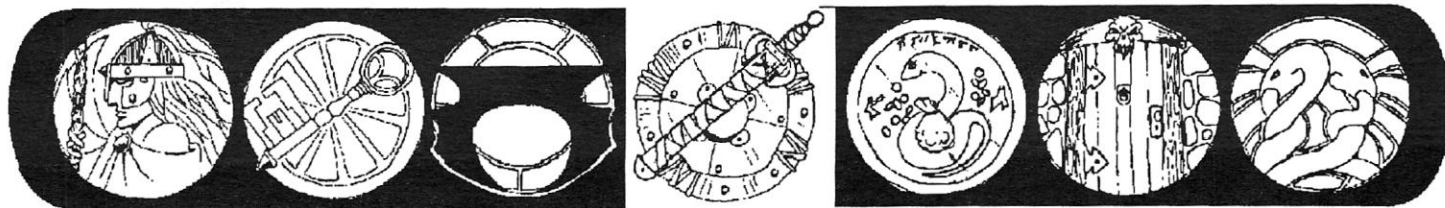
6. MOVEMENT PHASE

After melee is completed, characters may move. Each character has a number of movement points (MPs), based on his Agility (see **Character Generation**). This number is used while on the constantly shifting field of combat; a character simply running moves at 8 times this rate.

The side that lost initiative this round moves each figure one hex, followed by the side that won initiative. The two sides continue to alternate until no one has any MPs left. Players may change the direction their figures are facing one time in the course of this phase without cost.

Changing more than one hexside costs a character 1 MP per additional direction change—when it is his turn to move, he simply rotates 60° rather than moving a hex. (It should be remembered that a facing change is a change in stance, not simply a turn of the neck.)

Each figure moves one hex at a time, with the GM calling out something like, "OK, everyone move their first movement point . . . ," and so forth. If a character isn't moved when the GM announces the time to do so, he forfeits that movement point this turn.

The biggest advantage of a large movement rate is that a high-MP character can move several times after his opponents have finished moving. For example, a character with 5 MPs gets to move twice after a character with 3 MPs has finished moving.

SPECIAL AND CRITICAL HITS

Any time a character rolls 20% or less of his modified target number, he has achieved a Special Hit. Special Hits allow an extra die of damage, rolled separately.

If the number rolled is 5% or less of his modified target number, he has inflicted a Critical Hit, which gives both an extra die of damage (as per a Special Hit), and also gives a roll on the *Critical Hits* table. Rather than having to calculate them, see **Special and Critical Successes**, in **Skills**, for the chart of Special and Critical Success numbers.

Critical Hits are classified by whether they were caused by a blunt or sharp weapon. If a blunt weapon (a club, flail, hammer, mace, quarterstaff, shield, sling or whip) inflicted the Critical Hit, use the *Concussion* column on the *Critical Hits* table. All other weapons cause puncture or slash wounds—for Critical Hits with those weapons, use the *Puncture or Slash* column.

Remember that if the first die rolled for damage results in a 1, the damage is only 1, and Special and Critical Hits are disregarded.
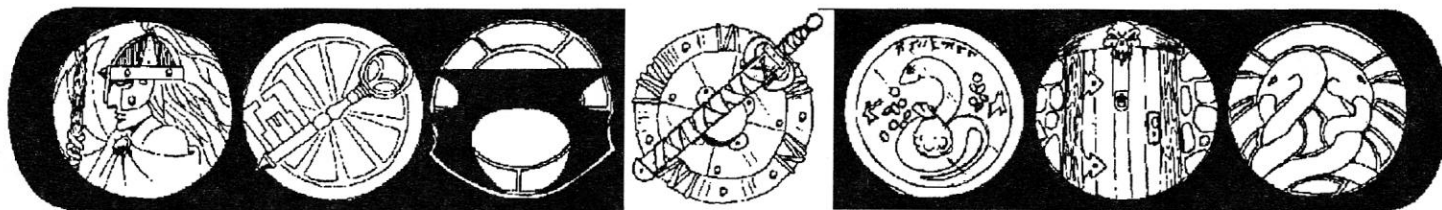
CRITICAL HITS (1D100)

Roll	Result Concussion (blunt)	Puncture or Slash
1-5	+2 damage	+1 damage
6-10	+2 damage, +5 to attack next round	+1 damage, +5 to attack next round
11-15	+3 damage	+2 Damage
16-20	+3 damage, +10 to attack next round	+2 damage, +10 to attack next round
21-25	Bones crack—defender attacks at -35	Bleeding wound—defender loses 1 point per round in area
26-30	+4 damage, +15 to next attack	+3 damage
31-35	Defensive weapon broken (if none, no other effect)	Bleeding wound—defender loses 2 points per round in area
36-40	Defender stunned, DB -5 next round	+3 damage, +10 to next attack
41-45	Ligament torn, DB at -10	+3 damage, bleeding wound—defender loses 1 point per round in area
46-50	Armor in area destroyed	Bleeding wound—defender loses 2 pts. per round in area, is -20 to next attack
51-55	+5 damage	Defensive weapon broken
56-60	Defender stunned, -10 to next attack	Artery cut, 7 rounds to death
61-65	+5 damage, +20 to next attack	+4 damage, +20 to next attack
66-70	Defender stunned, -15 to next attack	Defender's weapon broken, no attack for 2 rounds
71-75	Bones broken, all attacks at -50	Bleeding wound—defender loses 4 points per round in area
76-80	Ligament damaged, defender can't move that area	Artery cut, 5 rounds to death
81-85	Bones broken, no attacks possible	Area reduced to 0 before normal damage applied
86-90	Area reduced to 0 before normal damage applied	Area reduced to 0, plus area's armor destroyed
91-95	Area reduced to 0 plus area's armor destroyed	Artery cut, 3 rounds to death
96-100	Area destroyed: areas 1-4 = death areas 5+ = crushed	Area destroyed: areas 1-4 = death areas 5+ = cut off
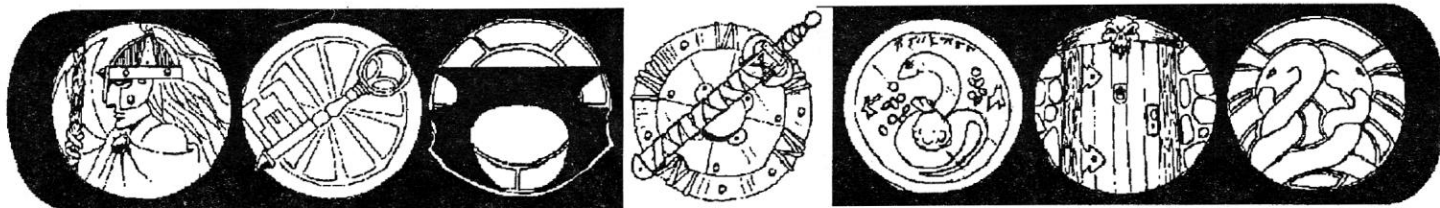
FUMBLES (OPTIONAL RULE)

As an optional rule, players may want to allow for the possibility of fumbles during attacks. Any time a character rolls a 100 on an attack, he fumbles. Roll on the *Fumble* table to determine the effect.

FUMBLE (1D100)

Roll	Result
1-5	No attack for 1 round
6-10	Weapon damaged, damage it inflicts is -1 until repaired
11-15	Weapon falls 1d4 hexes away
16-20	Random person other than the target is hit
21-25	Weapon breaks
26-30	Weapon damaged, damage it inflicts is -2 until repaired
31-35	-5 to Defensive Bonus till end of next round
36-40	Random person other than the target is hit, damage is +2
41-45	Weapon falls 1d6 hexes away
46-50	No attack for next 2 rounds
51-55	Weapon shatters, take 1d4 damage
56-60	-10 to Defensive Bonus till end of next round, no bonuses on next attack
61-65	Random person other than the target is hit, damage is +3; no attack next round
66-70	Weapon shatters, take 1d6 damage
71-75	No attack for next 3 rounds
76-80	Special Hit on self (roll area randomly)
81-85	Random person other than the target is hit with a Critical Hit
86-90	-20 to Defensive Bonus till end of next round, no bonuses on next attack
91-95	Weapon shatters, take 1d6 damage; cannot move, attack or defend for 2 rounds
96-100	Kills self

AIMED SHOTS

Aimed shots are attacks intended for a specific body area. Only melee attacks may be aimed. The target number for an aimed shot is reduced by 40; if the attack is successful, the attacker has hit the body area he was aiming at.

ARMOR AND SHIELDS

Each type of armor and shield has a *protection factor* (PF) which determines how much damage the armor absorbs before the character gets hurt. Basically, the armor or shield takes damage before the character does.
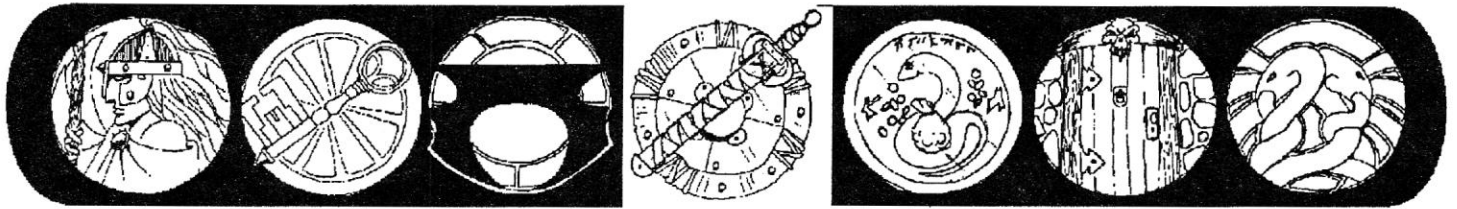
ARMOR

The different types of armor each impede movement. Therefore, each negatively modifies its wearer's Defensive Bonus, to a greater and greater extent as the armor becomes bulkier and covers more areas of the body. These effects are cumulative—a chain breastplate reduces a character's DB by 4; plate bracers reduce his DB by another 2. Worn at the same time, they reduce his DB by 6. A full suit of hard leather would reduce his DB by 10.

ARMOR

Type of Armor	Areas Protected	Soft Leather	Hard Leather	Ring or Scale	Chain	Plate
Protection Factor (PF)		1	2	3	3	4
Modifiers to Defensive Bonus						
Helm	1	-1	-1	-1	-1	-1
Breastplate	2,3,4	-2	-4	-5	-4	-7
Skirt	5,6	-2	-3	-4	-3	-6
Greaves	7,8	-1	-1	-3	-1	-4
Bracers	9,10	-0	-1	-2	-1	-2
Full Suit	1-10	-5	-10	-15	-10	-20

Armor can be tailored to a person by area (see the *Armor* chart). On the character sheet, each "area" row has a box for the PF and the hits taken by the armor protecting that area. Each time an area gets hit, put a mark through one of the three boxes opposite that area, under "armor hits." Once all three boxes are marked out, the PF for the armor in that area is reduced to half effectiveness (round down) until the armor is repaired by someone with *Armor and Weapon Repair*, *Armor Smithing*, *Blacksmithing* (with metal armor), or *Tailoring* (with leather armor) skill, or a *Mend* spell.

Armor, even a full suit of armor, never protects wings. Glynna never wear thicker armor than hard leather.

Even if a full suit of armor is worn, damage to one area of the armor doesn't affect the strength of any other armor area. For example, if a suit of plate takes damage only in the left arm, the rest of the suit is still at full strength.
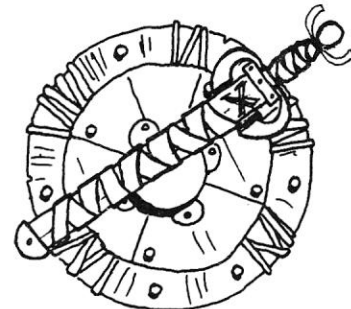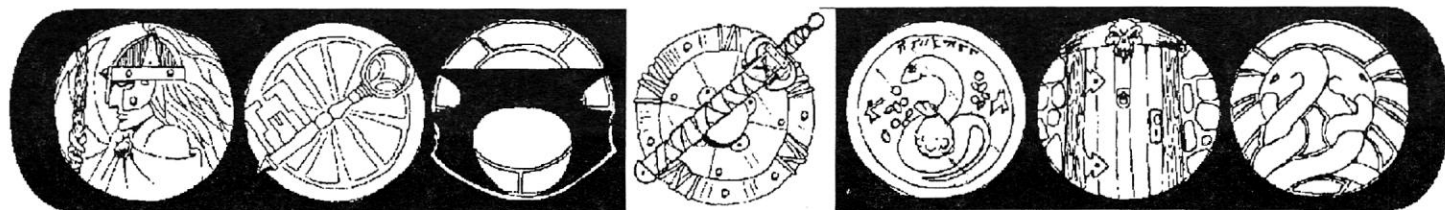
SHIELDS

A shield protects part of a character's body; how much it protects depends on the size of the shield (see the *Shields* chart). Before an attacker makes the roll for his hit location, the defender with a shield declares which of his head or torso areas (areas 1 through 4) he will defend this round. (If the attacker is making an aimed shot, the defender should decide what area he will cover *before* the attacker rolls to hit.)

A shield always covers both the declared area and the shield arm. It might also cover adjacent areas. A *buckler* covers no adjacent areas. A *round* shield protects all areas adjacent to the covered area. *Kites* and *towers* protect areas "within two" of the covered area. For example, a round shield covering area 4 also protects areas 3, 5, and 6 from both missile and melee attacks. The wings (areas 11 and 12) and weapon arm are never protected by any shield.

Remember that tower shields may never be used when mounted, while kite shields are designed to be used when mounted. There is no negative DB modifier for using a kite shield while mounted.

If a weapon hits an area protected by a shield, the damage must penetrate both the shield and armor before it can strike the target. The affected area's armor is marked for damage only if the shield is penetrated (but of course a hit against the shield is marked on the defender's character sheet).

Any time a shield receives a Critical Hit, it stops the hit (don't roll on the *Critical Hit* chart) but the shield is cloven in two and is useless until repaired.

SHIELDS

Type of Shield	Areas Covered/Protected				Protection Factor	Offensive Damage	DB Modifier
	1	2	3	4			
Buckler	1	2	3	4	3	1	0
Round	1-2	1-3	2-4	3-6	3	2	-5
Kite	1-3	1-4	1-6	2-6	3	2	-10
Tower	1-3	1-4	1-6	2-6	3	3	-10

USING MAGIC ITEMS IN COMBAT

All spells are cast into an item at the caster's rank. To use an enspelled magic item, a character must roll percentile dice under the target roll of the original caster for it to go off.

For example, a character using a ring with a rank 5 *Fire Ball* in it must roll 65% or less (40 + (5 x 5)) for the spell to take effect. If the spell doesn't go off, the character may try again the next round. When a character rolls a backfire while trying to use one of a magic item's abilities, the item loses that ability. A character need not be a mage (or have any *Magic Training*) to use a magic item.
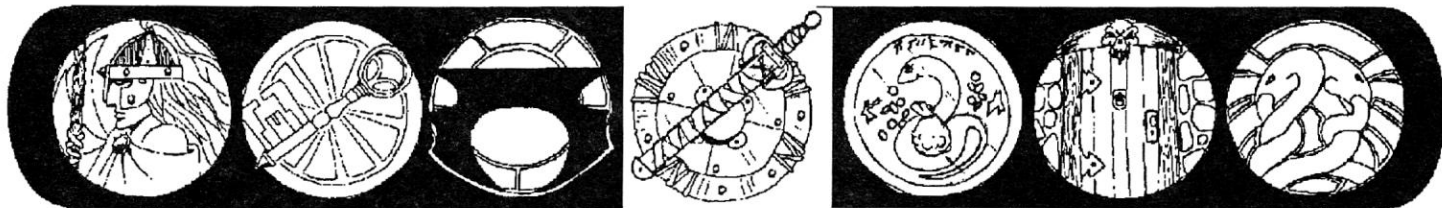
Fighting with Other Hand

Characters may use the following weapons in the secondary hand (usually the left hand): dagger, hand axe, mace, net and short sword. Weapons skills must be learned (bought with experience ponts) separately for each hand. Weapon skills learned for the secondary hand should be marked as such on the character sheet.

A character may also simply use a weapon in his secondary hand without training, but at 3 ranks lower than his skill with that weapon in his primary hand. Characters with two weapons can attack twice in a round, but the rank modifier from only one weapon can be used for defense. Many characters fight with two weapons, using one offensively and one defensively.

Mounted and Flying Combat

Any character with *Riding* skill for a particular type of animal may use that animal in combat (see *Riding* skill). Characters riding flying animals may only use a lance or missile weapons, and may only attack every other round (like the special glynna attack). This is because flying animals must spend a round after an attack turning and lining up for their next attack—they cannot hover.

The lance is a weapon to be used while mounted. In a charge, each 2 full hexes of the charge adds another 1d12 to the damage roll (unless a 1 is rolled on the first die). If a successful attack roll is made, a character has a base 50% chance to lose his lance, minus 5% per rank of *Lance* skill.

Readying Weapons

Picking up, readying or sheathing a weapon costs 1 MP and can generally only be done during the Movement Phase. However, a weapon can also be readied at the beginning of the Missile or Melee Phase. If a weapon is readied at either of these times, it can be used in the same round but the character using it gets no offensive or defensive bonus with it (i.e., he doesn't get the 5 or 8 points per rank with it).

Dropping a weapon costs nothing and can be done at any time.

Charging

A *charge* is a special type of movement. A character charges when he wants to improve his chance to hit and the damage he can inflict, at a higher risk of being hurt. A charging character doubles his movement rate. His target number (in the next round) receives a +5 charging bonus, and he does +3 damage if he hits (as always, unless he rolls a 1 for damage). On the reverse side, his DB is lowered by 20 for the duration of that round.

A charge must be announced at the beginning of the Movement Phase, before the character has begun his movement. A *fleeing* character (see **Fleeing Combat**) cannot be charged. A charge must cover at least 3 hexes and only two facing changes (turns) are allowed during a charge—one free turn, plus no more than one more.

A flying glynna cannot charge.

to run away. He does this by announcing at the beginning of his Movement Phase that he is fleeing. He may then move twice his movement rate away from the fight. Turning away at the beginning of movement (up to three hexsides) costs no MPs in this instance.

Before fleeing, the character must accept one final round of melee combat immediately without fighting back. He gets his normal Defensive Bonus and he can protect himself with a shield (if he has one). Any enemy adjacent to him can attack. This attack is outside of the normal turn sequence, and costs no movement points.

Two-Handed Weapons

Any weapon that can be used two-handed has a special skill bonus of 8% per rank instead of the usual 5% per rank. At least 3% of this bonus must be applied to help improve his Defensive Bonus. Two hande weapons include: two handed swords, polearms(excluding javelin), halberd, great axe, and footman's mace.

NPC Morale

A group of NPCs (non-player characters) will break off an attack when losses get too high. Animals will try to escape when their losses exceed half of their original number, unless they are cornered. If cornered, they will fight to the death.

Human and magical creatures might break off combat when their losses reach 40%. The GM rolls percentile dice at the beginning of each Movement Phase after losses have reached 40%. If the roll is greater than 50%, the NPCs flee or surrender.

In special cases (such as fanatical resistance or poorly trained troops), the GM may choose to alter any of the above percentages.

CHARACTER DAMAGE

Whenever a character's head or one of his torso areas (areas 1 to 4) is reduced to 0 points, the character falls unconscious. If one of these areas falls below 0 as far as its original number of hit points, he dies. For example, if a character has 8 hit points in area 3, and takes 16 points of damage to that area (reducing him to -8 there), he dies.

If one of a character's limb areas (5-10 or 5-12) is reduced to 0 points, the limb becomes useless, and any weapon, shield or other item held by that area is dropped. If the damage is in a leg area, the character falls down. He loses any Agility bonus to his DB and he may only move one hex per round. He may continue to attack, but does so at -30 to his target number. If a limb area falls below 0 as far as its original number of hit points, or if any two limb areas are reduced to 0, the character loses consciousness from shock.

