Game

of the

North

Game Rules

A Game of Adventure in a Lost

Continent

Contents

Act Zero - An Introduction

What is this all about? You may not have picked up a roleplaying game before. You may be an expert veteran of dozens of campaigns. It's still worth giving thought to what this is really all about.

From the most ancient of ages we have been a species of storytellers. From the moment the first words were spoken, no doubt our forebears began to speculate about what might be, or what could have been instead of simply relating what is, what they observed. The Story has always been with us. Storytelling though, is a strange proposition. Often enough there is a storyteller, a performer, and an audience. The innovation of the Game and the Hobby was to make the whole story not just the act of one person for an audience – but to make the story participatory and interactive. To make theater for the actors. That's what we do, when we play, we tell a story all together.

Now, no doubt people did this for a long time too, they didn't invent this all at Lake Geneva, they invented something a bit different. Congregating with friends, telling a story together – it's easy for one or another of the storytellers to take the thing in a strange or unwanted direction, it's easier still for another voice to be drowned out by the more enthusiastic or clever storytellers. But what if everyone agreed to tell the same kind of story? What if a system of rules was employed and then some randomness thrown in? What if the story could be made into a game? It could, and this book, this volume here is just one of what must be thousands of iterations of this idea.

The Game of the North is a system of storytelling for 2 to 10 players. It is intended to have a single player, whose role is to describe and portray the scenery, the events and the background characters & antagonists for the rest of the players – while each of the other players takes on the role of a character in the story. A protagonist, a hero, an adventurer trying to solve the plot and overcome the hazards conceived of by the Referee. The Referee is the leader of the game, the teller of the tale, the plotter of plots, the deviser of conundrums, a builder of worlds. The other players are the actors, the players of the play who animate and give voice to the many heroes and villains of the setting.

The Game of the North is not an innovation on this formula, it is not breaking ground in this. It is just another of the many excellent offerings in the marketplace of ideas and stories. It is a system and a method of telling a specific kind of story, and it is hoped and intended that this story will give you and your friends' satisfaction. The Game of the North does cater to a sometimes underserved player demographic – players who are creative & wish to create, to build & make – they will find a home in the North – where spells & languages, Monsters & Religions can all be artisinally designed to exacting specifications. The Game of the North rewards creative players & referees alike – where some systems may be more strict & prescriptive- the Game of the North is intentionally

What kind of a story is the Game of the North trying to tell? It is an epic story, a long story that examines the career of great figures, historically significant and legendary people – from their modest beginnings to their illustrious ascendancy. The Game of the North is a system for writing a biography of great figures who transcend the ordinary to become the stuff of myth.

For a player this story takes place in stages. Each of the stages incorporates themes and elements which are represented in the Story as elements of ta Game. These elements are Exploration – The discovery of your surroundings, the uncovering of the strange history of the lost continent & the unique elements of the land itself. This aspect of the game alloys your curiosity against the Referee's creativity. Next is Combat – The quintessentially randomized aspect of the game. Here, the dice govern life and death, here you demonstrate your cleverness and luck and pit these against the Referee's cruelty and mercy. Building – comes next & here you build a story, a background a hope & a goal for your character, a home and a kingdom, if you can, and a history. You build your own character into the setting and then build the setting around the character, this is a collaboration between you and the Referee who is in turn tasked with building the setting, the scenery & locations & threats. Along with that there is the Roleplaying – The establishment of a character, an identity that you inhabit as an actor. Here you are improvising monologues & soliloquies and dialogues with the Referee who embodies many, shallower roles & performances. Each of these elements exists in a different proportion at different intervals in the game.

The game, as a system of biography, is broken out into stages – though these stages are not demarcated within the game – they are not strictly bounded – rather, you will know them when you see them.

ACT 1 – Origins – your character is created, and their history is devised. Here, your character

stands completely alone a bare image in your mind, not quite ready to be clothed in flesh – your character is a story just beginning – with a reason for going North and a reason for leaving home. You can build your own kingdom, nation or land – your own guiding narrative. Is your character the last prince of a dying kingdom? Is your character a nameless, unloved orphan born in the streets? Here you build your Role. And here you are alone. Your character comes to the North and is at the end of their resources and at the beginning of their new and dangerous lives of adventuring on the new & unknown frontier.

ACT 2 – Creation – Here you let your origin guide your hand in the creation of your character.

You choose its race & gender, generate its statistics, equipment and determine which languages it knows. This is the fleshing out of your nascent idea. The character is robed in flesh and given tools, language & identity. Here your character is made and is made ready for Adventuring in the North.

ACT 3 – In The Party - King Arthur had his Knights of the Round Table, Robin Hood his

Merry Men, George Washington had the Founding Fathers, Gilgamesh had Enkidu – all legendary figures have their allies and associates, their teams, allies & so on. In the Game of the North we call this The Party. Because the Game is a game, and is intended for more than 2 players, it is a necessity that your character not only find a team of likeminded folk, it is absolutely essential, for character survival and the enjoyment of all the players that you team up with the other players and form a Party. The Adventuring Party has positions for many roles. Consider the famous 5-Man Band with its archetypes, or the 4 Humors represented in drama since time immemorial. Each player brings something to the party, and each character fulfills a role in the party. There can always be overlap, cooption, cooperation and conflict – the party is intended to be a dynamic expression of the players' varied ambitions in the North. The Party, unlike the character alone, will interface with broader plots, and bigger themes than simple ambition. Enemies will emerge at this stage of the game, as will allies, and bigger, grander goals.

ACT 4 – The Stronghold – The Knights of the Round Table had Avalon, The Merry Men had

Sherwood Forest & the Founding Fathers had the United States – every legend needs its base, its territorial claim and its home. The Stronghold is the Player Character's hideout, their refuge & laboratory. It is their struggling new Nation or their growing Empire. Victory, you see, is only the beginning – for as the Players arrive in the North homeless and alone, they bond with others of like mind and compatible ambition and then they form their own society, their own culture, carving it from the fallen world. But they are not alone in this. Here the drama becomes more political, the stakes increase and the lives of the many are in the hands of the few. The Stronghold is the element of the game in which the Players impose their will upon the world itself, creating a new land, conceived in whatever it is they care about and dedicated to whatever proposition they choose. And this land will have its enemies, its rivals and its allies.

ACT 5 – Apotheosis – Just as King Arthur and Robin Hood and George Washington are

fictionalized hyperbolic figures of myth & legend so too will the Player Characters at this advanced stage of the game. Here they cease to be mortal, cease to have earthly concerns. Rather their struggles are cosmic, and their followers, and descendants carry out their ideas & beliefs as proxies in the world, while your Characters evolve beyond life, beyond death and beyond existence itself. This final phase of the game is the most amorphous and legendary. Where before you played for the stakes of Survival, and then Victory and then History, here the Players and their Characters try to manipulate thought and consciousness itself.

Not all of the games of the Game of the North will include every Act. A party may adventure forever, never putting down roots. A Stronghold might spawn generations of new adventurers without its founders every attempting to achieve godhood. A solitary wanderer may never join a Party – all of these are options and fine options – the Acts are not a guide to follow in pursuit of absolute enjoyment of the Game. Rather they exist as possible milestones in a vast story that may take years to tell.

The Game of the North is a game. It is a game about telling a story. Most players of the game will take on the role of a character, one or two of the players will be the referee. The Referee will need to know the rules surrounding the Character, Party, Stronghold and Deification that the players will use, but will also need to consult and know the *secret* rules of the Referee. The section at the end of this book is devoted to the Referee & their role in telling the story. If you aren't going to be the referee, don't read it. Spoilers. You've been advised.

Some Conventions

The Game of the North makes liberal use of the excellent OSRIC resource, a set of public-domain rules based on the first & most famous of this type of game. It retains a lot of the conventions from that system without very closely mimicking them.