FALLING DAMAGE

When a character falls or is pushed from a height he takes 3d12 points of general damage for each 3 meters he falls.
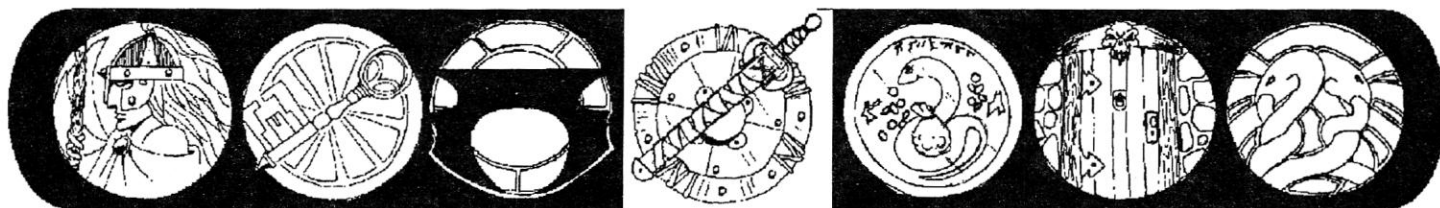
FALLING DAMAGE

When a character falls or is pushed from a height he takes 3d12 points of general damage for each 3 meters he falls. (General damage is damage that is applied evenly over a character's body, starting at area 10 and working to area 1, removing one point per area, then beginning again at 10 until all damage has been applied.) Always round the distance fallen down. For example, if a character falls 8 meters he would roll 6d12 (2 x 3d12) for damage, but if he falls 9 meters he would roll 9d12 (3 x 3d12).

SUFFOCATION

When a character cannot breath, he begins to suffocate. A character can endure without breathing for 1 combat round (10 seconds) per 2 points of Endurance (round up). For example, a character with EN 11 can live for 6 rounds (11/2) without breath; he dies at the beginning of the seventh round.

RECOVERY FROM WOUNDS

Unless a character has lost the use of one of his body areas (an area reduced below 0 as far as its original number of hit points) or has suffered a Critical Hit, recovery from wounds is a simple matter. In general, a point of damage is restored to each area for each three hours of rest. Characters who suffer a Critical Hit or have lost the use of an area will recover one point per day until full recovery is achieved or the spell *Repair Massive Damage* is cast on that area.

FATIGUE (OPTIONAL RULE)

Each character has a number of fatigue points (FPs) equal to his Endurance score. During the course of a day's activities, fatigue points are spent according to the *Fatigue Point Costs* chart.

FATIGUE POINT COSTS

Activity	Number of FPs spent
Walk for 1/2 hour	2
Run for 1/2 hour	4
Sprint for 1 round	1
Ride for 1/2 hour	1
	(Animal spends 2)
Gallop for 1/2 hour	1
	(Animal spends 4)
Glynna flight at normal speed (8 kph) for 1/2 hour	2
Glynna flight at 9 to 16 kph, for 1/2 hour	4
Attack in combat, 1 round	1
Defend only in combat, 3 rounds	1
	1
Cast spell (level 3 or higher)	1
Each glynna special attack	2

A character with 0 fatigue points has a -15 DB modifier and is -10 to all rolls (skill, weapon, spell, and stat). A glynna cannot fly when his fatigue points are reduced to 0. A character can recover one fatigue point by resting for 15 minutes, but can only do this 4 times per day. Otherwise, a character recovers one sixth of his total possible fatigue points for every 2 hours of rest or 1 hour of sleep. Also, any time one of the healing spells is cast on a character, he recovers 5 fatigue points in addition to the spell's other healing effects.

ECONOMICS
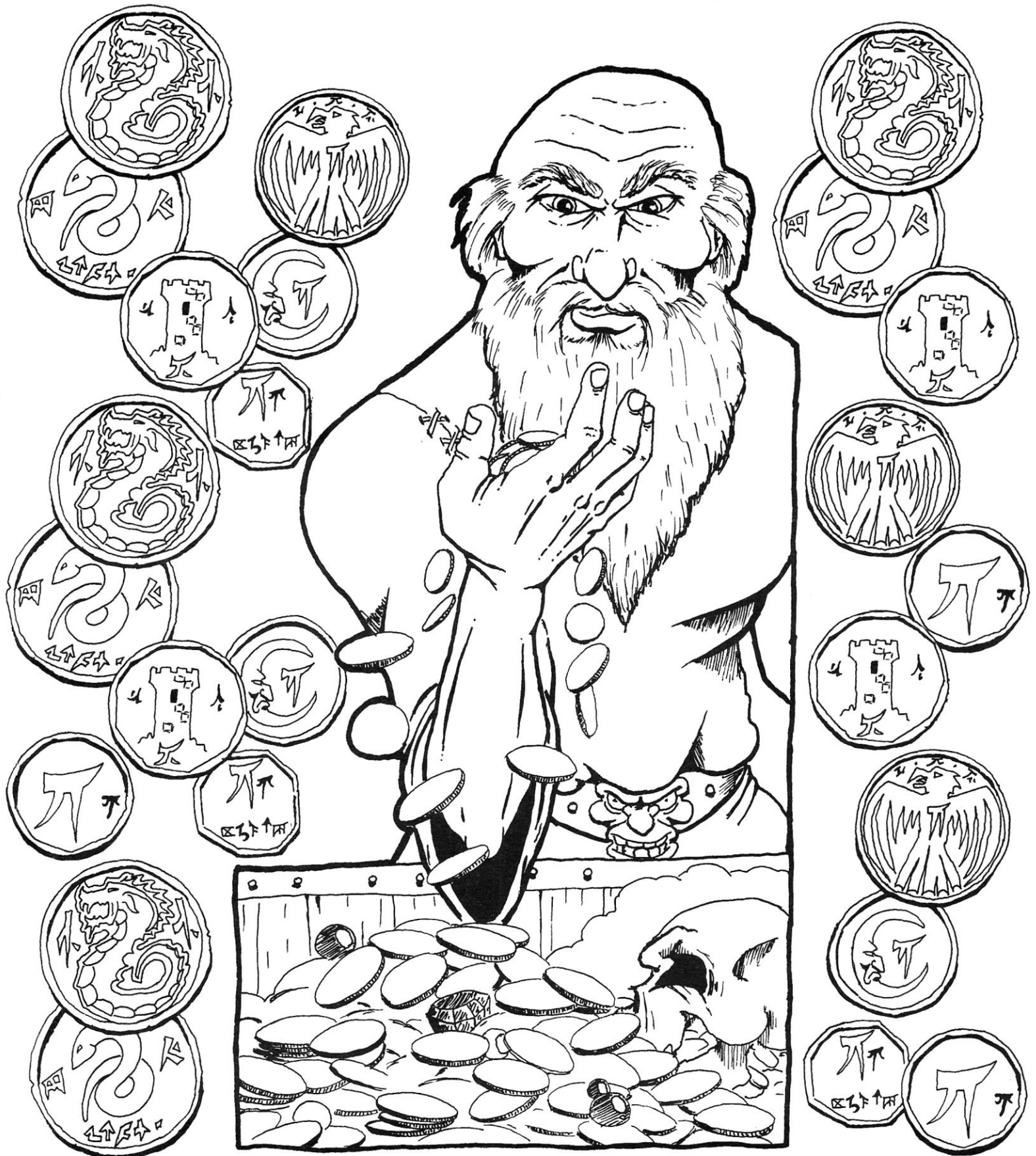
ECONOMICS

In the world of **Fifth Cycle**, coinage is minted by each individual nation that has the expertise and wealth to do so. Other nations and cultures either use the cash produced by more advanced countries or use the barter system.

Commonly used coins are:

Copper Pennies (p)—often cut in half
Silver Shillings (s)—worth 10 pennies
Silver Pounds (£)—worth 20 shillings
Golden Sovereigns (§)—worth 5 pounds

As can be seen from this list, a variety of metals are used in making money. The base coin is the shilling, and the following prices are in shillings unless otherwise noted. This places the economy of **Fifth Cycle** on the silver standard; the treasure and rewards received by players will almost entirely consist of silver (shillings and pounds). Gold is rare, and thus should seldom be found in any large quantities.

DAILY WAGES

Average daily wage for each profession is:

Armorer—8s per day
Armsman—6s per day
Artisan—7s per day
Farmer—4s per day
Laborer—4s per day
Mage—1£ per day
Merchant—8s per day
Outdoorsman—5s per day
Seaman—4s per day
Thief—variable

These wages are for persons of average Journeyman skill in each area (rank 4), and assume ability in more than one or two skills. Thieves make what they can steal, usually about the wages of a laborer. Masters of a particular skill can make up to three or four times the listed rate.

COSTS

The following lists give average costs for most common items. They are grouped into basic equipment, clothing, food, lodging, livestock, tools, transportation, weapons and armor. (Following these lists is a discussion of the cost of magical items and assistance.) As in most worlds, these costs vary from city to city and from town to town.

BASIC EQUIPMENT

Item	Weight	Cost
Backpack, Leather	3 kg	14s
Barrel, 60 liters	7 kg	10s
Blanket	1 kg	1s
Bucket	2 kg	2s
Candles, 12	1 kg	2p
Candle Lantern	0.5 kg	3s
Cask, 150 liters	8 kg	1£
Cauldron	15 kg	3£
Chest, large, wood	12 kg	2£
Chest, small, wood	5 kg	15s
Chest, metal	9 kg	3£, 15s
Climbing Pick	2 kg	8s
Flask, liter	0.5 kg	3s
Flint and Seel	0.5 kg	1s
Grappling Hook	1 kg	5s
Harness, Animal	2 kg	10s
Keg, 40 liters	6 kg	8s
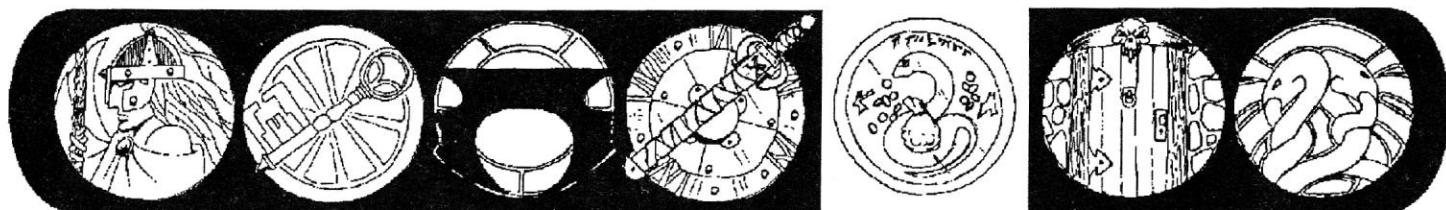
Ladder, 4 meters	8 kg	1£
Map Case	0.75 kg	4s
Mirror, large	1 kg	12s
Mirror, small	0.5 kg	8s
Oar, short	4 kg	4s
Oar, ship	8 kg	8s
Oil, 0.5 liter	1 kg	2s
Oil Lantern	1 kg	6s
Pack Saddle	5 kg	10s
Pouch, leather	0.5 kg	2s
Quiver with 20 arrows	1.5 kg	6s
Rope, 5 meters long		
1 cm thick	1 kg	1s
2 cm thick	2 kg	2s
Sack, burlap, small	0.25 kg	2p
Sack, burlap, large	0.5 kg	1s
Sack, leather, small	0.5 kg	2s
Sack, leather, large	0.5 kg	3s
Saddle	5 kg	18s
Saddle Bags, pair	2 kg	8s
Saddle Blanket	1 kg	1s
Sleeping Bag	2 kg	3s
Torch	1 kg	1p
Wine Skin, liter	0.25 kg	1s
Writing Ink	0.1 kg	1p
Writing Quills, 12	0.1 kg	3p
Writing Parchment	0.3 kg	1s

TOOLS

Item	Weight	Cost
Hammer	0.5 kg	1s
Nails, 100	1 kg	2p
Pick	4 kg	3s
Saw	1 kg	2s
Saw, 2-man	3 kg	5s
Shovel	3 kg	3s
Stake	0.5 kg	1p
Spike	0.5 kg	3p
Wedge	1 kg	2p

CLOTHING

Item	Weight	Cost
Blouse	0.5 kg	4s
Belt, money	0.5 kg	4s
Belt, weapon, waist	0.5 kg	4s
Belt, weapon, shoulder	1 kg	6s
Boots, high	1.5 kg	7s
Boots, hip	4 kg	8s
Boots, low	1 kg	4s
Coat	2 kg	7s
Cloak	2 kg	8s
Gloves	0.5 kg	1s
Hat	0.25 kg	1s
Jacket	1 kg	4s
Pants, long	1 kg	4s
Pants, short	0.5 kg	1s
Sandals	0.5 kg	3p
Shirt	0.5 kg	2s
Shoes, walking	1 kg	3s
Tunic	1 kg	3s

LIVESTOCK

Animal	Weight	Cost
Chicken	2 kg	6p
Cow	400 kg	20£
Dog	35 kg	2£
Dog, War	35 kg	4£
Goat	40 kg	14£
Horse, War	500 kg	60£
Mule	200 kg	17£
Drafthorse	700 kg	35£
Duck	2 kg	6p
Mustang	300 kg	25£
Ox	1000 kg	30£
Palfry	375 kg	42£
Pig	100 kg	10£
Pony	220 kg	18£
Quarterhorse	350 kg	50£
Sheep	50 kg	12£
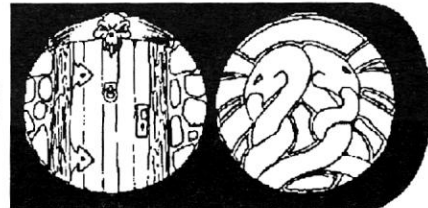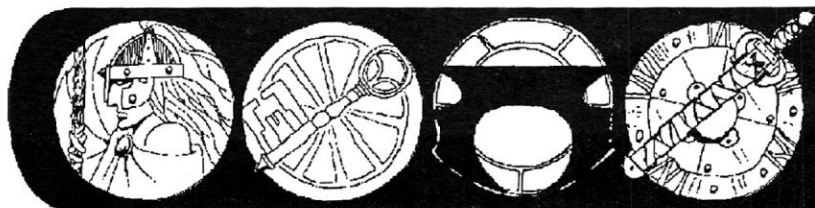
FOOD

Item	Weight	Cost
Ale, liter	1 kg	2p
3 course meal	-	1s
Beef	1 kg	6p
Mutton	1 kg	3p
Fish	1 kg	2p
Fowl	1 kg	4p
Mead, liter	1 kg	3p
Meat, dried	1 kg	8p
Meat, salted	1 kg	6p
Milk, liter	1 kg	1p
Ration, 1 person/day	0.5 kg	6p
Wine, liter	1 kg	5p

TRANSPORTATION

Item	Weight	Cost
Barge, river	10 tons	600§
Carriage	1.5 tons	75§
Cart, hand	40 kg	3£
Cart, horse	175 kg	1§
Galley, small	12 tons	400§
Galley, large	35 tons	1500§
Rowboat	225 kg	4§
Ship, sailing	15 tons	500§
Ship, large sailing	40 tons	2000§
Wagon	400 kg	8§

(A metric ton is 1000 kg.)

LODGING (NIGHTLY)

Type of Lodging	-	Cost
Common Room, no bed	-	2p
Shared Room, with beds		
low	-	1s
average	-	2s
Single Room		
low	-	3s
average	-	5s
high	-	1£

WEAPONS

Weapon	Weight	Cost
Battle Axe	3 kg	2£
Great Axe	4 kg	2£, 10s
Hand Axe	1 kg	15s
Bill	3 kg	15s
Compound Bow	4 kg	3£
Long Bow	3 kg	5£
Short Bow	2 kg	2£
Cestus	1 kg	10s
Club	1.5 kg	2p
Crossbow	3 kg	3£
Heavy Crossbow	5 kg	4£
Dagger	0.25 kg	4s
Flail	2 kg	1£, 15s
Glaive	3 kg	1£, 15s
Hammer	2 kg	2£, 3s
Halberd	3 kg	3£, 15s
Javelin	1.5 kg	10s
Lance	5 kg	3£, 15s
Mace	2 kg	1£, 15s
Footman's Mace	12 kg	4£
Net	1 kg	2£
Quarterstaff	2 kg	3s
Sling	0.5 kg	1p
Spear	2 kg	18s
Bastard Sword	3 kg	4£
Broadsword	2 kg	2£, 10s
Falchion Sword	2 kg	2£, 5s
Short Sword	1 kg	1£
Two-Handed Sword	5 kg	5£
Trident	2 kg	18s
Whip	1.5 kg	6s
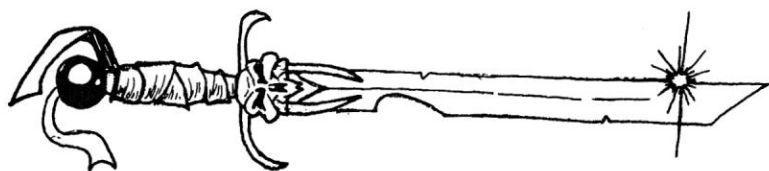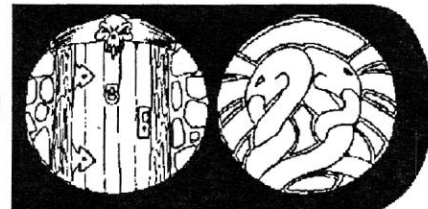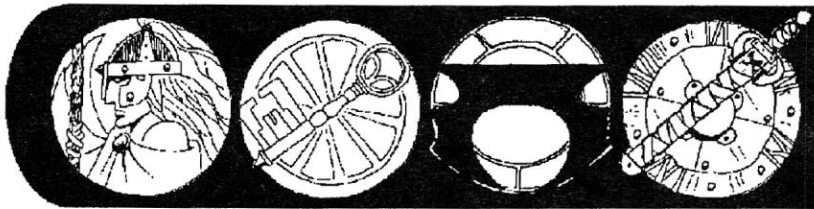
ARMOR			Shield		
Item	***Weight***	***Cost***	tower	12 kg	20§
Helm			kite	6 kg	15§
soft leather	0.5 kg	10s	round	3.5 kg	10§
hard leather	1 kg	1£	buckler	1.5 kg	5§
ring	1 kg	1£			
chain	1 kg	2£			
plate	1 kg	2£			
Breastplate					
soft leather	1 kg	3£			
hard leather	8 kg	1§			
ring	13 kg	2§			
chain	10kg	3§			
plate	13 kg	4§			
Skirt					
soft leather	1 kg	3£			
hard leather	5 kg	6£			
ring	7 kg	1.5§			
chain	6 kg	3§			
plate	7 kg	5§			
Greaves					
soft leather	1 kg	1£			
hard leather	1 kg	2£			
ring	3 kg	4£			
chain	2 kg	4£			
plate	3 kg	5£			
Bracers					
soft leather	0.5 kg	10s			
hard leather	1 kg	1£			
ring	2 kg	2£			
chain	1.5 kg	2£			
plate	2 kg	3£			
Full Suit					
soft leather	3 kg	6£			
hard leather	15 kg	2§			
ring	25 kg	4§			
chain	20 kg	6§			
plate	25 kg	8§			
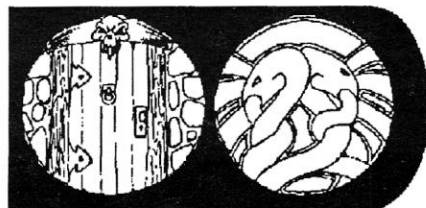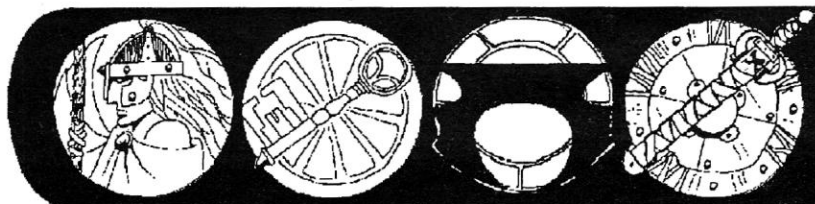
PURCHASING SPELLS

Characters may find that they need to purchase a specific spell from an independent mage. When this situation arises, consult the chart below for the spell cost. Remember, these costs are only for independents—a mage in the employ of an archaeological company or serving some other master will receive only his normal pay, with perhaps an occasional bonus.

SPELL COSTS

Spell Level	Appren. Mage	Jour. Mage	Master Mage
1	5p	1s	2s
2	4s	8s	16s
3	Unavailable	1£, 5s	3£
4	Unavailable	3£	6£
5	Unavailable	6£	12£
6	Unavailable	12£	24£
7	Unavailable	18£	36£

Remember that a mage only becomes a master (of a single college) upon achieving eighth rank in *Magic Training* skill and learning all spells of the college to rank 4 (and then learning at least one rank of the *Master* spell for that college).