Dice – It's not quite a game without dice. You'll need the whole set – 4-sided 6-sided, 8-sided, 10-sided, 12-sided and 20-sided. The notation for dice follows the d-x convention – a d6 means you roll the 6 sided 1 time. 4d6 means you roll 4 6-sided dice and add the results. D100 results are generated using two 10 – sided dice. One is the 10's place, the other is the 1's place.

No Central Mechanic – There is no one system of rules in the Game of the North, rather there are quite a few sub-systems. Magic has its own system, as does exploration, as does social interaction as does combat. This is by design and intention. Simply put, this is to help characters distinguish themselves from one another, and to allow Players to attach themselves to the rule set which most appeals to them.

PC, NPC, Referee – The PC is the player character – a Character whose role and actions are defined by a Player. The NPC is similar, except that there are many, many more of them and they are all controlled by the Referee. The Referee is the player who scorns having free time the most, and who wishes to build a setting and create the framework of a story for the other players.

Adventuring In The North

The Assumption of the Game of the North is that the player characters are leaving behind the comfort and safety of the heavily populated Southern Continent to make their fortunes in the abandoned Northern Continent.

Long ago, the North was the cradle of all civilizations. Through some calamity, the population of the North was nearly eradicated. The very few remaining people migrated to the Southern Continent to begin anew. For two thousand years the South has flourished and grown, so much so that the southern frontiers are all closed. The lands are all claimed south of the Bisecting Ocean, and those few ambitious souls, who seek adventure for its own sake, who wish to achieve greatness, status or even a kingdom of their own find themselves thwarted at every turn save one. In recent history, legends of the North have resurfaced; ambitions have turned once again toward that forgotten land. There have been two generations of colonization in the North and it seems that all those in search of a fortune need only cross the Ocean in order to make their own luck. The new frontier is open and it beckons to the bold.

The Game of the North, at its heart is a method for adventurous storytelling. Adventure in this context means specifically – exploring enchanted ruins, encountering ancient, alien cultures, inhuman tribes, precarious colonies & frontier outposts. The time in the world is ripe for a bold, ambitious, and not too ethical person to carve out their own fiefdom from the wreckage of the old & forgotten world. This era can color the whole course of history throughout the world, the tides between the continents are shifting again, new powers emerge and old powers dissipate.

Now is a time when a few fearless adventurers can make the world in their own image.

If they can survive

*A*ll Player Characters are from the South. The hexes depicted in the map of the south are only generally defined here, it is up to the imagination of the players to determine which of the hexes their character's home is and what the conditions, culture and traditions of their home are. Players are encouraged to be as thorough or as indifferent to this aspect of their history as they wish to be. The South is in their history, after all, and will always remain so. The North – is the dominion of the Referee and it is the location of all the adventures that players will participate in.

*Y*our Character's point of origin, cultural traditions and racial relationships are entirely up to you. The North is a frontier with its own ad-hoc cultures and ersatz kingdoms. If you are bold and lucky, one such kingdom may be yours!

*A*ct *O*ne - *O*rigins

Before anything begins, your character must begin. Your characters origins will help to determine aspects of his or her personality that will give you a guide to animating and inhabiting that character at the table. To establish origins, you need to determine those factors that define your character's identity.

How do the circumstances of your character's birth inform your character's choices? Was he the eldest sibling who helped to raise the younger? Perhaps she was an orphan in a trade city or a desert barbarian. Think about what your character's home hex is like – and then think about why your character would take the reckless chance of crossing the ocean to adventure in an abandoned continent.

Should you need some help defining your homeland and your native cultures & customs, you can make use of as many or as few of the charts provided. These needn't be definitive of your experience, rather you may use them when you need help evoking the right idea, or in place of creating your character's Origin. The Origin story, after all, can certainly be overdone and perhaps your character's childhood experiences haven't meant much, or perhaps they had no childhood, growing up in a hard life, adventuring from a young age.

Remember, above all, the South is yours to toy with and command. If you wish to declare that a civilization of glass-clad wizard towers with an underclass of blue-skinned humans exists there, you may, and you may claim to be one of these blue skinned humans, or a wizard from the glass tower. All of this world is yours, except the North. The North, you must conquer.