It may appear from the above chart that mages make a lot of money, and most do. However, mages spend most of their time studying and perfecting their skills instead of walking the streets drumming up business. For this reason, a mage will probably not need to perform more than three or four spells a week to make enough money for living expenses.
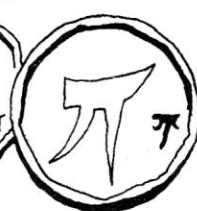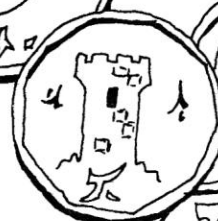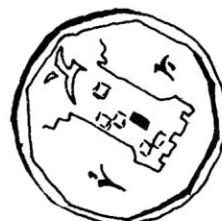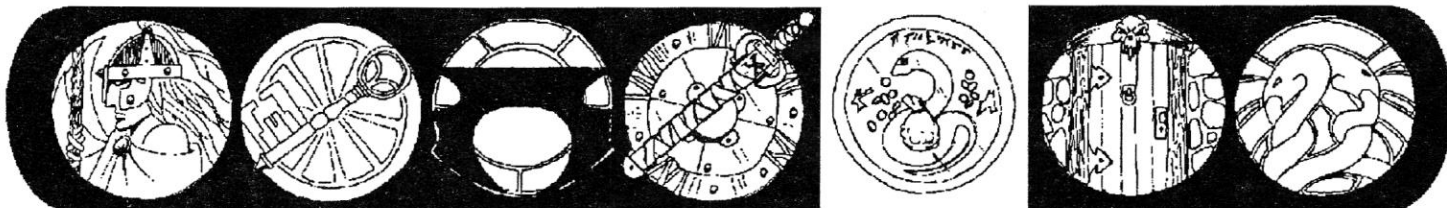
PURCHASING MAGIC ITEMS

Construction of magical items is a long and arduous task (taking [40 - rank] days per *Permanence* spell to cast). Because of the time involved and the threat to his Magic Ability, an Enchantment mage receives large sums of money for magicked items. When compared to the average wages of a Journeyman, it quickly becomes apparent that most people cannot afford anything that has been magicked. Indeed, in some areas, owning a magic sword is the ultimate status symbol.

A general guideline for buying magic items is as follows (these prices assume a journeyman is doing the casting):

- Base cost of the unmagicked item

                            5 x normal cost
- Cost for a *Prepare* spell   1£, 5s
- Cost for each *Enchant Item* spell
  For each bonus to weapon,
       armor, or user   3£
  To return a thrown item
       to its user   200£
  To increase a mage's overall
       spell target number by 5   200£
  To double a mage's spell points   400£
- Cost for *Multiple Aura* spell   6£
- Cost for *Personality* spell
  (a true personality)   100£
- Cost for each *Permanence* spell   70£

Magic items are more expensive than simply purchasing spells for two simple reasons: the risk the mage takes with his MA by creating the item, and scarcity. Essentially, it's a sellers market.

SAMPLE ITEMS

A few examples will help illustrate how to price magical items. Each of these assumes a Journeyman is creating the item, not a Master.

Broadsword, +5 to hit, +1 damage

Broadsword (5 x normal cost)	12£, 10s
Prepare	1£, 5s
Enchant Item (giving +5/+1)	3£
Permanence	70£
Total Cost	**86£, 15s**

Broadsword, +15 to hit, +3 damage

Broadsword (5 x normal cost)	12£, 10s
Prepare	1£, 5s
Multiple Aura	6£
Enchant Item (giving +5/+1)	3£
Permanence	70£
Enchant Item (giving second +5/+1)	3£
Permanence	70£
Enchant Item (giving third +5/+1)	3£
Permanence	70£
Total Cost	**238£, 15s**

Ring That Doubles Spell Points

Ring	5£
Prepare	1£, 5s
Enchant Item (double spell points)	400£
Permanence	70£
Total Cost	**476£, 5s**

Bracelet With 3 Fire Balls Per Day

Bracelet	10£
Prepare	1£, 5s
Multiple Aura	6£
Fire Ball x 3 [Level 4 spell(see pg 154)]	9£
Permanence x 3	210£
Total Cost	**236£, 5s**
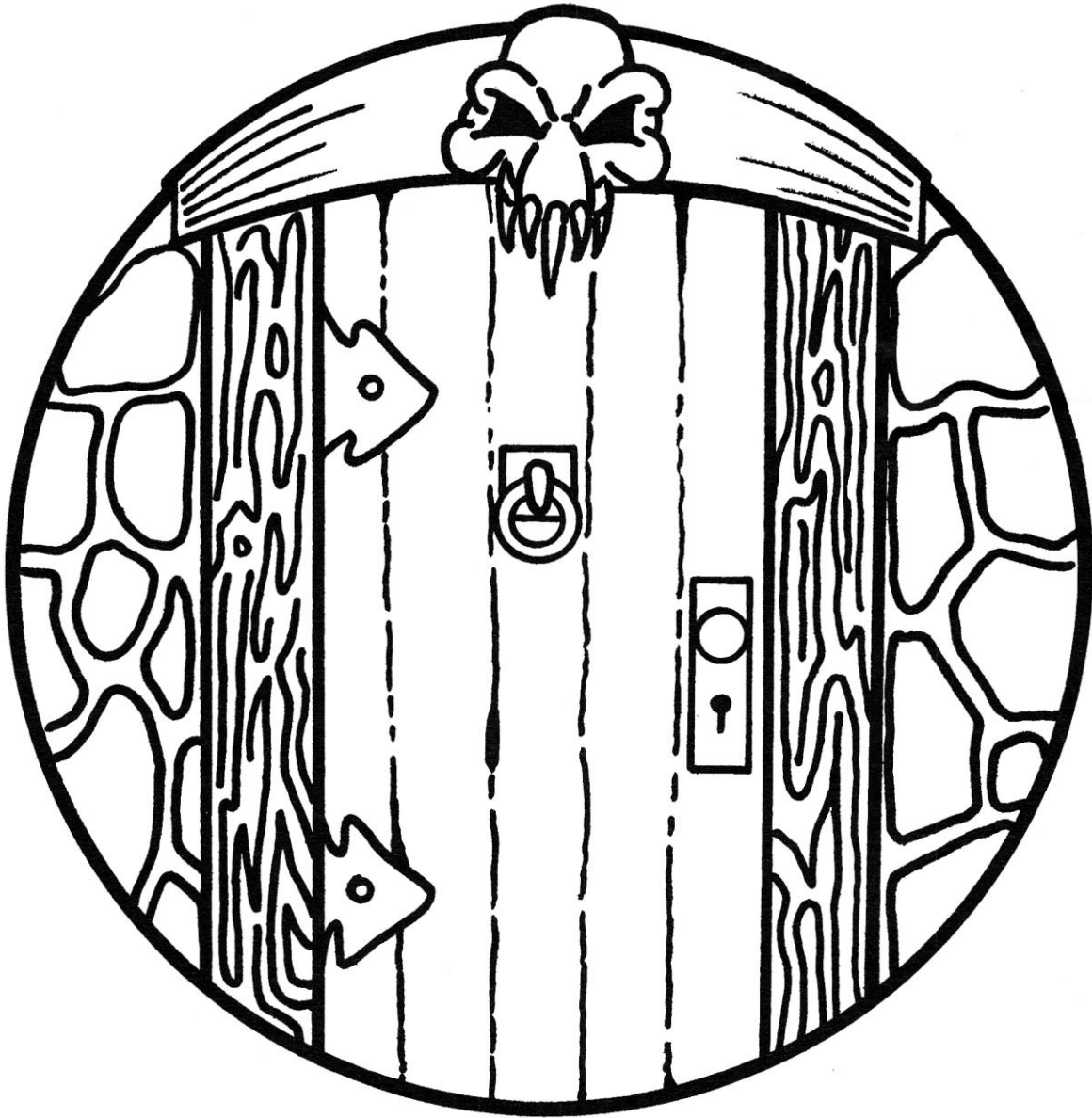
Exerpt from a report in the Gravesend Gazette of a startling new archaeological find:

It began as a routine day of hunting. At midmorning, the warrow Attrey climbed to the top of a small hillock, looking past the surrounding undergrowth for game. What he found instead was a huge old hungry forest boar, determined to have warrow for breakfast. Turning to run, with the boar snorting at his heels, Attrey scrambled six steps before the ground gave way under him. He and the boar toppled three meters down into a pit.

The rest of the hunting party, racing to the lip of the opening, gazed down upon a disgusted warrow lying under a boar. Fortunately, it was the boar that had broken its neck in the fall, and Attrey was still alive, having fallen into an ancient temple.

Attrey, a dwarf named Barak, a glynna named Charalon, and the human Tass, dared each other into entering the dark sanctuary of the temple. They were immediately affected by a spell ward set into a frieze behind the altar. Charalon became frightened, dropping to the floor and covering his head with his wings in an attempt to hide. Barak went berserk, screaming oaths as he attacked the Frieze of the Deceiver with his footman's mace. (He shouted more words in two minutes than his companions had heard him speak in six months.) After several minutes of frantic pounding, the angry and very frightened dwarf hit the depiction of Skathros square in the mouth. The mace went through the wall and the entire panel crumbled, exposing a hallway behind. The spell was broken.

While Charalon was getting up and Barak was picking up his mace, Tass and Attrey stepped through the opening and into the hall. It was well lighted by glow globes, welcome after the dark sanctuary and vestibule, and the human extinguished her torch.

Entering the first room, the two friends found a well-used torture chamber with fresh blood on several of the implements. All of the equipment appeared well kept and oiled, and obviously saw lots of use . . . but when? And by whom? They passed through with a shudder and a fearful glance behind.

The second room was richly decorated, with expensive tapestries on the walls and a set of ivory figurines in the corner depicting a simple farm scene. The furniture was polished oak, spotless and dustfree. While Attrey sat on the bed, running his hands over the silk sheets in wonder, Tass checked out the wardrobe in the corner.

Just as Barak and Charalon entered the room, Tass pulled out a beautifully made broadsword. Whipping it out of its sheath, she held it up for her companions to admire. Charalon noticed some golden runes marking the blade and asked what they said.

"Let's see," Tass replied, wrinkling her brow in concentration. "F . . . L . . . . A . . . . . . it says 'FLAME ON!' " Suddenly, a bolt of flame shot from the hilt and up past the tip of the blade, burning a hole in the ceiling.

The frightened tresspassers heard a sound in the corridor. Clank! . . . Clank! . . .

A figure in full plate (sans helm) rounded the corner, entering the room. He looked old, musty and ancient, perhaps a living statue forgotten by time.

In a voice like fingernails on slate, he spoke. "I do not like intruders in my bedroom."

Tass immediately pointed her new weapon at the new arrival, speaking the command words, "FLAME ON." There was a small pop and a puff of smoke, but no flame.

He drew an almost identical broadsword. "Now it's my turn, woman . . . 'DIE' . . ."
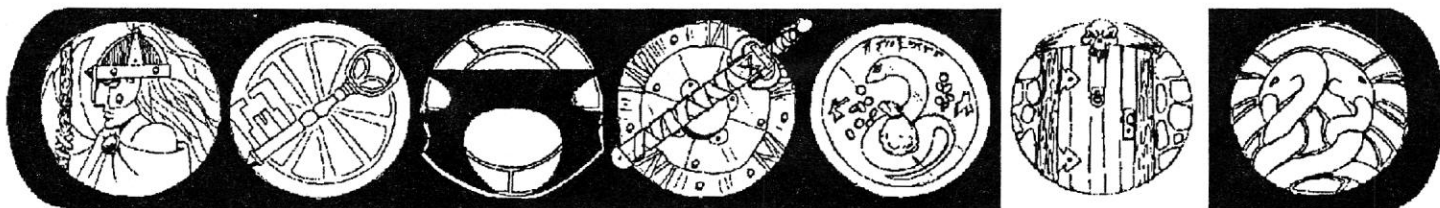
CAMPAIGNS

A campaign in **Fifth Cycle** consists of a series of adventures that are played by the same character or group of characters. This section will provide guidelines for keeping player characters interested in travelling the world in search of adventure—a sometimes difficult proposition when it is so much more comfortable (and safer) to stay home.

CAMPAIGN SETTING

Obviously, the campaign must take place somewhere. While campaigns in an urban or well-developed area can be fun, one of the central themes of **Fifth Cycle** is the opening of ancient Third Cycle edifices to gain new magical and nonmagical knowledge. Since most sites in more settled areas have already been discovered, most campaigns take place on the frontier.

There must always be a good reason to go out and risk life and limb adventuring. In the world of **Fifth Cycle**, the heroes are the members of the Chartered Companies of Archaeologists. These are the men and women who may become instant nobility if they can make the right find. Growing up to be an archaeologist is every kid's dream.

STARTING A CAMPAIGN

Once characters have been generated, they need a place to go. The primary adventuring area of **Fifth Cycle** is the Viceroyalty of Dolphinia. The vast majority of characters that arrive in Dolphinia are there because they have been sent, usually unwillingly, by the central government of Jenmaryn. This process is designed so that new player characters arrive at one of the ports of the Viceroyalty—Gravesend and Markstrand are nice—needing money and looking for work.

It is easy to find a reason for sending a citizen of the empire to Dolphinia. In general, persons with skills (player characters) will, if taken to court in Jenmaryn City, be found guilty. As a matter of fact, guilt or innocence is immaterial, because persons with the skills needed in Dolphinia will be sent there. It keeps the Viceroyalty's population up, and helps diffuse some of the overcrowding in Jenmaryn City.

Secondly, mages (particularly journeymen mages), are still looked upon with distrust in Jenmaryn. In Dolphinia, however, mages are treated with much more respect by the inhabitants. This is because the survival of the colonists often depends on the skills of mages.

The master/journeyman/apprentice relationship can also provide an excuse for delivering new player characters to Dolphinia. Most characters will be journeymen of at least one skill. They learned their trade from a master which, in most cases, required an apprenticeship agreement. As apprentices get older, they have a tendency to argue with their masters. If the master becomes angry enough, he will file charges against the apprentice/journeyman. This action effectively ruins the character's chances to land a good job in the Empire. In Dolphinia, however, few questions are asked. It is production that counts, not credentials.
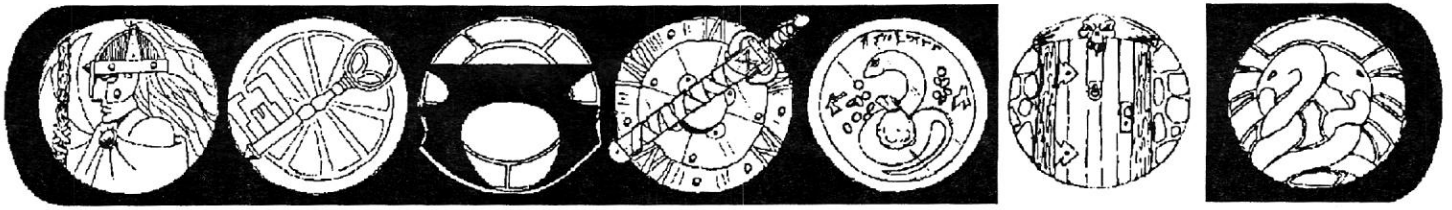
FINDING WORK IN DOLPHINIA

Once the characters have all reached Dolphinia, they need to find work. There are several ways to do this:

• Join the Viceroy's guard. Characters can stay together in a trouble-shooting group—keeping peace in the city, hunting Skathrosians, or chasing grave robbers.

• Become grave robbers. Remember, anyone not from a chartered company who removes anything from a Third Cycle site is officially a grave robber. As long as the characters don't get caught, this can be a lucrative course of action, at least until the characters have enough money to buy legitimacy. The primary drawback to becoming a grave robber, of course, is that if you get caught the penalty is execution.

• Go to work for one of the chartered companies already in Dolphinia. Two of the larger, more powerful companies are Shiffar and The Silver Fist. These companies allow their employees to work for half-shares, and eventually let them become full members of the company.

• Come to the aid of someone with money, hoping he or she will reward you with enough cash to purchase a viceroyal charter (one thousand sovereigns on the average). This is an unlikely situation, because of the rarity of people with this type of cash (and the more extreme rarity of finding a person who is willing to part with it). One possible variant is a sponsor who buys a charter and holds it for the group.

THIRD CYCLE SITES

The Third Cycle mages produced many architectural wonders during their era. Their primary avenue for expression seemed to be stone. They could build seamless stone buildings of great height, or tunnel into the side of a cliff with equal skill. Wooden or brick buildings seem to have been reserved for peasants and slaves. The major exception to the above rule are the Skathrosian temples, which were built of stone but were often surrounded by four-meter-tall wooden palisades.

While the Tyrant Mages were producing their edifices, they imbued the stone itself with a strong (and unknown in the Fifth Cycle) preservative spell. The net result of this was that large buildings from the End are still standing today. Some are even in use, though not usually in the same capacity for which they were origionally intended.

If they are not in use, however, they have a tendancy to be buried. Three thousand years is a long time, and environmental forces pile all kinds of dust and other debris against these buildings. In fairly short order (a few hundred years or so), a building can appear as a small hummock, forcing archaeologists to dig to gain entry to the site.

The interior of the building—assuming that the original owners closed the shutters—will be dark, musty, and full of traps. Levels that were originally above ground will be dry, but this is not always true at basement levels. The contents of the buildings will usually be present, often preserved by the same spell that saved the
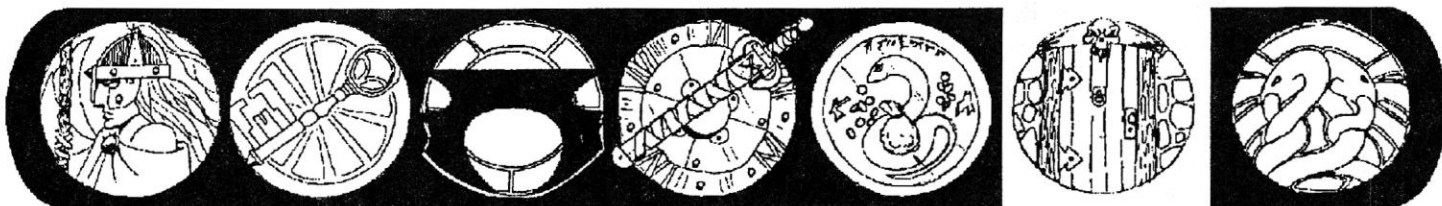
building. Any food or other extremely perishable items will be gone, but sealed wines, as well as leather and paper items, are often retrievable.

The reason these sites are so rich in personal items, particularly in Dolphinia (as opposed to Jenmaryn itself), is found in the nature of the End. Legend has it that the breakdown of the Tyrant Mages' power was so swift and complete that there was often no time to either take away or hide these items. Immediately after the End, the former peasants shunned these buildings as being evil, leaving them undisturbed for Fifth Cycle archaeologists.

CHARTERED COMPANIES

In order to legally enter a Third Cycle find, a group must be officially chartered by the Emperor, the Viceroy, or a local noble. Each of these worthies taxes a percentage of the value of anything found. The Emperor always gets 20% of the current value of anything discovered in his realm. Other lords tax a varying amount of the value of finds, depending on the size of their lands and the historic importance of their area (usually in the range of 15% to 30%). Imperial Charters are available only to groups across the Bofors Oceans in Jenmaryn, and so cannot be acquired by characters in Dolphinia. Viceroyal charters (those written by the current Viceroy) may be purchased for anywhere from 500 to 2000 sovereigns (§). Occasionally, these charters are awarded for meritorious service. Barony or Ducal charters are awarded for service or payments determined by the Baron or Duke, and are only good in the areas under his control.

Another requirement of owning a charter is spending a specific number of days (usually 30 to 60) per year in the direct service of the lord who granted the charter. This is time spent without pay (although room and board are provided) and is owed by each character named on the Charter. Charter members may be released by each paying a bounty of one sovereign per day.

Chartered companies have other rights that go with their charter. They may design a heraldic device and affix it to their shields, tunics, and pennants. They may hire employees to assist them in their work. In times of great need, they may call upon the local lords for protection (within reason).

Characters hired by the Companies generally work expedition by expedition for a share of anything found while they're working. The standard method for paying these people is to divide all of the proceeds into shares, charter members receiving two shares each while employees receive one share apiece.

A sample charter is included at the end of the book for your use.
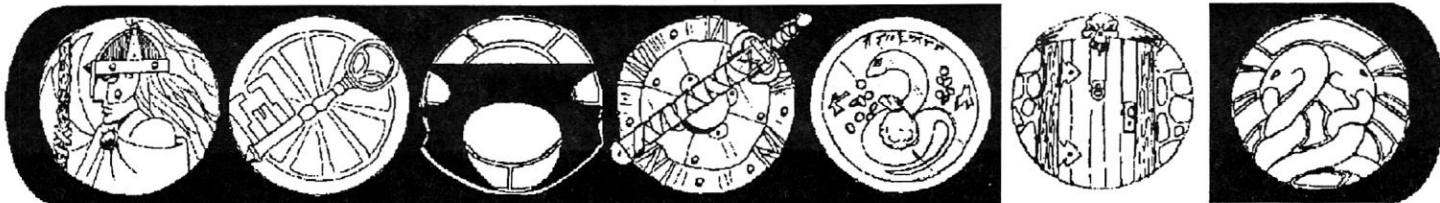
The Viceroyalty of Dolphinia

Many GMs prefer to create their own setting for a campaign. If you prefer, however, the Viceroyalty of Dolphinia has been extensively playtested and will provide a rich environment for adventuring and exploring. This colony is a very recent addition to the Empire of Jenmaryn, which lies across the Bofors Ocean. It was absorbed into the Empire in 170 (Fifth Cycle), only thirty years before the present time. Dolphinia is a very diverse area ecologically and politically.

The Griffon Mountains to the west are home to two different dwarven holds that produce a significant portion of the world's mithril. Since the formation of the Viceroyalty, two human-run gold mines also have been opened deep in the mountains. The Griffons are very rugged, having dozens of peaks rising above 4000 meters. The high alpine valleys are home to the many griffons that gave the mountains their name, as well as many other normal and fantastic beasts. The valleys are quite fertile, many of them being used by dwarves to grow short cycle crops.

The Shanton Bog is a swamp that, while not very large compared to others, is still a dismal place. Very few people have gone deep into this area and returned alive to tell about it. It is certainly one of the most dangerous areas in the colony. Therefore, it is the only area (other than the mountains) in which Subhumans still make their homes. There are two known tribes of orcs, and possibly one of hobgoblins, living in this bog. The area is also home to many swamp creatures.

The area between Gravesend (the Viceroyal capital) and the mountains is one of mixed forest and farmland. This lower third of the Viceroyalty contains about 75% of its population. The whole area comprises the Duchy of Gravesend, the personal fief of the current Viceroy (except for the dwarven holds, which retain a status equal to that of a duke). Of interest in the region is the Royal Road, a stone-finished road connecting the mines in the Griffon Mountains to Gravesend. It is heavily patrolled, and is of Third Cycle construction.

Most of the rest of Dolphinia is covered by dense, temperate forest. These forests are ancient, dating from the very beginning of the Fourth Cycle. They hide the remains of the End, often in an excellent state of preservation, thanks to the spells of protection imbued into the stones of those legendary buildings.

The northern two-thirds of the Viceroyalty, largely covered in forest, is home to the other two duchies. The Kingdom of Ashlaen is a recent addition to the Empire. Its king has the status of a duke, but is allowed to retain his former title as well. Ashlean contains 20% of the population of the Viceroyalty. The third duchy, the Duchy of Skilletan, was only organized five years ago (in 195 (Fifth Cycle)). Skilletan is roughly the same size as the other duchies, but has only 5% of the Viceroyalty's total population.

DOLPHINIA

REAVERS WOOD

AMATAR RIVER

ASHLEAN

WOODSONG RIVER

SKILLETAN

BARDSTON

FIZTRE RIVER

KADESK

BARROW

FEENIX

CHINDWYN RIVER

PELANI

CANJAN

GRAVES END

MARKSTRAND

ADAK

Scale: 1cm = 12 km

0 5 10 20 30 40 50
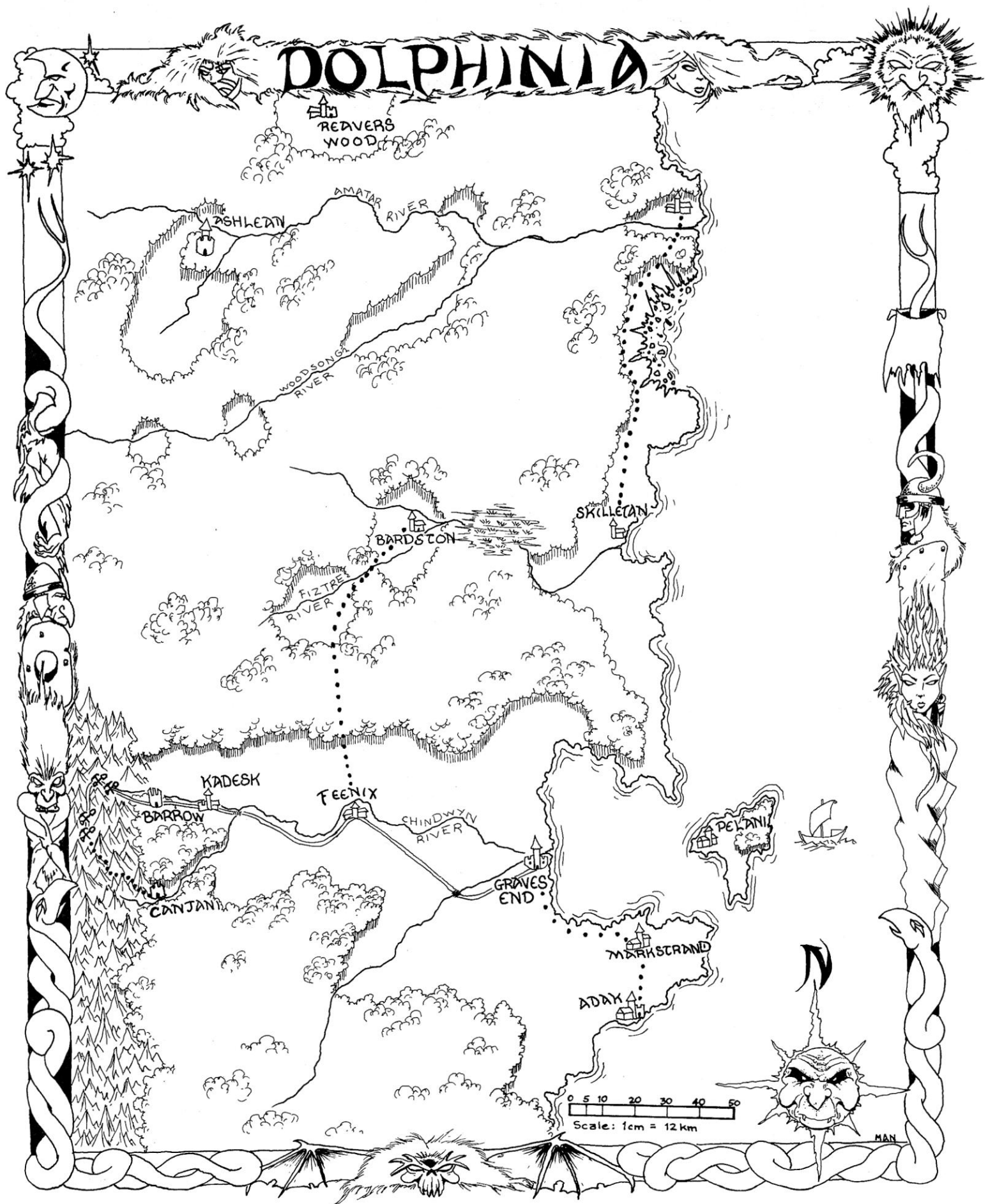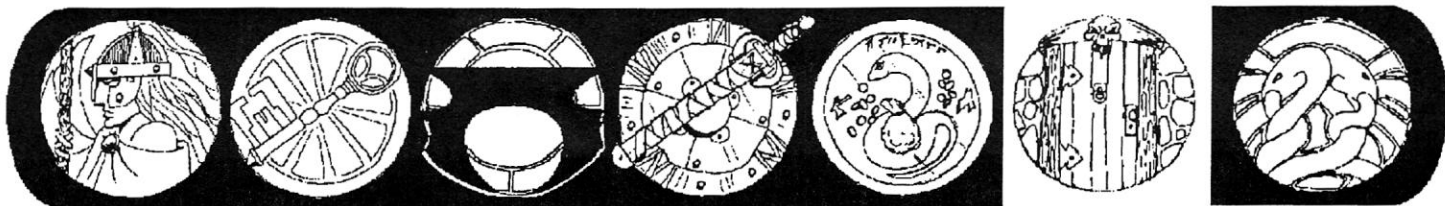
RELIGION IN DOLPHINIA

The religion of the Fifth Cycle has only two gods: Midnar, the god of good, light and fertility, and Skathros, the god of darkness, despair and (until recently) magic. These deities are revered and feared worldwide, largely due to the effect of the Third Cycle mages' fascination with Skathros.

Since the same two gods are worshipped everywhere, some researchers might be led to believe that there is little religious strife anywhere in the world. Quite the reverse is true. There may be only two gods, but there are a whole host of prophets for both, teaching the "right" way to worship. This, in turn, leads to almost continued warfare while different sides try to eliminate "the heretics of truth."

MIDNAR

Midnar is often called the "Mother/Father," for the myths concerning the god describe him as appearing in both male and female guise. She is considered the giver and keeper of life. Temples to him are found in every village in Dolphinia. She is usually depicted as a half male/half female deity.

Aradne

Throughout the Empire, as well as in Dolphinia, the official Midnarian cult is that of the Prophet Aradne. In the year 1 (Fifth Cycle), Aradne's cult, which had been preaching the acceptance of mages under strict controls, was accepted by King Ildebrand as the true way. Within five years of her death, Aradne was declared heroine of Midnar and given dominion over all mages (a power which had been summarily stripped from Skathros).

Today Aradne is considered the matron of all mages. Her name is often used as an invocation, particularly in Scholarly spells. Peasant farmers revere Aradne too, as the "Harvester" who brings bountiful crops.

In the church of Aradne, the priestly ranks are reserved for Healing, Nature, and Summoning mages. All other bonafide mages and other believers are welcome to research at the temples, but may not rise in the church's ranks. The cult of Aradne does not, however, train mages.

Frigas Hoopis

The other common cult of Midnar in Jenmaryn and Dolphinia is the Hoopis. Frigas Hoopis was a steppe warrior from what is now eastern Jenmaryn, during the end of the Fourth Cycle. While hunting one day, Frigas fell from his horse and was unconscious for four days. When he awoke, he told his clan brothers that he had been in heaven learning from Midnar and had been told to cleanse the land with the "true word." This task took only ten years to accomplish.

At Frigas' death, his cult split when his dying instructions were interpreted in two different ways by the priests attending him. One group felt that Frigas' dying words called for ritual cannibalism; the other didn't. This fracture led to a civil war that lasted until the rise to prominence of the cult of Aradne. Today the two subcults maintain a loud but undeadly rivalry.
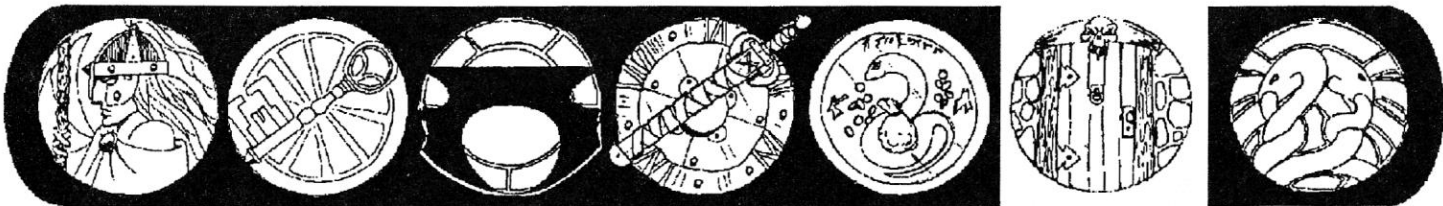
Fighting and the warrior way is the life of a Hoopi. They worship Midnar the Defender for keeping them safe from the hordes of Skathros. Hoopis do not allow mages to be priests (a belief carried over from the fears of the Fourth Cycle), but they do hire them when their services are needed.

SKATHROS

Skathros, known as the Deceiver, is Midnar's nemesis. He is always depicted as male, and is always either exceedingly beautiful or horrifyingly ugly. Skathros and his cults are blamed for the End of the Third Cycle. Because the cult of the Tyrant Mages was so interested in bloody, almost random violence, the direct worship of Skathros is punishable by death today.

Of course, this doesn't mean that authorities have been successful in suppressing the worship of this evil being. In Dolphinia especially, there are numerous groups of apparently independent Human Skathrosian cults. Also, most Subhumans worship Skathros as the Creator. Often when a chartered company opens a new Third Cycle site, it must compete with (i.e., exterminate) a Skathrosian group for the artifacts inside.
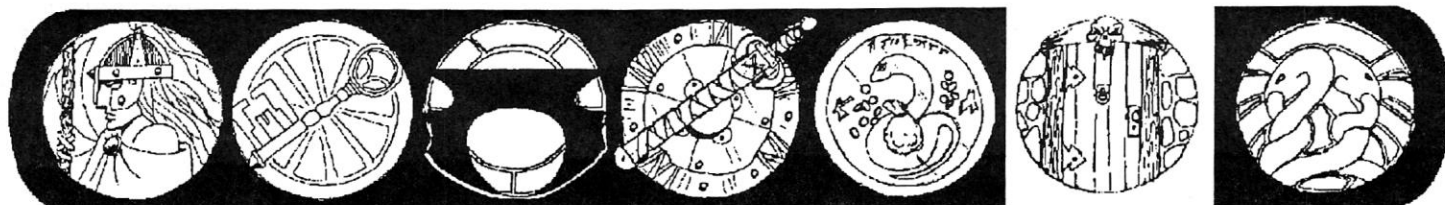
SAMPLE CAMPAIGN BEGINNING

Aristophanes Adnax is an important man in Gravesend (the capital of Dolphinia). He is a master of three colleges—Healing, Fire and Withering—and is the only Master of Three Magics in Dolphinia. He owns Gravesend's University of Magic, famous even outside of the Viceroyalty for the caliber and diversity of its instructors, students and research. It also helps that he happens to be a third cousin to both Viceroy Charles of Dolphinia and his brother, Emperor Jan II of Jenmaryn.

Aristophanes has everything a new group of characters needs: lots of money, connections, and no time (or desire) to search out Third Cycle sites himself. When he was a field archaeologist, Aristophanes was famous for discovering the richest find of any of the currently active companies.

His secret was meticulous research. He developed, and still maintains, the most extensive Third Cycle library to be found outside of Jenmaryn's Imperial Library.

Using his research as a starting point, Aristophanes sells possible site locations to the established companies, usually to Shiffar or The Silver Fist (both companies he helped to found). In return, Aristophanes receives a ten percent share of anything discovered.

Sometimes when he finds a site which may be particularly rich, he will locate a group of down-on-their-luck people (player characters) and offer them a temporary Viceregal charter as archaeologists. If the player characters are successful, they will be able to use what money remains after paying off their obligations (20% to the Emperor, 20% to the Viceroy, and 20% to
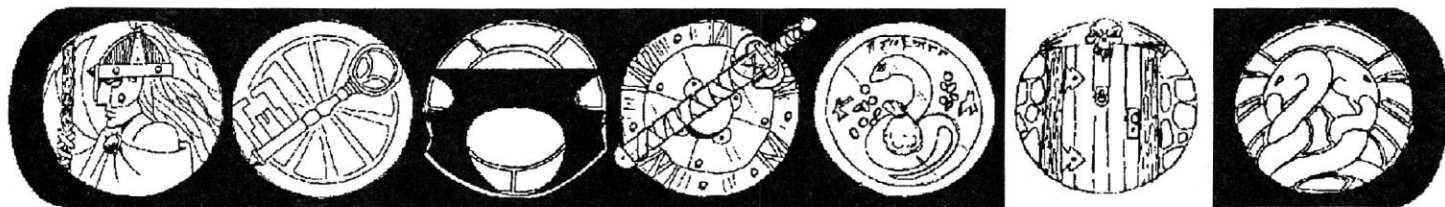
Aristophanes) to purchase a permanent charter.

Aristophanes has started seven companies this way. Of these seven, three (Shiffar, The Silver Fist, and a hard-luck company called Sunset) have enjoyed varying levels of success. The other four failed in their first assignment.

Practice helps Aristophanes select a group most likely to survive the rigors of the deep forest, where most of the ancient sites are found. First, he waits for a ship to put in from Jenmaryn carrying people sent by the Jenmaryn Courts. Then, he has "dock bullies" try to take anything of value from the characters as they leave the ship. The "dock bullies" are actually members of the Magic University's guard, and are in the employ of Aristophanes.

These men are looking for a group of player characters who respond to their request for a "docking fee" in a single body. Cooperation is a key factor in any successful group. This is also a good place to add in any natives of Dolphinia coming to the aid of the characters being extorted. If the characters react properly—offering violence or not—they will be trailed to an inn by one of the bullies.

At the inn they will be approached by a student of the University who will request that the characters "please meet with Master Aristophanes Adnax at the University of Magic tomorrow morning at the tenth hour."

At the meeting next morning, Aristophanes will offer the characters a temporary charter and a map in return for twenty percent of the value of anything recovered at that site.
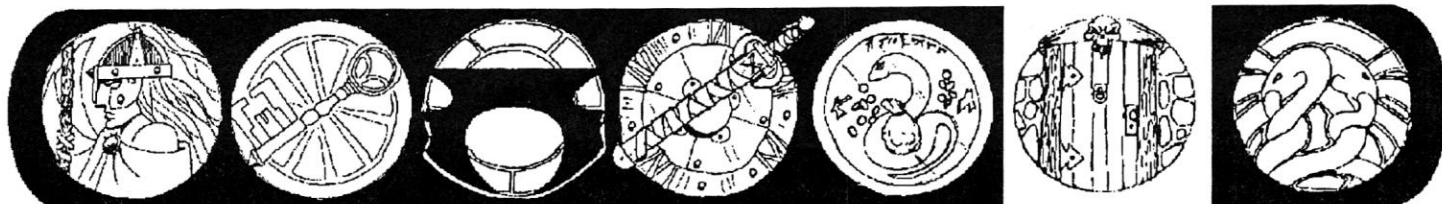
OTHER POSSIBLE ADVENTURES FOR BEGINNING CHARACTERS

• *For Guards.* Over the past two weeks seven children have disappeared in Gravesend. Skathrosians are suspected. The characters' mission is to discover who is behind the kidnappings and eliminate the threat. As a reward, the characters may receive a gift from the grateful parents.

• *For Grave Robbers.* Finding a site already occupied by a legal company, the group decides to sneak in another entrance and steal away everything they can. But be careful—the characters will quickly learn that officially chartered companies take a dim view of having their site stripped. If captured, the characters may not make it to court.

• *For Grave Robbers.* While exploring a Third Cycle site, the party stumbles onto a large group of bellach preparing to attack a nearby village. This raises a moral dilemma. The characters may simply loot the site and leave the village to its fate (it will probably be overrun and destroyed), or they can warn the village and even participate in its defense. This, in turn, could lead to questions about what exactly the characters were doing in the bellach lair, and might lead to the group's incarceration.

• *For Employees of a Chartered Company.* A local lord has asked your company for help in eliminating a group of orcs that have been raiding the vicinity. This particular clan of orcs is small, and they have raided deep into Dolphinia. The characters must find the orcs (about twenty in number), and eliminate them, earning the gratitude of the noble and perhaps a small reward as well.

• *For Employees of a Chartered Company.* The race is on for a rich Third Cycle site! Your company is in competition with two others to find it. On the way, your group leader (a non-player characer and the only actual chartered member) becomes violently ill. He sends the characters ahead, promising full shares in this job, and a quicker road to becoming full members of the company. But, be careful—Third Cycle sites have traps all their own!

DESIGNER'S NOTES

When I started designing **Fifth Cycle**, it was with some definite goals in mind. You see, fantasy, as many authors and game designers describe it, doesn't make sense. Now I know that many of you reading these notes are thinking, "It's fantasy! It isn't supposed to make sense." The problem is that I feel that it should.