Now, consider the answers to the following questions, as they can help you to flesh out your background. The more thought you give to these ideas – the easier it will be for you to get into character when at the table. For every section there are a few tables provided to help you, should you wish, create the details of your character's home & history.

Are you religious?

Religions

The manner & practice of a character's religious calling or the religious organization of a group or even a culture is not an easy thing to create in a fantastic setting. Religion in the real world is an impossibly vast area of scholarship & opinion that simply cannot be completely reconciled to the entirely different metaphysical rules & expectations that exist in a fantasy game. Rather than create a religion whole cloth, it is best & proper for a player & a referee to create those parts of the religion that are notable, and which PCs and NPCs will interact with. This high level overview version of a religion allows players and referees the opportunity to explore deeper should they wish, establishing whatever mythic cycle or Gotterdammerung they wish. What follows is a short guide to establishing a religion that is useable within the Game of the North's structure.

Deities

The first consideration must be the deities that the religion is founded upon. Are they real or false? Are deities even part of the religion? Are they members of a pantheon? Are they ancestors, devils or are they not even supernatural at all? You can indicate as many deities in your religion as you like & they can have whatever characteristics you choose. A table for randomly generating a religion's gods is provided.

An atheist religion may be hostile to the very idea of gods, or it may simply doubt their existence – a singular deity may be one of many possible gods but which is worshipped in defiance of others rather than as a part of a pantheon. An animistic religion may find kami, spirits or faeries present in all things, creating a kind of universal god.

You're welcome to roll on this table more than once if you feel up to the task of reconciling possibly contradictory results.

d20	God	d20	God	d20	God	d20	God
1	Singular	6	Deistic	11	Polytheist	16	False Gods
2	Polytheist	7	Animist	12	Monotheist	17	Ancestor Gods
3	Pantheon	8	Hero Gods	13	Ghost Gods	18	Elemental Gods
4	Dead God	9	Ruler Gods	14	Nature Spirits	19	Demon Gods
5	Atheistic	10	Pantheon	15	Alien Gods	20	Pantheon

Gods & Worship

Traditions

Religions tend to be based around traditions & mores that are transmitted & held close through time. It is difficult to imagine a religion without traditions of any kind and it is difficult to explain to the outsider the purpose or reasoning behind a particular religion's traditions. A table is provided to give a sense of the types of traditions possible, and when creating a religion it is advisable that players & referees roll at least two or three times to get a sense of the larger traditional values of the church they are creating.

Religious Traditions							
d20	Tradition	d20	Tradition	d20	Tradition	d20	Tradition
1	Martial	6	Artistic	11	Dance	16	Iconoclastic
2	Sacrificial	7	Communal	12	Agricultural	17	Syncretic
3	Ascetic	8	Mystery	13	Totemic	18	Ritualistic
4	Monastic	9	Idolotry	14	Superstitious	19	Hierarchical
5	Literary	10	Mystical	15	Murderous	20	Anarchic

Sins & Taboos

A religion tends to prescribe certain behaviors and to denounce others. Assuming that the virtues of the religion follow from its traditions, the prohibited behaviors of the religion can be determined to be opposite to those. Other taboos follow less rationally within a religion – the table provided gives you the opportunity to roll a few anathemas.

Sins & Taboos							
d20	Sin	d20	Sin	d20	Sin	d20	Sin
1	Murder	6	Apostasy	11	Compassion	16	Cursing
2	Theft	7	Lust	12	Dishonor	17	Anger
3	Deception	8	Sloth	13	Diet	18	Excess
4	Greed	9	Gluttony	14	Vanity	19	Waste
5	Heresy	10	Doubt	15	Violence	20	Uncleanliness

Afterlife

What happens after you die is a significant component of a religious system. You can use the provided chart to establish your faith's afterlife – you may choose to generate several, and tier them as rewards or punishments.

Afterlives							
d20	Afterlife	d20	Afterlife	d20	Afterlife	d20	Afterlife
1	Paradise	6	Oblivion	11	Ascendancy	16	Hell
2	Punishment	7	Rebirth	12	Reincarnation	17	Joining
3	Reward	8	Do Over	13	Transmigration	18	Death
4	Limbo	9	Ghosts	14	Time Reversal	19	Eternal Life
5	Undeath	10	Heaven	15	Space Travel	20	Escape

Symbols

A religion likely has symbols and trappings that help signal membership and devotion to others. A fair method of establishing your religion's symbols is to use a character's starting equipment – or to use the equipment tables to generate a series of religious vestments, symbols & shibboleths.

d20	Symbol	d20	Symbol	d20	Symbol	d20	Symbol
			Symbols				
1	Weapon	6	Instrument	11	Idol	16	Food
2	Book	7	Tool	12	Person	17	Drink
3	Word	8	Fluid	13	Body Part	18	Hat
4	Animal	9	Sound	14	Torture Device	19	Trinket
5	Plant	10	Gesture	15	Clothing	20	Building

Are you Political?

Nations

What kind of land are you from, and what kind of land are you fleeing? Consider your Social status & what that status means in your homeland.

d20	Nation	d20	Nation	d20	Nation	d20	Nation
			Homeland Nations				
1	Barbarian Clans	6	Brutal Dictatorship	11	Rich Oligarchy	16	Storied Monarchy
2	Foraging Nomads	7	Warring States	12	Criminal Kleptocracy	17	Tempestuous Democracy
3	City States	8	Overcrowded Metropolis	13	Racist Hegemony	18	Anarchic Wasteland
4	Theocratic Despot	9	Repressive Matriarchy	14	Belligerent Republic	19	Technocratic Nation
5	Magical Hierarchy	10	Feudal Aristocracy	15	Fading Empire	20	Beseiged Fortress

What is your status within your home nation?

d20	Status	d20	Status	d20	Status	d20	Status
			Social Status				
1	Criminal	6	Soldier	11	Noble	16	Patrician
2	Slave	7	Merchant	12	Royalty	17	Deposed Noble
3	Peasant	8	Crafter	13	Untouchable	18	Plebian
4	Peddler	9	Academic	14	Low Trades	19	Wealthy Trade
5	Monk	10	Professional	15	Clergy	20	Indigent

Do you follow your native culture?

Cultures

Culture is the stories a people tells about itself. You can provide the details of your homeland's traditions or you can embellish from randomized results. Use the random trait table to cobble a culture together, you'll likely want to roll at least twice but no more than five times.