It seems to me that even fantasy ought to be consistent and sensible, at least when measured against itself. The only requirement is that players believe (for a short while anyway) that the forces of magic exist and can be manipulated by a few talented individuals.
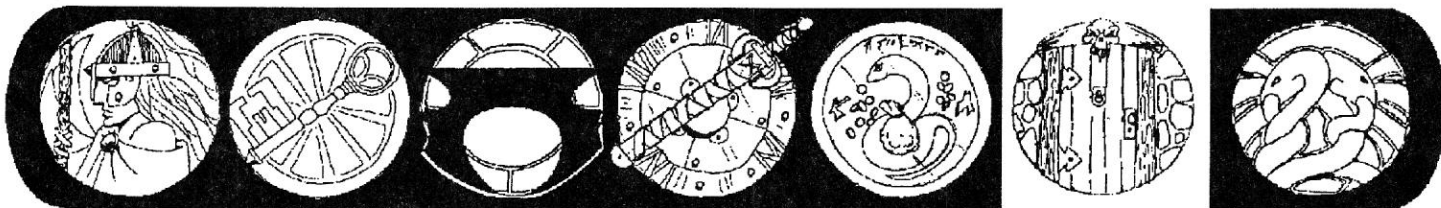
Take human intelligence, for example. What would happen if two separate species or subspecies developed with the same body plan and almost the same intelligence? Within a few thousand years, one of those species would become extinct (neanderthals and cro-magnons, anyone?). Bearing this in mind, how could a dozen or so types of animals evolve separately while staying in competition for the same food sources?

The answer is magic. In **Fifth Cycle**, the different races didn't develop, they were created with the purpose of fulfilling specific tasks in mind. When the End came and the mechanisms that had been in place to keep control of the races were destroyed, the races aligned themselves into groups and started fighting. After the few thousand years of the Fourth Cycle, the Humans in most areas were ascendant, or at least holding their own, and the Subhumans lived in the most inhospitable parts of the land.

Magic itself would have gone through a period of renaissance at the beginning of the Fifth Cycle when its practice became legal again. People, being what they are, probably spent a great deal of time organizing magical knowledge into the most logical and easily learned slices (*Magical Training* and spell levels) they could.

The other main area of inconsistency that I find when playing other role-playing games is the interplay between statistics and skills, particularly weapon skills. For example, let's begin with the statement, "Conan was a great swordsman. The reason he was such a good swordsman was due in large part to his great strength." Based on the preceeding statement, should Conan receive high damage from each strike that he connects with, or should he become skilled more quickly (spending fewer experience points) and hit more often because of his strength? I chose the later path.

This system of not allowing statistics to affect weapon targets and damage rolls may at first seem to break down in the presence of magical weapons, with their bonuses to hit and for damage. However, it must be remembered that these weapons were designed specifically to make their targets easier to hit and hurt. Of course, a deflected strike still won't do much damage (a 1 is still a 1).

Fifth Cycle was two years in development. In that time we have ironed out the majority of the game's quirks. If you have any specific questions, problems, or suggestions about **Fifth Cycle**, please write us at the address listed in the beginning of this book.

I hope that you enjoy playing **Fifth Cycle** as much as I do.

Good Gaming!

Bob Bartels

MONSTERS AND ANIMALS
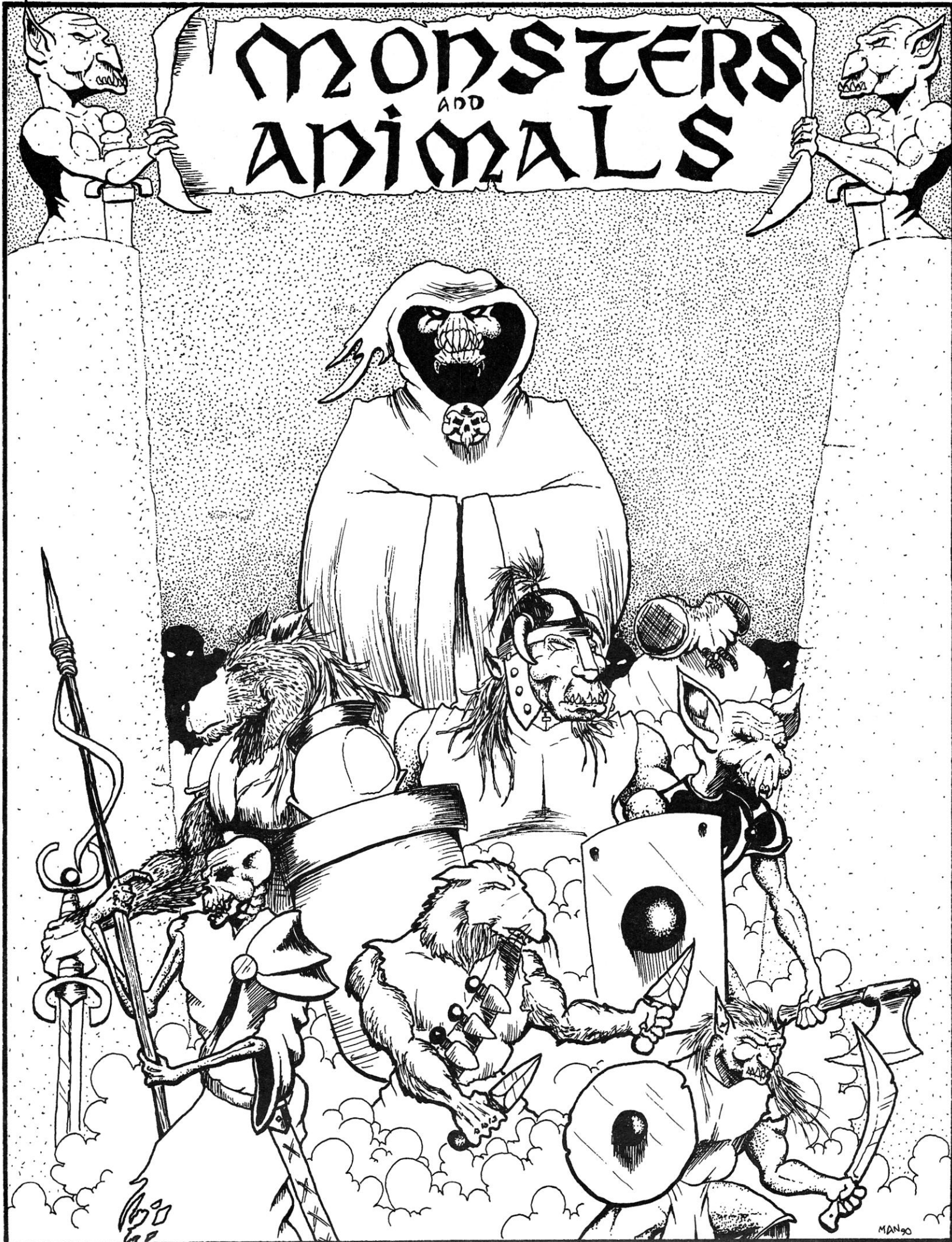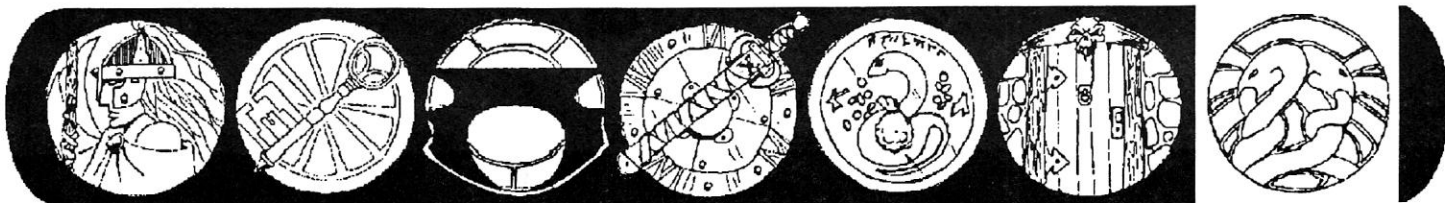
Monsters and Animals

During the Third Cycle, the Tyrant Mages were convinced of their omnipotence. Because they were arrogant in their power they felt that there was nothing wrong in altering their world to their own needs. Of course, their world included any person or animal who was unfortunate enough to cross the path of a mage. Many of the creatures living today are the direct result of the mages interference.

This chapter lists the common and/or dangerous animals that a chartered company might expect to run into. They are divided into six groups: Human races, Military races, Subhuman races, Monsters (created creatures), Domestic Animals, and Wild Animals.

Descriptions

Each listing consists of a number of entries having the following information, along with a descriptive paragraph:

• *Type* is one of the following six categories: Human, Military, and Subhuman races; and Magical, Domestic, and Wild creatures.

• *Body Areas* is usually Normal, but it is sometimes Hexapedal. This indicates which part of the *Hit Points* chart (normal or hexapedal) should be used to find the creature's hit points, and determines number of areas it has. Some creatures have an * on this line, denoting that the breakdown of areas is different from the norm. In these cases, the creature's body

areas are described in the text explaining the creature.

Areas 9 and 10 on birds are their wings.

• *Environment* lists the type of terrain that the creature is known to live in. It will be one or more of the following: Cave, Crypt, Desert, Forest, Hill, Marine, Mixed (forest and farmland), Mountain, Swamp, Plain, Tropic, and Urban.

• *Number* is the number of creatures found in a normal encounter.

• *Attack* lists the type of attack and damage done by the creature. Unless otherwise noted, creatures only have one attack.

Usually, each listed die is a possible attack. For example, "claws (1d6)" means that the claws combine for one attack which can inflict 1d6 damage. (If one claw is disabled, the creature still inflicts 1d6 damage.) If a creature has multiple attacks which are connected with "and," the creature can make each attack each round. If they are connected with "or," he can only attack with one of them in any round.

• *Intelligence* is the average intelligence of the species. Young of the species are usually less intelligent. A creature can learn one skill per point of intelligence over 4 (use your own common sense).

• *Movement Points* gives the number of hexes a creature can move per combat round.

• *HP Line* gives the number of hit points an average creature of this type will have; check the *Hit Points* chart for how these points are distributed among the creature's body areas. For Human, Military, and Subhuman races, this figure represents an
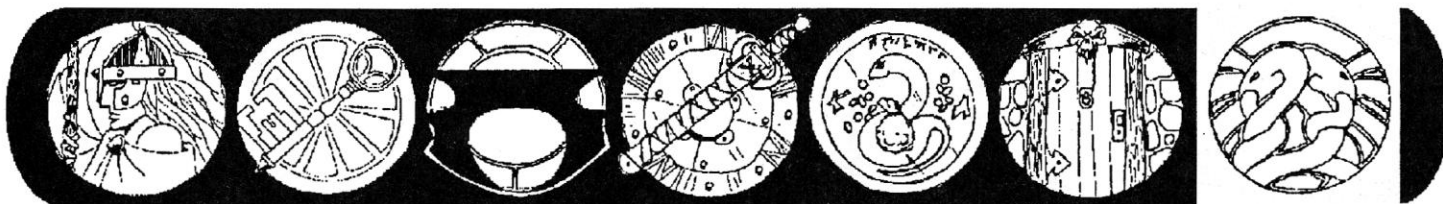
average fighter—non-fighter types will have fewer HPs.

• *Combat Tactics* tells when in the round the creature will attack, but also the average rank of attack for the creature.

Animals, like intelligent creatures, attack in combat with a base target number of 40. This is modified by their effective *Combat Tactics* (at 5 points per rank). Usually, the *Combat Tactics* score doesn't indicated formal training, but rather heredity and informal experience.

• *Defensive Bonus* is the average modifier on attacks against the creature.

• *Magic Resistance* gives the average Magic Resistance for a creature of this type.

• *Armor* is either the usual armor worn by the creature or the thickness of his hide.

HIT POINTS

HP Line	Normal Creatures			Hexapedal Creatures		
	1	2-4	5-10	1	2-4	5-12
5	1	1	1	1	1	1
10	1	2	1	1	1	1
15	1	3	2	1	2	1
20	2	4	2	1	3	1
25	2	5	3	1	4	2
30	3	6	4	2	5	2
35	3	7	4	2	6	3
40	4	7	5	3	6	4
45	4	8	5	3	7	4
50	5	8	6	4	7	5
55	5	10	7	4	9	6
60	6	11	7	5	10	6
65	6	11	8	5	10	7
70	7	12	9	6	11	8
75	7	12	9	6	11	8
80	8	14	10	7	13	9
85	9	15	11	8	14	10
90	10	16	12	9	15	11
95	11	18	13	10	17	12
100	12	20	15	11	19	14
110	13	22	16	12	20	15
120	14	24	17	13	22	16
130	15	26	18	14	24	17
140	16	28	20	15	26	18
150	17	30	22	16	28	19
160	18	32	24	17	30	21
170	19	34	26	18	32	23
180	20	36	28	19	34	25
190	21	38	30	20	36	27
200	22	40	32	21	38	29
215	23	43	34	22	40	31
230	24	46	36	23	43	33
245	25	49	38	24	46	35
260	26	52	40	25	49	37
275	27	55	42	26	52	39
300	28	58	44	27	55	41
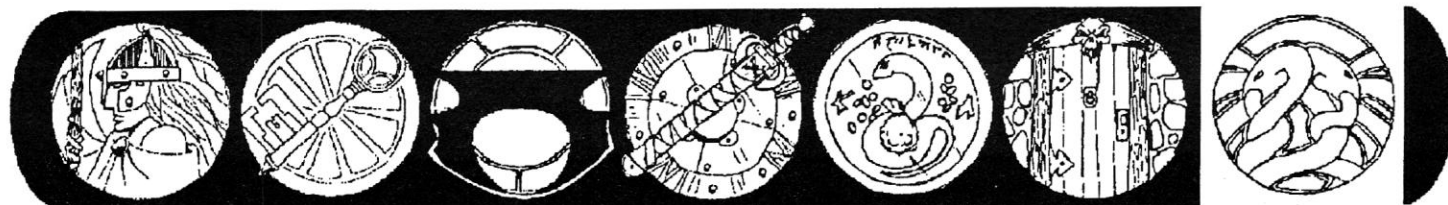
Human Races

The Human races are all descended from the original human stock. The elves, dwarves, and waerlinga have a marked tendency to band together into their own communities. None of these races however, has any problem accepting the leadership of any of the others. Glynna almost always live in human communities and seem happiest when working for one of them. The Human races are now separate species, and there is no cross-breeding among them.

Dwarf

Type	Human
Body Areas	Normal
Environment	Hill, Mountain
Number	3d20
Attack	As per weapon
Intelligence	11 (average)
Movement Points	3 (average)
HP Line	60 (average)
Combat Tactics	3 (average)
Defensive Bonus	+5 (average)
Magic Resistance	8 (average)
Armor	Usually wear ring

Dwarves were created to be warriors and miners. Because of this they are short (averaging 150 centimeters tall) and heavily muscled. A highly disciplined race, each mature male sports a beard, which is his most prized form of self-expression. When among the other races, dwarves will often be taciturn to the point of rudeness.

Elf

Type	Human
Body Areas	Normal
Environment	Forest, Mixed
Number	4d10
Attack	As per weapon (+3 on archery rolls)
Intelligence	11 (average)
Movement Points	4 (average)
HP Line	50 (average)
Combat Tactics	4 (average)
Defensive Bonus	+10 (average)
Magic Resistance	20 (average)
Armor	Usually wear chain

Elves, often called crafters, are a fair-skinned race as tall as humans but much lighter. These industrious people are usually prosperous and have the free time to develop hobbies and other interests. Almost all elven folk are taught *Magic Resisting* skill as children.

Glynna

Type	Human
Body Areas	Hexapedal
Environment	Urban, Mountain
Number	1d6
Attack	As per weapon (+5 to thrown weapon rolls; see **Glynna Attack**, in **Combat**)
Intelligence	12 (average)
Movement Points	4; 6 flying (average)
HP Line	55 (average)
Combat Tactics	4 (average)
Defensive Bonus	+15 (average)
Magic Resistance	11 (average)
Armor	Sometimes wear leather
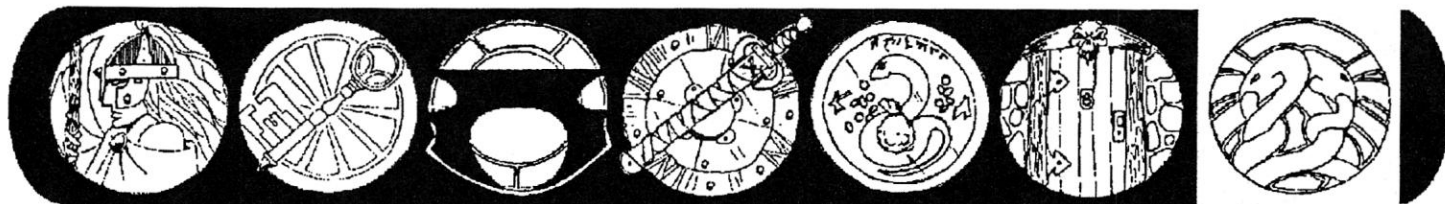
The winged humans are an exceptional race. They look exactly like humans, except they have wings. Glynna are fondest of living in human cities, where they pursue their ages-old professions as scouts and messengers. They have a flair for high-risk jobs.

Glynna are claustrophobic creatures, never opening their wings indoors.

Human

Type	Human
Body Areas	Normal
Environment	All
Number	1d100
Attack	As per weapon
Intelligence	11 (average)
Movement Points	3 (average)
HP Line	55 (average)
Combat Tactics	3 (average)
Defensive Bonus	0 (average)
Magic Resistance	10 (average)
Armor	Usually wear leather

Normal humans are by far the most common of the Human races, and as such come in all shapes and sizes.

Waerlinga (Warrow)

Type	Human
Body Areas	Normal
Environment	Mixed, Plain
Number	2d6
Attack	As per weapon (+5 on archery rolls)
Intelligence	11 (average)
Movement Points	2 (average)
HP Line	40 (average)
Combat Tactics	2 (average)
Defensive Bonus	+15 (average)
Magic Resistance	25 (average)
Armor	Usually wear leather

Waerlinga, or warrows, are short folk originally designed as craftsmen. As it turns out, these small folk are excellent archers, among the best in the world at short and medium range. This skill was put to good use during the Third and Fourth Cycles.

As with elves, warrows are taught *Magic Resisting* in childhood.
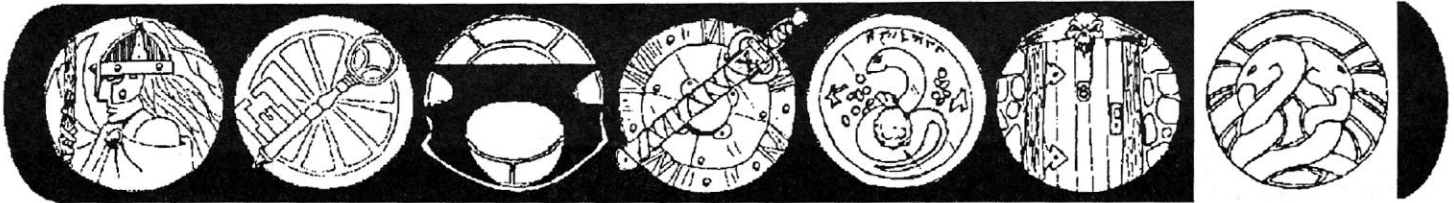
MILITARY RACES

The Military races were specifically designed to be warriors, filling the ranks of Third Cycle armies. All of these races are rough and dependable when given a task. They will sell their swords to the highest bidder, with the following restrictions: the esuroth will usually, but not always, work for Skathrosians, while the purrtier will generally spurn these religious extremists. (Rules for using these races as PCs will be forthcoming.)

Esuroth

Type	Military
Body Areas	Normal
Environment	Swamp, Desert, Tropic
Number	3d12
Attack	As per weapon
Intelligence	8 (average)
Movement Points	3 (average)
HP Line	65 (average)
Combat Tactics	4 (average)
Defensive Bonus	+10 (average)
Magic Resistance	-8 (average)
Armor	As ring

Esuroth are lizard-like creatures who walk on their hind legs, averaging 175 centimeters in height. They come in a wide variety of greens and browns. These creatures generally wander in small clan-tribes keeping to themselves, but if a strong leader arises among them or if they hire out to an employer, they can become a force to be reckoned with.