%	Characteristic	%	Characteristic	%	Characteristic	%	Characteristic
1	Anachronistic	26	Demon Ruled	51	Liberated	76	Religious Intolerance
2	Angel Ruled	27	Diabolical	52	Libertine	77	Religious Orthodoxy
3	Animistic	28	Educated	53	Linguistically Isolated	78	Rhetorical Tradition
4	Artistic	29	Elaborate Fortifications	54	Mageocracy	79	Rich
5	Atheistic Tradition	30	Expansionist Warlords	55	Magic Sophistication	80	Roads
6	Backwards Sciences	31	Extended Family	56	Martial Tradition	81	Ruined
7	Baroque Design	32	Famines	57	Meritocratic	82	Rural
8	Beseiged On All Sides	33	Farming	58	Mild Weather	83	Senseless Prejudices
9	Bloody Cuisine	34	Feudal	59	Militarism	84	Severe Austerity
10	Bucolic	35	Financially Sophisticated	60	Monster Governed	85	Severe Weather
11	Bureaucratic	36	Foolish Leaders	61	Monster Worshipping	86	Slavery
12	Cannibal Cuisine	37	Ghosts	62	Music Loving	87	Soothsayer Tradition
13	Caste Systems	38	Glory Focused	63	Mystical Tradition	88	Strident Military
14	Chaotic Upheaval	39	Grotesque Cuisine	64	Nuclear Family	89	Success Obsessed
15	Clans	40	Guilds	65	Pacifist	90	Superstitions
16	Class Warfare	41	Healthy	66	Philosophical Tradition	91	Theatrical
17	Colonized	42	Herders	67	Piscatarian Cuisine	92	Theocracy
18	Commendable	43	Honor Codes	68	Plagues	93	Underground Cities
19	Communal Housing	44	Illiterate	69	Politeness	94	Unhygenic
20	Cosmopolitan	45	Imperial	70	Polytheistic	95	Upward Mobility
21	Crafts Tradition	46	Impossible Architecture	71	Poor	96	Urban
22	Dairy Cuisine	47	Insect Cuisine	72	Ports	97	Vegetarian Cuisine
23	Debauched Excess	48	Intolerant	73	Preposterous Religion	98	Warrior Cult
24	Decayed Granduer	49	Lawless	74	Purity Obsessed	99	War-Torn
25	Democratic	50	Legalistic	75	Racial Intolerance	100	Wilderness
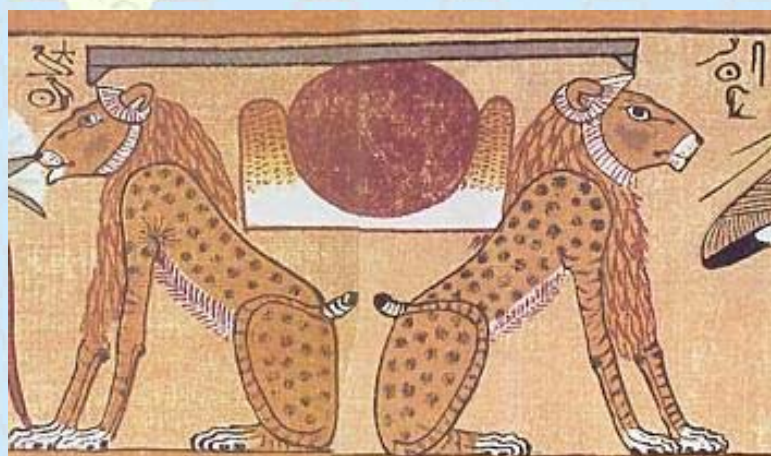
You should consider your relationship with the culture you've created, or you may prefer to roll randomly to determine how invested your character is in the dominant paradigm.

d20	Relationship	d20	Relationship	d20	Relationship	d20	Relationship
1	Devotee	6	Paragon	11	Symbol	16	Scholar
2	Skeptic	7	Historian	12	Pariah	17	Refugee
3	Alien	8	Revolutionary	13	Regular	18	Apologist
4	Immigrant	9	Conservative	14	Exemplar	19	Native
5	Fanatic	10	Missionary	15	Objector	20	Mainline

Cultural Identity

Will you be missed?

Family

Family are the people that are responsible for you that you do not choose. Who is your family & what do you think of them?

First, consider the types of family that are common in your homeland and as well consider whether your family follows that tradition. You can use this table to generate a family type.

Family Types

d20	Family	d20	Family	d20	Family	d20	Family
1	Nuclear	6	Matrilineal	11	Generational	16	Nuclear
2	Extended	7	Extended Clan	12	Household	17	Extended
3	Matrilocal	8	Father Only	13	State Raised	18	Church Raised
4	Patrilocal	9	Mother Only	14	Orphan	19	Patriarchal
5	Patrilineal	10	Grandparents	15	Communal	20	Matriarchal

You can roll to generate your siblings as well – unless you wish to be an only child – in which case skip this table.

Birth Order

d20	Siblings	d20	Siblings	d20	Siblings	d20	Siblings
1	Big Brother	6	2 Big Brothers	11	Roll Twice	16	Roll Thrice
2	Little Brother	7	2 Little Brothers	12	3 Big Brothers	17	3 Big Sisters
3	Big Sister	8	2 Big Sisters	13	Changeling	18	4 Older Brothers
4	Little Sister	9	2 Little Sisters	14	3 Little Sisters	19	4 Older Sisters
5	Fraternal Twin	10	Identical Twin	15	3 Little Brothers	20	Roll Four Times

Why are you leaving?

Drives

Something has caused you to pull up stakes and abandon your home. For every character in the North the first reason for leaving should be a love of adventure, a thirst for excitement & the lure of untold riches – this is a game of adventure! There may be other forces at work in a PC's history that have driven them to The North – you can use the table to randomly create these.

d20	Drive	d20	Drive	d20	Drive	d20	Drive
**What Dries You North**							
1	Unhappy Marriage	6	Fleeing Responsibility	11	Fleeing Creditors	16	Boredom
2	Hateful Parent	7	Searching for Someone	12	Unwanted Betrothal	17	Hopelessness
3	Criminal Charges	8	Famine or Plague	13	Faked Your Death	18	War
4	Religious Heresy	9	Spurious Charges	14	Extreme Poverty	19	Genocide
5	Persecution	10	Fleeing Enemies	15	Forbidden Knowledge	20	Apocalypse

Perhaps you are leaving not because of something you have done, or something happening in your homeland. Monsters are a common cause of distress the world over – some type of monster may have had a hand in your departure- you can roll to generate a monstrous nemesis for yourself.

d20	Monster	d20	Monster	d20	Monster	d20	Monster
**Homeland Monsters**							
1	Dragons	6	Goblins	11	Trolls	16	Witches
2	Vampires	7	Orcs	12	Marauders	17	Aliens
3	Werewolves	8	Griffins	13	Ghosts	18	Demons
4	Zombies	9	Giants	14	Dryads	19	Elementals
5	Faeries	10	Ogres	15	Titans	20	Beastmen

Your character's land of origin informs their experience & you should consider yourself to be knowledgeable about matters that relate directly to your formative experience. A character from a land which is menaced by demons will tend to recognize the presence of demons in their later adventures. You can use these backgrounds as cues for the Referee, pointing out where your previous experience has a bearing on your current circumstances.

Your background, your history and your reason for leaving it all behind are cumulatively – your history. Next up, your present.

A T - C
Act Two - Creation

Here, you will create your character as it will exist within the game. The Origin has established your motivations and your history – now we will define your capabilities and your development.

This begins with -

Statistics

At the heart of all games are the abstract qualities possessed by all characters variably known, but here referred to as Statistics. For the sake of convention and ease of reference a character's Statistics are separated into 6 identifiable qualities, each governing a different aspect of a character's career and experiences in the world.

The Northern Continent is home to many strange, fantastic beings of which, the 6 presented here are recognizable archetypes. These present familiar, identifiable versions of the same thing – each of these can, and probably will be subdivided into multiple subtle sub-species. Gnomes, Kobolds Ratmen and Ogres are all present, and each is accounted for by one of the 6 racial types presented below. It is expected that a player will take the initiative in giving his or her character the appropriate flavor.

Statistic	Adventurer Race					
	Humans	Elfs	Dwarfs	Halflings	Orcs	Goblins
Charisma	3d6*	4d6	3d6	3d6	2d6	2d6
Constitution	3d6*	3d6	5d6	2d6	4d6	3d6
Dexterity	3d6*	4d6	3d6	5d6	4d6	4d6
Intelligence	3d6*	4d6	3d6	3d6	2d6	4d6
Strength	3d6*	3d6	4d6	2d6	5d6	3d6
Wisom	3d6*	3d6	4d6	3d6	3d6	2d6

Statistically all the races have different strengths and weaknesses – this is represented by the dice that are used to generate statistics. An Elf is likely to be more beautiful than a Goblin, so an Elf rolls 4d6 to the Goblin's 2d6 for Charisma. When more than 3 dice are rolled the player must select 3 of them that will add up to the statistic being rolled. For example – a player determined to play an Orc rolls 5d6 for Strength and gets the results 4,5,6,2,3 – the player must select only 3 of these that will sum up to the Orc character's strength statistic. Nothing but good sense prevents a player from choosing only the highest of these. In some cases a race is hindered by a physiological lack of certain attributes. In the instances where 2d6 are the indicated statistic roll – the two dice are summed and that is the statistic.