Gnashing

Type	Military
Body Areas	Normal
Environment	All
Number	2d12
Attack	As per weapon
Intelligence	9 (average)
Movement Points	3 (average)
HP Line	75 (average)
Combat Tactics	5 (average)
Defensive Bonus	0 (average)
Magic Resistance	10 (average)
Armor	Usually wear plate
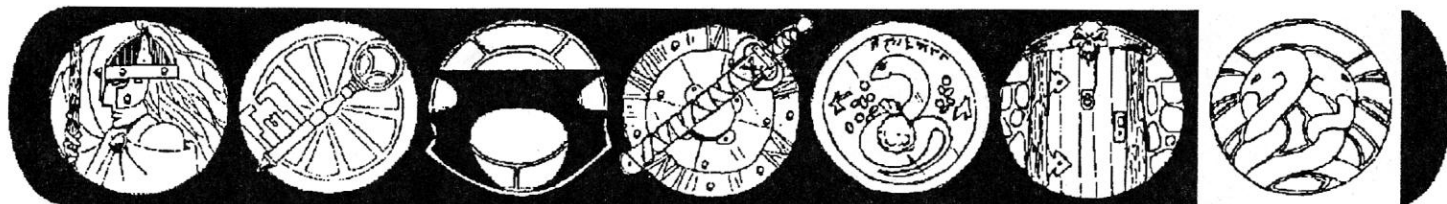
Gnashings are the ultimate mercenaries: big (190 centimeters tall), tough, skilled, and dependable. They are called dog men—but not to their faces—for their definite canine appearance. Gnashings have established small independent principalities on almost every continent, and contract their services from these strongholds.

Maritans were created as aquatic defenders of sea approaches to coastal towns and fortresses, and as ocean-going commandoes. Today, these 170-centimeter tall, green-scaled creatures often swear allegiance to land-dwelling lords as soldiers or privateers.

A maritan can breathe air for 10 minutes in any hour without suffocating.

Maritan

Type	Military
Body Areas	Normal
Environment	Marine
Number	4d10
Attack	As per weapon (usually +5 trident)
Intelligence	10 (average)
Movement Points	1; 5 swimming (average)
HP Line	55 (average)
Combat Tactics	3 (average)
Defensive Bonus	+15 (average)
Magic Resistance	-10 (average)
Armor	Usually wear leather

Purrtier

Type	Military
Body Areas	Normal
Environment	All
Number	2d10
Attack	As per weapon
Intelligence	11 (average)
Movement Points	4 (average)
HP Line	60 (average)
Combat Tactics	4 (average)
Defensive Bonus	+5 (average)
Magic Resistance	10 (average)
Armor	Usually wear chain

Purrtier are catmen. They are characterized by being smaller (165 centimeters tall) and more agile than Gnashings, but not quite as skilled as warriors. The purrtier are shy and retiring creatures rarely seen outside their enclaves. They are the only Military race that can use magic, and are noteworthy for being the only nonhuman race to produce a Master of 2 Magics.
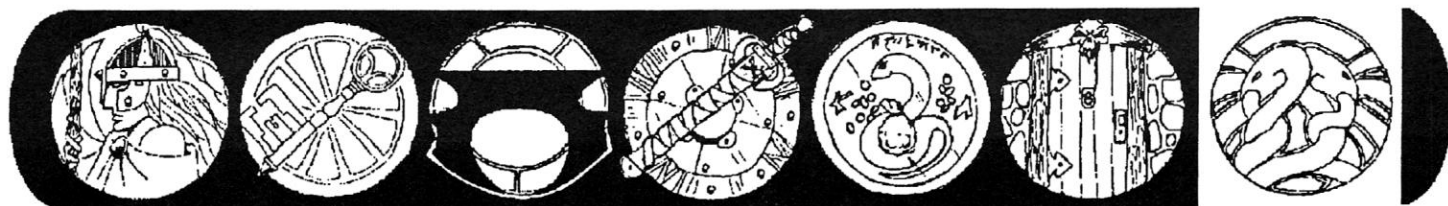
SUBHUMANS

Towards the End, the Tyrant Mages wanted armies quickly. The Military races made wonderful warriors, but they reproduced themselves too slowly (one generation every eighteen years). For the continuous warfare that the mages were waging, sacrifices were required.

The result was the Subhuman races. Ferocious and able to produce a new generation every eight years, the Subhumans seemed ideal. Unfortunately, low intelligence and poor discipline (unless led by a strong leader) limited their usefulness.

Bellach

Type	Subhuman
Body Areas	Normal
Environment	All, except Urban
Number	4d10
Attack	As per weapon
Intelligence	12 (average)
Movement Points	4 (average)
HP Line	65 (average)
Combat Tactics	5 (average)
Defensive Bonus	+10 (average)
Magic Resistance	20 (average)
Armor	Usually wear leather

Thought by many to be the ultimate evil of the Third Cycle, the bellach were created with nocturnal fighting abilities in mind. These 176-centimeter tall Subhumans have large ears and eyes for night work. Unfortunately for their designers, while bellach turned out to be excellent at night fighting and very intelligent, they are also quite in-

sane. Bellach have a pathological love for killing anything not of their own race. These Subhumans favor hand axes and spears as both melee and missile weapons.

They receive great joy from wholesale slaughter, and often set villages ablaze to scare the inhabitants out into the night where they can hunt them down.

Goblin

Type	Subhuman
Body Areas	Normal
Environment	Forest, Mountain, Hill
Number	5d12
Attack	As per weapon
Intelligence	6 (average)
Movement Points	3 (average)
HP Line	40 (average)
Combat Tactics	2 (average)
Defensive Bonus	+5 (average)
Magic Resistance	-5 (average)
Armor	Usually wear leather
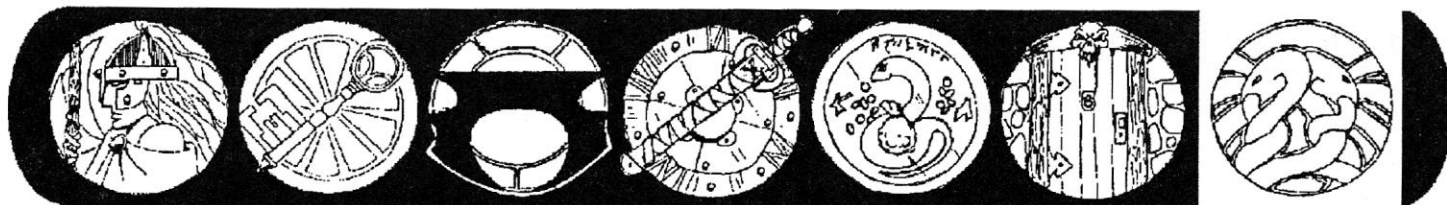
Goblins are small (120 centimeters tall), blueish-skinned Subhumans with a nasty disposition. They make up for their small size with their large numbers. They are adept at a swarm attack whereby each foe faces 4 or more goblins. This can make the goblins a match for even an experienced expedition.

Hobgoblin

Type	Subhuman
Body Areas	Normal
Environment	All
Number	2d10
Attack	As per weapon
Intelligence	7 (average)
Movement Points	3 (average)
HP Line	55 (average)
Combat Tactics	5 (average)
Defensive Bonus	+15 (average)
Magic Resistance	+10 (average)
Armor	Usually wear leather

Hobgoblins are taller and darker-skinned (dark gray) than goblins. They may share related names because they were created by the same mage (although this is not known for sure). They are perhaps the best fighters of the Subhumans and the only ones to use magic (they are known to have learned 5th-level spells). In appearance they look like tall (190 centimeters tall) fanged and heavily muscled humans.

Orc

Type	Subhuman
Body Areas	Normal
Environment	All
Number	3d10
Attack	As per weapon
Intelligence	7 (average)
Movement Points	3 (average)
HP Line	50 (average)
Combat Tactics	4 (average)
Defensive Bonus	+15 (average)
Magic Resistance	-8 (average)
Armor	As soft leather

Orcs were the first race of Subhumans to be produced on a large scale. As such, they were and are the most common of the Subhumans today. Devout worshipers of Skathros, orcs spend considerable time seeking out victims for sacrifice and ritual cannibalism.
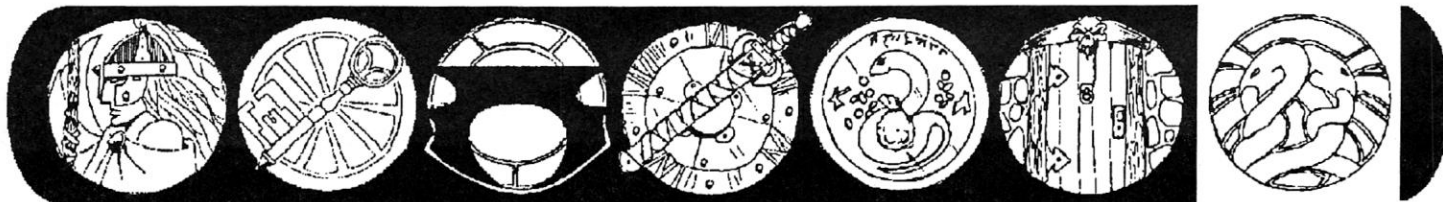
Tharka

Type	Subhuman
Body Areas	Normal
Environment	Desert, Tropic
Number	2d4
Attack	As per weapon
Intelligence	5 (average)
Movement Points	3 (average)
HP Line	60 (average)
Combat Tactics	3 (average)
Defensive Bonus	+5 (average)
Magic Resistance	+20 (average)
Armor	Exoskeleton (as ring)

Appearing as tall (200 centimeters tall) humans with the head of a fly, Tharka are big, slow, and stupid. They are adept at ambush however, and make all ambush attacks at +10 to their *Ambush* skill target number (even if unskilled in *Ambush*).

Syltar

Type	Subhuman
Body Areas	Normal
Environment	Mountain
Number	4d10
Attack	As per weapon
Intelligence	6 (average)
Movement Points	4 (average)
HP Line	40 (average)
Combat Tactics	2 (average)
Defensive Bonus	+10 (average)
Magic Resistance	-5 (average)
Armor	None

Syltari look like short (140 centimeters tall), two-legged ratmen. They are prodigious diggers. They tunnel incessantly and seem to come in never-ending supply. Because of their lifestyle, they are mortal enemies of dwarves.

Tharka Larva

Type	Subhuman
Body Areas	Normal
Environment	Desert, Tropic
Number	10d4
Attack	Bite (d4)
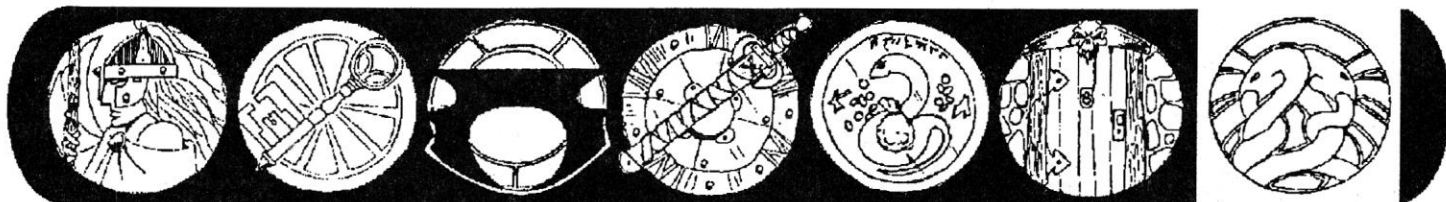
Intelligence	5 (average)
Movement Points	3 (average)
HP Line	20 (average)
Combat Tactics	1 (average)
Defensive Bonus	+10 (average)
Magic Resistance	-20 (average)
Armor	None

Tharka larva are born in (and live off of) a carcass that was provided and prepared by the male Tharka. They quickly become swift hunters. The bite of a larva causes little physical damage, but a creature bitten must make a simple Endurance roll (EN x 5) or fall violently ill (roll 1d8 for the number of days of illness). If ill, a creature is unable to move under his own volition.

Vulteir

Type	Subhuman
Body Areas	Hexapedal
Environment	Mountain, Hill
Number	2d6
Attack	As per weapon
Intelligence	5 (average)
Movement Points	2; 6 flying (average)
HP Line	45 (average)
Combat Tactics	4 (average)
Defensive Bonus	+10 (average)
Magic Resistance	5 (average)
Armor	None

Winged, vulture-headed humanoids, vulteir were developed to serve the same purpose as the glynna, but their lack of intelligence was a great hindrance to them. All they managed to do was earn the enmity of glynna, who still kill them on sight whenever possible.

MAGICAL CREATURES

Magical creatures are those which were created with a specific, narrow purpose in mind (even if that purpose is no longer known). They are given their own section here because there are too few of any of them to warrant calling any a separate race.

Brownie

Type	Magical
Body Areas	Normal
Environment	Forest
Number	2d4
Attack	Dagger
Intelligence	10 (average)
Movement Points	5 (average)
HP Line	20 (average)
Combat Tactics	0 (average)
Defensive Bonus	+35 (average)
Magic Resistance	+20 (average)
Armor	None

Brownies are short (90 centimeters tall) humanoid beings which are extremely capricious. The first brownies were created by mistake, a by-product of the creation of the purrtier. At the time the first purrtier were created, brownies were also unintentionally created, one brownie springing into existence with each purrtier. Some of them escaped.

Brownies typically have the following skills: *Pickpocket* (rank 5), *Burgling* (rank 3), *Stealth* (rank 8), and *Trapping* (rank 2). They are shy and retiring however, and most people never see one.
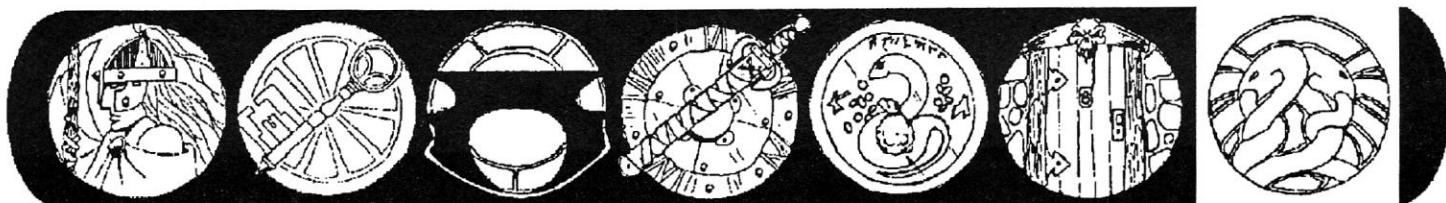
Chimera

Type	Magical
Body Areas	Normal*
Environment	Crypt
Number	1
Attack	Bite (1d10), *Agony* spell
	and snake strike (1d4 + poison)
Intelligence	5 (average)
Movement Points	4 (average)
HP Line	65 (average)
Combat Tactics	4 (average)
Defensive Bonus	+15 (average)
Magic Resistance	40 (average)
Armor	As ring

Bizarre creatures most often found guarding ancient tombs, chimera have a lion head and a goat head. They also have a tail which is the head of a poisonous snake. The goat head can cast one *Agony* spell (rank 6) every other round, while the venom from a snake bite can kill a creature if he fails an easy Endurance roll (EN x 4). The snake head can attack into any of the chimera's three rear hexes.

A chimera's body areas the following: 1 - lion head; 2 - goat head; 3 - lion neck; 4 - goat neck; 5, 6, 7, 8 - body (front to back); 9 - snake neck; 10 - snake head.

Crab (Giant)

Type	Magical
Body Areas	Hexapedal
Environment	Marine
Number	1
Attack	2 claws (both 1d12)
Intelligence	3 (average)
Movement Points	3; 4 swimming (average)
HP Line	85 (average)
Combat Tactics	4 (average)
Defensive Bonus	-5 (average)
Magic Resistance	-10 (average)
Armor	As plate

Giant crabs were designed as guardians for the underwater approaches to areas. Very territorial, a crab attacks and attempts to devour any large (1 meter or greater) creature that enters its domain. These large, greenish creatures stand about 150 centimeters high (on four legs) and are about 2 meters long. Giant crabs receive two attacks each round.

Their body areas are standard for animals, with the two claws counted as areas 11 and 12.

Demon Smoke

Type	Magical
Body Areas	None*
Environment	All
Number	1
Attack	1
Intelligence	1 (average)
Movement Points	1 (average)
HPs	45 (average)
Combat Tactics	0* (average)
Defensive Bonus	0 (average)
Magic Resistance	15 (average)
Armor	None
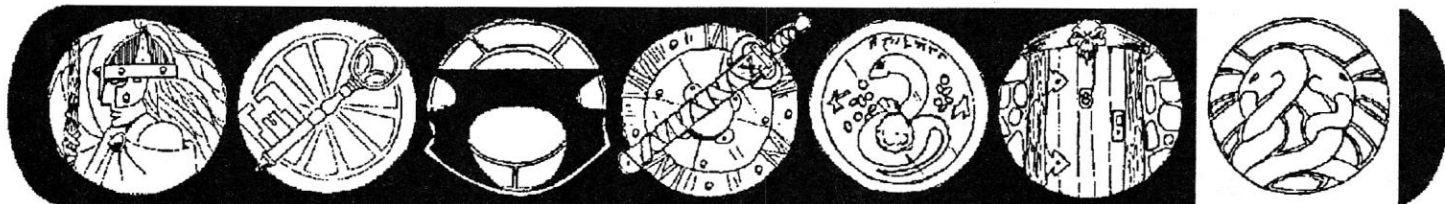
Demon smoke is created from the seventh-level Light and Fire spell of the same name. It forms as a dense black cloud 2 meters in diameter, and is controlled by its master, killing anyone it touches.

Demon smoke can only be affected by magic—if it absorbs 45 points of magical damage it dissipates. Magically enhanced weapons can only hurt it to the extent of their magical bonus. (A +2 weapon, if it hits, causes 2 points of damage. A *Sharpened* blade is not inherently magical.)

Doom

Type	Magical
Body Areas	Normal
Environment	All
Number	1
Attack	As per weapon, plus spells
Intelligence	25 (average)
Movement Points	4 (average)
HP Line	285 (average)
Combat Tactics	8 (average)
Defensive Bonus	+20 (average)
Magic Resistance	50 (average)
Armor	As plate

Dooms were created late in the Third Cycle to be generals over the growing hordes of Subhumans. They appear (usually) as large, 3-meter-tall humans who delight in inspiring fear in their subordinates and enemies. Being essentially immortal and avaricious, they often gather slaves around themselves and set up a small kingdom. Just as often however, a doom spends its time wandering around an area indescriminately killing everything in its path. About half of all dooms will be Master Mages of one college or another. Dooms recover from wounds four times faster than other creatures (4 points recovered in each body area each 3 hours of sleep). They can be male or female.

Dragon

Type	Magical
Body Areas	Hexapedal
Environment	Mountain
Number	1
Attack	Bite (1d12, 2 areas) or breath (6d8); claws (1d12) and tail (1d12 plus Agility roll)
Intelligence	12 (average)
Movement Points	2; 8 flying (average)
HP Line	230 (average)
Combat Tactics	6 (average)
Defensive Bonus	-10 (average)
Magic Resistance	45 (average)
Armor	As plate

Dragons are large, winged animals that were originally created as mounts for great mages. Adult dragons are at least 10 meters long and are very greedy, amassing large fortunes of gold and silver during their long lives. Dragons typically attack by charging one victim and biting him, causing 1d12 damage in each of two body areas every round he can keep his jaws clenched. Other foes are kept at bay by his claws and long, sinuous tail.

A dragon's tail can reach every hex around his body but the one directly in front of him. Any creature hit by the dragon's tail must make a difficult Agility roll (Ag x 1) or be knocked 2 to 7 hexes away (1 + 1d6) in addition to the 1d12 damage taken. The dragon may make each of his three attacks each round. Instead of his bite, the dragon may "breathe" a flame bolt (up to 5 times a day), which hits one area for 6d8 points of damage.

Gargoyle

Type	Magical
Body Areas	Hexapedal
Environment	Cave, Crypt
Number	2d4
Attack	Claws (1d8)
Intelligence	5 (average)
Movement Points	3; 5 flying (average)
HP Line	60 (average)
Combat Tactics	4 (average)
Defensive Bonus	+20 (average)
Magic Resistance	10 (average)
Armor	As hard leather

Gargoyles are winged (although flightless), horned humanoids with very thick skin. They are creatures of darkness, infesting caves, mines, and crypts as well as any other place that is dark. If forced into direct sunlight, they lose their Defensive Bonus and their *Combat Tactics* drops to 1. Gargoyles have a distinctive smell and dwarves, who fight them often, can tell if they are near a gargoyle's lair by making a simple CS roll (CS x 5). (This roll is made automatically whenever a dwarf is within range of a gargoyle.)
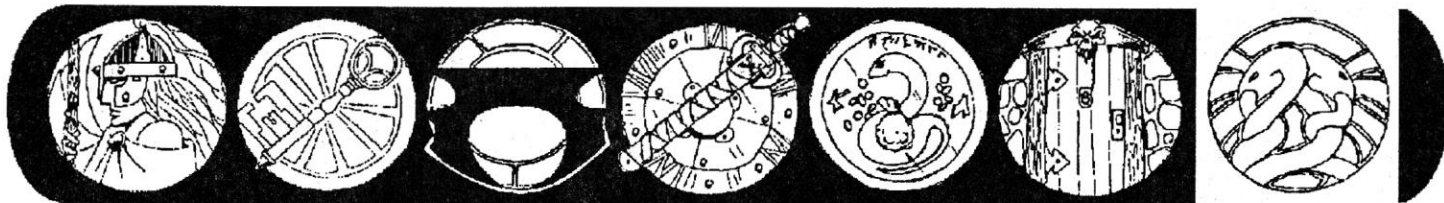
Giant

Type	Magical
Body Areas	Normal
Environment	All
Number	1d4
Attack	Club (1d12)
Intelligence	6 (average)
Movement Points	4 (average)
HP Line	160 (average)
Combat Tactics	5 (average)
Defensive Bonus	-5 (average)
Magic Resistance	10 (average)
Armor	None

Bred to be warriors, giants are a Subhuman race that failed, mostly because they refuse to follow orders and they attack anything that does not control them through fear. Giants are 2.5-meter-tall humanoids that prefer a large club (a footman's mace) to all other weapons.

Griffon

Type	Magical
Body Areas	Hexapedal
Environment	Mountain, Hill
Number	1d4
Attack	Claws (1d8) and bite (1d10)
Intelligence	4 (average)
Movement Points	3; 7 flying (average)
HP Line	60 (average)
Combat Tactics	3 (average)
Defensive Bonus	+10 (average)
Magic Resistance	5 (average)
Armor	As soft leather

Griffons were originally created as flying cavalry mounts, but were too agressive to be easily trained. Griffons have a lion's body and an eagle's head. This combination may explain why they are so hard to train. Today, it takes a master in *Animal Training* to train a griffon to be ridable.

A griffon can carry 120 kilograms.

Hippogriff

Type	Magical
Body Areas	Hexapedal
Environment	Mountains, Hills
Number	1d6
Attack	Bite (1d10)
Intelligence	3 (average)
Movement Points	4; 8 flying (average)
HP Line	50 (average)
Combat Tactics	2 (average)
Defensive Bonus	+15 (average)
Magic Resistance	5 (average)
Armor	None

Also created as flying mounts, hippogriffs were much more successful than griffons. These creatures were common until the advent of the glynna, and remained in use until the End (of the Third Cycle). Hippogriffs have the hindquarters of a horse and the forelegs, wings, and head of a hawk.

A hippogriff can carry 100 kilograms.

Kraken

Type	Magical
Body Areas	Hexapedal*
Environment	Marine
Number	1
Attack	While attempting to

destroy a ship, one or two arms will flail at its crew (1d10 each)

Intelligence	1 (average)
Movement Points	2 swimming (average)
HP Line	245 (average)
Combat Tactics	2 (average)
Defensive Bonus	-15 (average)
Magic Resistance	0 (average)
Armor	As chain

Kraken are giant squid-like animals having eight tentacles. These tentacles are used to grab ships and drag them underwater, where the Kraken devours the people that were on board. To stop this animal, it is necessary to immobilize at least 3 of its 8 arms, which usually convinces the creature to retreat.

A kraken's body areas include: 1 - head; 2 - neck; 3 and 4 - torso; 5 through 12 - tentacles.
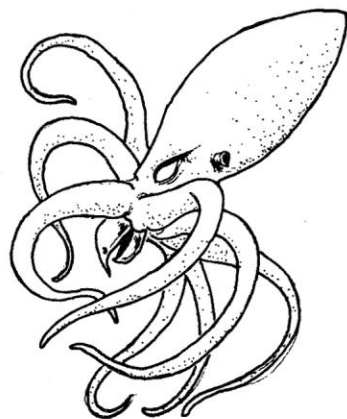
Leviathan

Type	Magical
Body Areas	Normal
Environment	Marine
Number	1
Attack	None
Intelligence	1 (average)
Movement Points	1 (average)
HP Line	300 (average)
Combat Tactics	0 (average)
Defensive Bonus	-100 (average)
Magic Resistance	0 (average)
Armor	As plate

The leviathan ia a large whale, kilometers long. It does no direct damage but it looks like an island. Some reports even say there can be vegetation on its back. The problem with this creature is that people land on him thinking he is an island, and then the leviathan dives, leaving people on his back to drown. (There is a story of one leviathan staying in place for decades before diving—it was known as Atlantis).

Lich

Type	Magical
Body Areas	Normal
Environment	Crypt
Number	1
Attack	As per weapon, plus magic
Intelligence	25 (average)
Movement Points	3 (average)
HP Line	50 (average)
Combat Tactics	3 (average)
Defensive Bonus	5 (average)
Magic Resistance	70 (average)
Armor	As chain
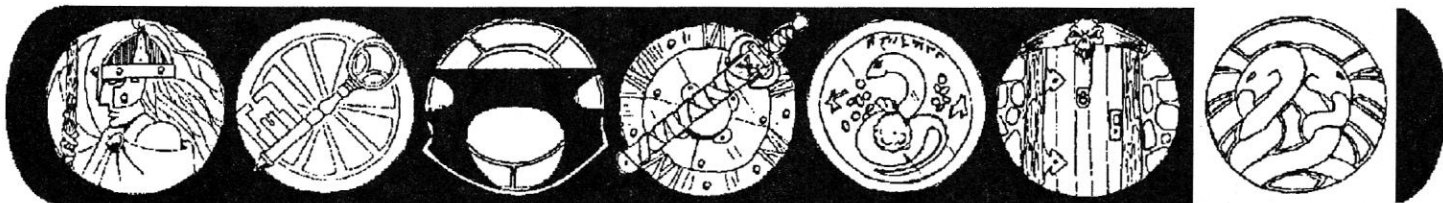
A lich, when encountered, is nearly always found in a crypt. It represents a mage of the Third Cycle whose spirit did not leave his body at death, but instead converted himself into an undying creature. Liches are kept alive magically. They have the appearance of paper-thin skin stretched over bone. These creatures are always Masters of at least one and often two or three magical colleges.

A lightning creature appears in response to the summoning spell of a mage. Fortunately for its victims, it lasts only a short time. It casts one *Lightning* spell at +30 each round, which does 3d10 damage.

It can be harmed only by magic—if it takes 25 hit points from spells, it is dissipated. Magically enhanced weapons can only hurt it to the extent of their magical bonus. (A +2 weapon, if it hits, causes 2 points of damage. A *Sharpened* blade is not inherently magical.)

Lightning Creature

Type	Magical
Body Areas	None*
Environment	All
Number	1
Attack	1 (3d10)
Intelligence	2 (average)
Movement Points	2 (average)
HP Line	15 (average; 25 max)
Combat Tactics	0*(average)
Defensive Bonus	0 (average)
Magic Resistance	25 (average)
Armor	None

Linkbeast

Wolf Linkbeast

Type	Magical
Body Areas	Normal
Environment	All
Number	2d4
Attack	Claws (1d8)
Intelligence	15 (average)
Movement Points	4 (average)
HP Line	80 (average)
Combat Tactics	5 (average)
Defensive Bonus	+20 (average)
Magic Resistance	15 (average)
Armor	As hard leather
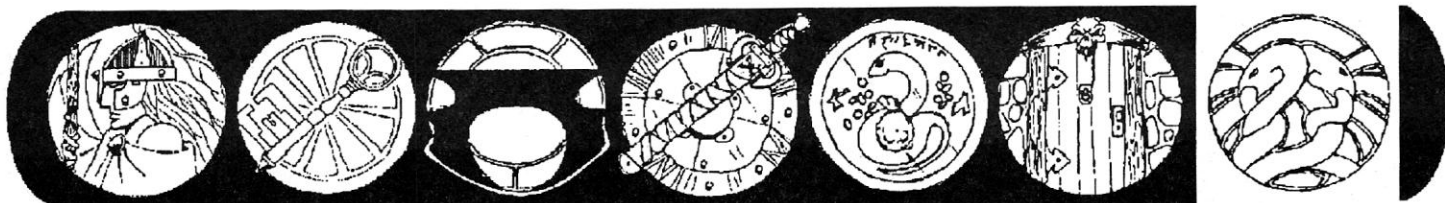
Bear Linkbeast

Type	Magical
Body Areas	Normal
Environment	All
Number	2d4
Attack	Claws (1d8)
Intelligence	13 (average)
Movement Points	3 (average)
HP Line	100 (average)
Combat Tactics	7 (average)
Defensive Bonus	+10 (average)
Magic Resistance	10 (average)
Armor	As hard leather

There are two types of linkbeasts: wolves and bears. During the day, these creatures work and live as humans. At night, they take on an appearance more like their animal kin and hunt humans. Linkbeasts appear as humanoid versions of the animals to which they are are related. Animals related to a linkbeast (either bears or wolves) will never attack him, but will serve him in the hunt.

Medusa

Type	Magical
Body Areas	Normal
Environment	Crypt
Number	1d2
Attack	Dagger, plus magic
Intelligence	10 (average)
Movement Points	3 (average)
HP Line	45 (average)
Combat Tactics	1 (average)
Defensive Bonus	+10 (average)
Magic Resistance	20 (average)
Armor	None

Medusae look like women with snakes on their heads instead of hair. If a medusa looks a creature in the eye, he is turned to stone. Creatures make a normal Common Sense roll (CS x 3) each round the medusa is in sight and facing the right direction, to avoid this. If a creature is turned to stone, he must have a *Remove Curse* followed by a *Reanimate* spell cast on him in order to be alive again.

Minotaur

Type	Magical
Body Areas	Normal
Environment	Plain, Crypt
Number	1d3
Attack	As per weapon
Intelligence	8 (average)
Movement Points	3 (average)
HP Line	90 (average)
Combat Tactics	7 (average)
Defensive Bonus	-5 (average)
Magic Resistance	5 (average)
Armor	As hard leather

Minotaurs are bull-headed humanoids of exceptional strength. They generally think of humans as nothing more than food and will attack small groups with reckless abandon.
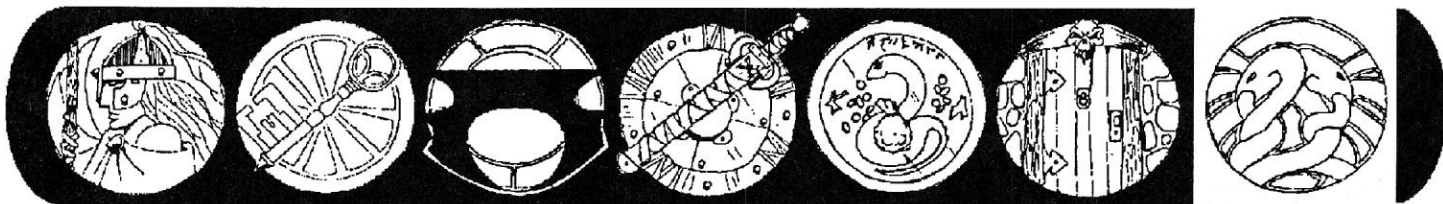
Naga

Type	Magical
Body Areas	Normal*
Environment	Crypt
Number	1d3
Attack	Magic only
Intelligence	18 (average)
Movement Points	2 (average)
HP Line	70 (average)
Combat Tactics	0 (average)
Defensive Bonus	-10 (average)
Magic Resistance	50 (average)
Armor	As chain

Naga appear as 5-meter-long snakes with human heads. Naga are almost incapable of fighting, but usually have 3 to 5 spells at rank 8 and 30 to 40 spell points. Commonly, these spells include any of the following: *Create Darkness, Fire Ball, Fire Bolt, Fire Net, Heal Wounds, Ice Spear, Ice Storm, Lightning,* and *Reanimate.*

A naga's body areas include: 1 - head; 2 through 9 - snake body.

Octopus (Giant)

Type	Magical
Body Areas	Hexapedal*
Environment	Marine
Number	1
Attack	3 (1d10 each)
Intelligence	1 (average)
Movement Points	1 (average)
HP Line	140 (average)
Combat Tactics	4 (average)
Defensive Bonus	-25 (average)
Magic Resistance	5 (average)
Armor	As hard leather

Like giant crabs, giant octopuses serve to protect the underwater approaches to coastal areas. They attack with three of their tentacles, while bracing themselves with the rest.

An octopus's body areas include: 1 - head; 2 - neck; 3 and 4 - body; 5 through 12 - tentacles.

Pegasus

Type	Magical
Body Areas	Hexapedal
Environment	Mountain
Number	2d4
Attack	Kick (1d10)
Intelligence	9 (average)
Movement Points	5; 9 flying (average)
HP Line	55 (average)
Combat Tactics	2 (average)
Defensive Bonus	+20 (average)
Magic Resistance	35 (average)
Armor	As soft leather

This winged horse was perhaps the most successful of the flying cavalry mounts. Possessing a powerful kick for offense, the creature's main defense is its excellent Magic Resistance. A pegasus can carry 200 kilograms.
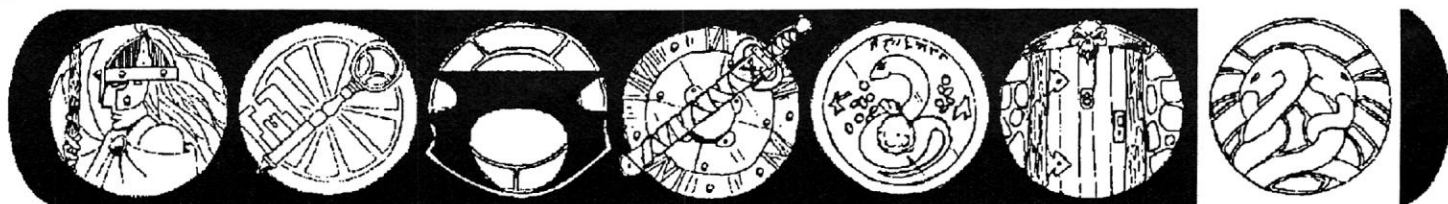
Peryton

Type	Magical
Body Areas	Hexapedal
Environment	Mountain
Number	3d4
Attack	Kick (1d10) or butt (1d8)
Intelligence	5 (average)
Movement Points	2; 4 flying (average)
HP Line	60 (average)
Combat Tactics	4 (average)
Defensive Bonus	+10 (average)
Magic Resistance	20 (average)
Armor	None

It is unclear exactly where perytons came from. These creatures with the legs and head of a stag and the body of a giant bird seem to have one goal in life, to each kill a single human. When one does so, it disappears and is never seen again, so far as researchers can tell. (Then again, one peryton looks much like the next . . .) When perytons attack, they give a low moaning whistle which causes the Human races to attack them at -5 because it is so disconcerting.

Pixie

Type	Magical
Body Areas	Hexapedal
Environment	Forest
Number	1d8
Attack	Small daggers (1d2)
Intelligence	19 (average)
Movement Points	8 flying (average)
HP Line	10 (average)
Combat Tactics	1 (average)
Defensive Bonus	+30 (average)
Magic Resistance	20 (average)

Pixies are winged humanoids about 30 centimeters tall who are rarely seen on the ground. They are friendly if somewhat prone to playing practical jokes on travelers. An attack on a pixie can have terrible consequences, as many pixies are mages (some are reported to have cast level 6 spells).

Roc

Type	Magical
Body Areas	Normal
Environment	Mountain, Plain, Desert
Number	1
Attack	Claws (1d12) or beak (1d12)
Intelligence	2 (average)
Movement Points	2; 6 flying (average)
HP Line	215 (average)
Combat Tactics	5 (average)
Defensive Bonus	-20 (average)
Magic Resistance	-10 (average)
Armor	As chain

A roc is a giant, carnivorous bird (a wingspan of 20 meters or more) that hunts large mammals—including man—for food. It attacks by grabbing its prey in its claws and carrying it to its nest to kill and eat it. It will only use its beak to attack while it is on the ground.
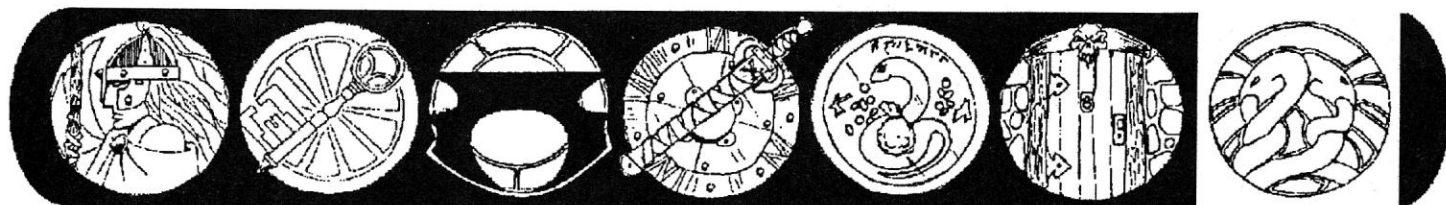
Skeleton

Type	Magical
Body Areas	Normal
Environment	Crypt (All)
Number	1d12
Attack	As per weapon
Intelligence	8 (average)
Movement Points	4 (average)
HP Line	70 (average)
Combat Tactics	4 (average)
Defensive Bonus	+20 (average)
Magic Resistance	15 (average)
Armor	Usually wear some sort

Skeletons are animated by the spell *Create Skeletons*. In this spell, the caster takes a fleshless skeleton and performs the ritual over it. At the end he has created a magical creature capable of performing simple tasks, but only for its creator. If the creating mage dies, his skeletons blindly follow his last instruction until destroyed.

Snowman

Type	Magical
Body Areas	Normal
Environment	All
Number	1
Attack	2 fists (1d12 each)
Intelligence	1 (average)
Movement Points	3 (average)
HP Line	110 (average)
Combat Tactics	Same rank as spell
Defensive Bonus	-10 (average)
Magic Resistance	5 (average)
Armor	None

A snowman is a creature formed by the spell of the same name. While it exists, it follows the directions of its creator. If inter-cepted, a snowman will try to beat its way past the interfering creature to get to its assigned target. Both fists can attack in one round, both at full skill values.

Each area of a snowman's body is protected by the equivalent of chainmail (making its Defensive Bonus -10).

Spectre

Type	Magical
Body Areas	Normal
Environment	Crypt
Number	2d6
Attack	As per weapon
Intelligence	20 (average)
Movement Points	3 (average)
HP Line	95 (average)
Combat Tactics	7 (average)
Defensive Bonus	+25 (average)
Magic Resistance	50 (average)
Armor	As plate

Spectres are humans that are bound, in a ritual ceremony of death whose proce-dure is no longer understood, to protect the burial place of an important person. Any-one entering a protected crypt is attacked to the death. If a spectre is defeated, it disappears with a crash that affects its foe as an eighth rank *Fear* spell. Spectres often have magical weapons and sometimes are mages as well.
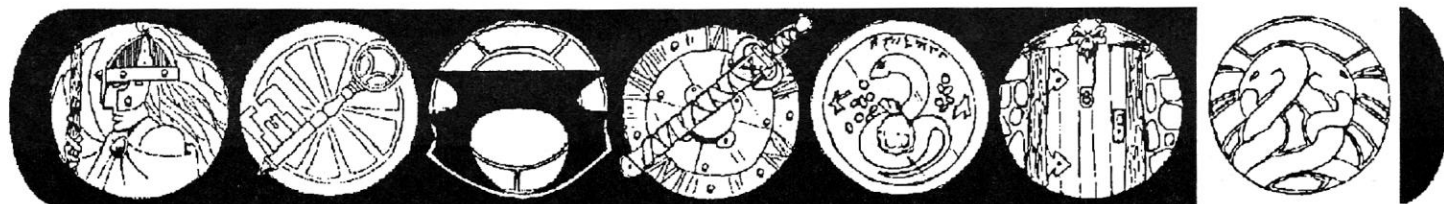
Troll

Type	Magical
Body Areas	Normal
Environment	All
Number	3d4
Attack	As per weapon
Intelligence	6 (average)
Movement Points	3 (average)
HP Line	100 (average)
Combat Tactics	4 (average)
Defensive Bonus	0 (average)
Magic Resistance	0 (average)
Armor	As hard leather

Trolls look like normal humans with all features coarsened. Bulbous noses, hairless heads, and large jutting ears highlight their appearance. Living a solitary existence, they favor shadowed places such as caves, the undersides of bridges, and similar areas.

Unicorn

Type	Magical
Body Areas	Normal
Environment	Forest
Number	1
Attack	Kick (1d10) or horn (1d8)
Intelligence	10 (average)
Movement Points	10 (average)
HP Line	110 (average)
Combat Tactics	4 (average)
Defensive Bonus	+15 (average)
Magic Resistance	5 (average)
Armor	None

The first unicorn was creates as a protector for the princess Sistarn of the lost city of Melange, during the Third Cycle.

One day while out for a ride on the beach, the princess decided to stop for a swim. While swimming, the princess was killed by a shark. The heartbroken unicorn ran off into the forest and was never seen again. Today an occasional maiden of one of the Human races (Comeliness 20 or more) is befriended by this first unicorn's descendants. The girl makes whole the unicorn's life and she gets a lifelong protector of no small caliber.

Valiant

Type	Magical
Body Areas	Normal
Environment	All
Number	1
Attack	Weapon, plus magic
Intelligence	25 (average)
Movement Points	4 (average)
HP Line	275 (average)
Combat Tactics	8 (average)
Defensive Bonus	+20 (average)
Magic Resistance	50 (average)
Armor	Plate

A valiant is the exact opposite of a doom.
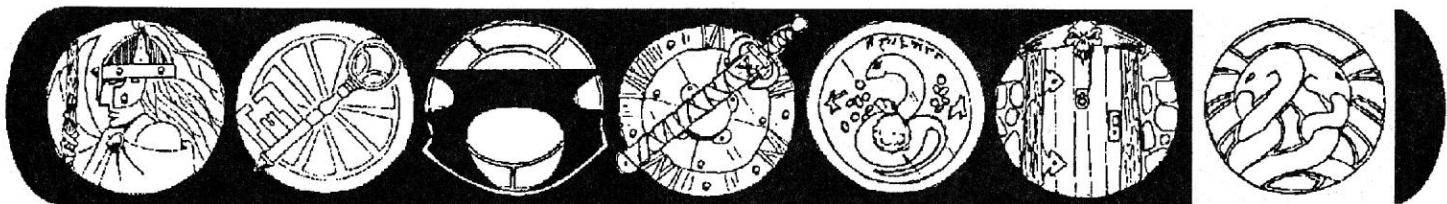
While dooms try to instill fear and often gain power, vailants try to help people, build confidence, and thwart dooms. Valiants always appear as tall, beautiful or handsome humanoids with a Comeliness of at least 25. Like dooms, valiants recover from wounds four times faster than normal creatures (4 points per body area per 3 hours of sleep).

Vampire

Type	Magical
Body Areas	Normal
Environment	All
Number	1d8
Attack	Claws (1d6) or weapon
Intelligence	15 (average)
Movement Points	4 (average)
HP Line	95 (average)
Combat Tactics	4 (average)
Defensive Bonus	+25 (average)
Magic Resistance	30 (average)
Armor	As worn

Vampires are a parasitic Human race that are ruthlessly destroyed when discovered. Vampires can be either male or female; each is actually a separate species, although the two often live together. They live near Human settlements, where they feed off of the blood of normal inhabitants.

Once a victim has been bitten by a vampire, he or she is subject to its "call" at any time thereafter. In order to call its dinner, a vampire can send out a telepathic message to him as long as the victim is within one kilometer of the vampire. The victim gets a resistance roll, with the target number modified by -2 for each time he's been bitten.

The two species (male and female) usually travel together, although why they should do so is a mystery.

Zombie

Type	Magical
Body Areas	Normal
Environment	Crypt (All)
Number	1d12
Attack	As per weapon
Intelligence	5 (average)
Movement Points	2 (average)
HP Line	70 (average)
Combat Tactics	1 (average)
Defensive Bonus	-10 (average)
Magic Resistance	0 (average)
Armor	Usually wears some sort

Zombies are skeletons with flesh on them. The presence of any flesh seems to interfere with the ritual of creation, and creates a slow, stupid creature capable of understanding only one single, simple instruction at a time.
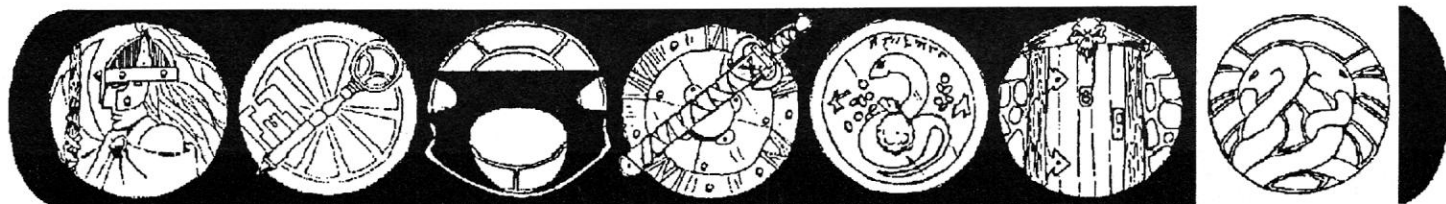
Domestic Animals

These are normal species, unchanged from the First Cycle. Domesticated animals can be trained by apprentice animal trainers (see *Animal Training* skill).

Cow

Type	Domestic
Body Areas	Normal
Environment	All
Number	1d100
Attack	Horns (1d10)
Intelligence	2 (average)
Movement Points	4 (average)
HP Line	50 (average)
Combat Tactics	0 (average)
Defensive Bonus	0 (average)
Magic Resistance	0 (average)
Armor	None

Dog

Type	Domestic
Body Areas	Normal
Environment	All
Number	1d12
Attack	Bite (1d6)
Intelligence	4 (average)
Movement Points	6 (average)
HP Line	30 (average)
Combat Tactics	2 (average)
Defensive Bonus	+15 (average)
Magic Resistance	0 (average)
Armor	None

Dogs have been domesticated for thousands of years. The listed stats are for normal dogs that can be trained for hunting and as guards. Combat-trained dogs bite for 1d8 damage.

Horse (War)

Type	Domestic
Body Areas	Normal
Environment	Mixed, Urban
Number	1d20 (or more)
Attack	Hooves (1d10)
Intelligence	4 (average)
Movement Points	7 (average)
HP Line	95 (average)
Combat Tactics	1 (average)
Defensive Bonus	+5 (average)
Magic Resistance	0 (average)
Armor	Sometimes

Bred exclusively as war mounts, war horses are intelligent as well as very expensive. However, when trained to their full potential (taking two to three years) they make excellent mounts.

Mule

Type	Domestic
Body Areas	Normal
Environment	Urban, Mixed
Number	1d4
Attack	Hooves (1d6)
Intelligence	4 (average)
Movement Points	5 (average)
HP Line	85 (average)
Combat Tactics	1 (average)
Defensive Bonus	+5 (average)
Magic Resistance	0 (average)
Armor	None

Rather slow, but able to go for long periods of time with minimal care and forage, mules are popular as pack animals. Since they show no fear of heights, they are often used for mountain travel.
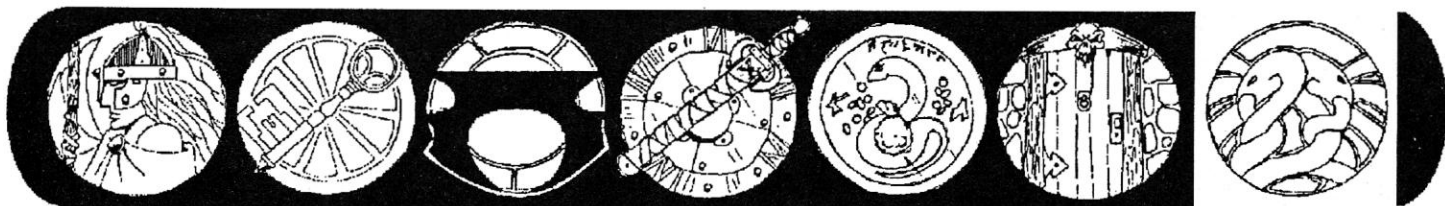
WILD ANIMALS

This list is an overview of several species of wild animals, and can be used as a guide to the stats for other animals.

Bear (Black)

Type	Wild
Body Areas	Normal
Environment	Forest, Mixed
Number	1d2
Attack	Claws (1d6) and bite (1d4)
Intelligence	3 (average)
Movement Points	5 (average)
HP Line	60 (average)
Combat Tactics	1 (average)
Defensive Bonus	0 (average)
Magic Resistance	0 (average)
Armor	As soft leather

The smallest of the bears, black bears are found in the dense forests of Dolphinia.

Bison

Type	Wild
Body Areas	Normal
Environment	Plain, Forest, Hill
Number	10d10
Attack	Horns (1d10)
Intelligence	2 (average)
Movement Points	4 (average)
HP Line	70 (average)
Combat Tactics	0 (average)
Defensive Bonus	-5 (average)
Magic Resistance	0 (average)
Armor	As hard leather

Bison form huge herds on the plains, but are almost solitary in forests. They are hunted for their thick-furred hides.

Boar

Type	Wild
Body Areas	Normal
Environment	Forest, Mixed
Number	1d8
Attack	Tusks (1d12)
Intelligence	3 (average)
Movement Points	6 (average)
HP Line	90 (average)
Combat Tactics	6 (average)
Defensive Bonus	0 (average)
Magic Resistance	0 (average)
Armor	As hard leather

Boars are cantankerous wild pigs which seem to delight in attacking Humans. Actually, they are very territorial and view Humans as a threat to their domain.

Crocodile

Type	Wild
Body Areas	Normal
Environment	Swamp
Number	1
Attack	Bite (1d8)
Intelligence	1 (average)
Movement Points	2; 6 swimming (average)
HP Line	60 (average)
Combat Tactics	4 (average)
Defensive Bonus	-10 (average)
Magic Resistance	0 (average)
Armor	As hard leather

The crocodile's usual tactic is to grab its prey and take it under water until it drowns. (See **Suffocation**, in **Combat**.) While held, a victim suffers 1d8 biting damage each round; the damage is applied to the same area each round. Adults can range anywhere from 3 to 10 meters in length.
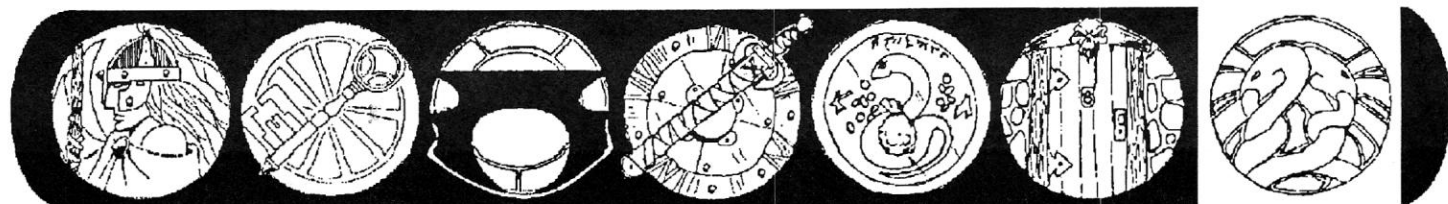
Deer

Type	Wild
Body Areas	Normal
Environment	Forest, Hill
Number	1d6
Attack	Antlers (1d8) or hooves (1d6)
Intelligence	2 (average)
Movement Points	9 (average)
HP Line	50 (average)
Combat Tactics	0 (average)
Defensive Bonus	+10 (average)
Magic Resistance	0 (average)
Armor	None

Fairly common in Dolphinia, deer are hunted for meat and hides.

Dolphin

Type	Wild
Body Areas	Normal
Environment	Marine
Number	5d4
Attack	Headbutt (1d6)
Intelligence	12 (average)
Movement Points	8 swimming (average)
HP Line	50 (average)
Combat Tactics	1 (average)
Defensive Bonus	+20 (average)
Magic Resistance	0 (average)
Armor	None

Travelling in family pods, dolphins defend themselves using swarm tactics. This means that each creature attacking a dolphin is in turn attacked by three or more dolphins.

Falcon

Type	Wild
Body Areas	Normal
Environment	All
Number	1
Attack	Claws (1d4) or beak (1d4)
Intelligence	3 (average)
Movement Points	1; 10 flying (average)
HP Line	15 (average)
Combat Tactics	1 (average)
Defensive Bonus	+30 flying; +5 on ground (average)
Magic Resistance	0 (average)
Armor	None

The falcon is representative of all hunting birds. Some falcons are trained to hunt for Humans.

Fox

Type	Wild
Body Areas	Normal
Environment	Forest, Plain, Hill
Number	1
Attack	Bite (1d4)
Intelligence	4 (average)
Movement Points	5 (average)
HP Line	30 (average)
Combat Tactics	1 (average)
Defensive Bonus	+10 (average)
Magic Resistance	0 (average)
Armor	None

Foxes are small, doglike creatures with beautiful pelts.
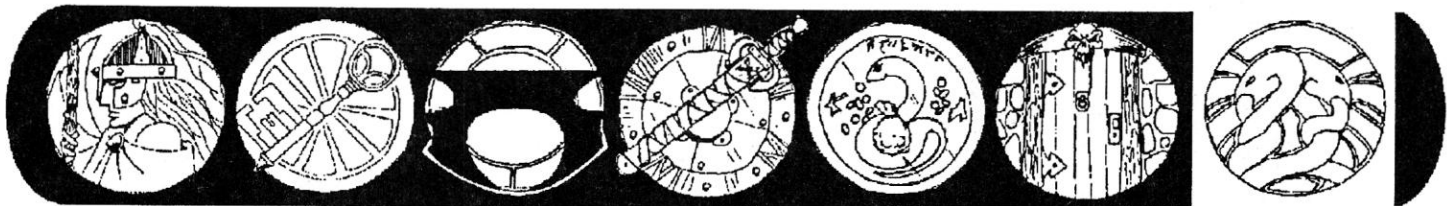
Monitor Lizard

Type	Wild
Body Areas	Normal
Environment	Tropic
Number	1
Attack	Bite (1d8)
Intelligence	1 (average)
Movement Points	4 (average)
HP Line	65 (average)
Combat Tactics	3 (average)
Defensive Bonus	-10 (average)
Magic Resistance	0 (average)
Armor	As soft leather

Monitors are large lizards (up to 5 meters long) who survive by eating small mammals that they catch. If hungry enough, a monitor will attack Humans. Monitors are coldblooded, which makes them slow at night and in the early morning.

Puma

Type	Wild
Body Areas	Normal
Environment	Forest, Hill, Mountain
Number	1
Attack	Bite and claws (both 1d6)
Intelligence	4 (average)
Movement Points	7 (average)
HP Line	55 (average)
Combat Tactics	4 (average)
Defensive Bonus	+15 (average)
Magic Resistance	0 (average)
Armor	None

Pumas are large carnivores in the temperate forests common to Dolphinia.

All cats have a possible third attack. If both listed attacks hit, they get a raking attack with their rear claws, which can do the same damage as their fron claws.

Rat

Type	Wild
Body Areas	Normal
Environment	All
Number	5d20
Attack	Bite (1d2)
Intelligence	3 (average)
Movement Points	4 (average)
HP Line	5 (average)
Combat Tactics	0 (average)
Defensive Bonus	+15 (average)
Magic Resistance	0 (average)
Armor	None

Rats are found anyplace there are Humans (and some places where there aren't).

Wolf

Type	Wild
Body Areas	Normal
Environment	All (except Tropic)
Number	2d10
Attack	Bite (1d8)
Intelligence	5 (average)
Movement Points	6 (average)
HP Line	50 (average)
Combat Tactics	4 (average)
Defensive Bonus	+5 (average)
Magic Resistance	0 (average)
Armor	None

Typically running in packs, wolves are another species that swarm their prey. Rarely does an adventurer encounter a lone wolf, usually having to battle five or six at a time.

Family Profession:_____   **Chosen Profession:**_____

Personality:_____

ST		skill/spell	target	skill/spell	target	skill/spell	target	skill/spell	target	area	armor hits	P.F.	Hit points
AG		Combat Tactics								1			
										2			
HM		Magic Training								3			
										4			
EN		Magic resistance								5			
										6			
IN										7			
										8			
CS										9			
										10			
MA										11			
										12			
EL													
CL													

shield ☐☐☐   D.B.

M.R.	M.P.	Enc.	F.P. (Optional)

Race:_____ Age:_____
Height:_____ Weight:_____
Gender:_____

College:_____
Spell points:_____

Weapon	target	dam.

Family Profession:_____   **Chosen Profession:**_____

Personality:_____

ST		skill/spell	target	skill/spell	target	skill/spell	target	skill/spell	target	area	armor hits	P.F.	Hit points
AG		Combat Tactics								1			
										2			
HM		Magic Training								3			
										4			
EN		Magic resistance								5			
										6			
IN										7			
										8			
CS										9			
										10			
MA										11			
										12			
EL													
CL													

shield ☐☐☐   D.B.

M.R.	M.P.	Enc.	F.P. (Optional)

Race:_____ Age:_____
Height:_____ Weight:_____
Gender:_____

College:_____
Spell points:_____

Weapon	target	dam.

Family Profession:_____   **Chosen Profession:**_____

Personality:_____

ST		skill/spell	target	skill/spell	target	skill/spell	target	skill/spell	target	area	armor hits	P.F.	Hit points
AG		Combat Tactics								1			
										2			
HM		Magic Training								3			
										4			
EN		Magic resistance								5			
										6			
IN										7			
										8			
CS										9			
										10			
MA										11			
										12			
EL													
CL													

shield ☐☐☐   D.B.

M.R.	M.P.	Enc.	F.P. (Optional)

Race:_____ Age:_____
Height:_____ Weight:_____
Gender:_____

College:_____
Spell points:_____

Weapon	target	dam.

Encounter Sheet 1

ENCOUNTER #:_____

TYPE:_____

NUMBER:_____

NAME:_____
COMBAT TACTICS:_____
SHIELD?_____

WEAPON #1:
TYPE:_____
% TO HIT:_____
DAM:_____

WEAPON #2:
TYPE:_____
% TO HIT:_____
DAM:_____

MAGIC EFFECTS:

MR   *DB*   *PF*

AREA	HP	HP	HP	HP	HP	HP	HP	HP
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

Encounter Sheet 2

ENCOUNTER #:_____

TYPE:_____

NUMBER:_____

NAME:_____
COMBAT TACTICS:_____
SHIELD?_____

WEAPON #1:
TYPE:_____
% TO HIT:_____
DAM:_____

WEAPON #2:
TYPE:_____
% TO HIT:_____
DAM:_____

MAGIC EFFECTS:

MR   *DB*   *PF*

AREA	HP	HP	HP	HP	HP	HP	HP	HP
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

Encounter Sheet 3

ENCOUNTER #:_____

TYPE:_____

NUMBER:_____

NAME:_____
COMBAT TACTICS:_____
SHIELD?_____

WEAPON #1:
TYPE:_____
% TO HIT:_____
DAM:_____

WEAPON #2:
TYPE:_____
% TO HIT:_____
DAM:_____

MAGIC EFFECTS:

MR   *DB*   *PF*

AREA	HP	HP	HP	HP	HP	HP	HP	HP
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

ARCHAEOLOGICAL CHARTER

\# _____

_____

Be it known! His Highness Charles, Viceroy of Dolphinia, Duke of Gravesend and Izyuman, Fellow of the High Order of the Bear, and Lord of Sandar is pleased to award a charter to_____

on _____

for the purpose of finding historical sites, completing initial surveys, and preserving the past for the honor and glory of Jenmaryn.

In return for the rights listed above, the bearers of this charter (hereinafter referred to as the _____ Company) do pledge to return the value of one part in five of their finds to the Emperor, and one part in five to the Viceroy, plus any other debts that they may accrue in the use of this charter.

The _____ Company does also agree to assist the legal representatives of the viceroy for a minimum of _____ days per year in the pursuance of their duties, to apprehend tomb robbers, to keep a watch for subhumans, and to assist in the complete study of discovered sites.

Signed   Date   Charter Members

Charles, Viceroy _____   _____

_____

_____

_____

_____

_____

_____

This charter may be sold or given away to persons of good standing with the approval of the Viceroy.