Humans, being both exceptional and commonplace are excepted from the rules above – a human character rolls 3d6 for any three of the statistics and 4d6 for the remaining three – still selecting only the top 3 dice for all the statistics rolled.

Statistics are rolled straight down in sequence. Especially charitable Referees may allow a player to swap values between different statistics, this is not recommended.

Characters with particularly high statistics gain certain advantages over others – these are detailed below, along with a description of what the Statistic itself is all about.

Knowing which statistics will be meaningful or interesting for your character to pursue will help you to determine the race that will suit you best. Consider the statistics presented hereafter and think about the role you would most enjoy playing – a cunning & quick goblin or redcap? A Rock Fairy, strong as stone and twice as tough?

Your choices are your own to make, only consider, after the fact, how your race will mesh with your origin story. Were you an Elf born to human parents – a Changeling? Were you raised as an Orc in an Orc culture? All of the past is for you to determine – and the mores and standards of your races culture in the South are yours to define.

Charisma

Charisma	
1-3	-4 to Influence & Reactions, No Followers
4-6	-2 to Influence & Reactions, No Followers
7-8	-1 to Influence & Reactions, No Followers
9-13	1 Follower
14-15	+1 to Influence & Reactions, 2 Followers
16-17	+2 to Influence & Reactions, 3 Followers
18	+3 to Influence & Reactions, 4 Followers

The measure of a character's physical symmetry and personality, charm and sincerity, Charisma is directly interpreted as how likeable and trustworthy a character is. Very low charisma tends to indicate that the character is perceived as a liar, or is perhaps simply hideously ugly. Anything is possible. A very high charisma indicates a very great beauty or a palpable integrity that easily influences the weak minded.

There are a few minor systems that relate directly to Charisma. Each of these follows a different suite of rules, but the list of relevant scenarios in which a character's Charisma will play a roll are presented for the sake of completeness:

Procuring Goods & Services – Buying and selling will sometimes be influenced by a high or low charisma score. A straight Charisma Roll can be used to modify the attitude of those already at least neutral to the character.

Hirelings – A good charisma is necessary to retain assistants, and a character's leadership ability is reflected by the charisma modifiers listed. This includes NPC morale.

NPC Reaction Rolls – When encountering someone for the first time, their disposition is based upon a reaction roll, which is modified by the character's charisma as well as their actions.

Confidence – Attempts made by a character to abuse the trust of their allies relies upon the Charisma statistic.

Feint – A trick useful in fighting, a Feint utilizes a character's Charisma to gain tricky advantage.

Constitution

Constitution	
1-3	-3 HP per Hit Die
4-6	-2 HP per Hit Die
7-8	-1 HP per Hit Die
9-13	No Modification
14-15	+1 HP per Hit Die, -1 to Death & Petrification saves
16-17	+2 HP per Hit Die, -2 to Death & Petrification saves
18	+3 HP per Hit Die, -3 to Death & Petrification saves

Likely, the most relevant of all a character's statistics, Constitution measures the how durable the character is, how much punishment he or she can endure, and strongly affect the outcome of battles and journeys alike.

A high Constitution statistic reflects a character with energy to spare, significant endurance and a powerful toughness. A low constitution character may be sickly, weak or possibly crippled in some way, or may simply have extreme reactions to the irritants of the outside world.

Constitution directly affects a character's Hit Points – for Every HD that a character possesses, he or she will apply the bonus or penalty to HP indicated. The modifier to HP applies to every HD as it is rolled. Should a character's penalties and rolled HD sum to a Zero or even a negative number – that is that, the Character has expired, most likely due to the stresses of adventuring.

Constitution likewise modifies two saving throws, a high Constitution decreases the save target, a low constitution does not affect the saves (the character likely has enough problems)

There are only a few subsystems that call upon Constitution – the **Survival** mechanic, and the **Encumbrance** mechanic.

Survival rewards a high Constitution by allowing a character to endure in adverse environments.

Encumbrance is aided by a stoutly built character and mercilessly punishes the sickly.
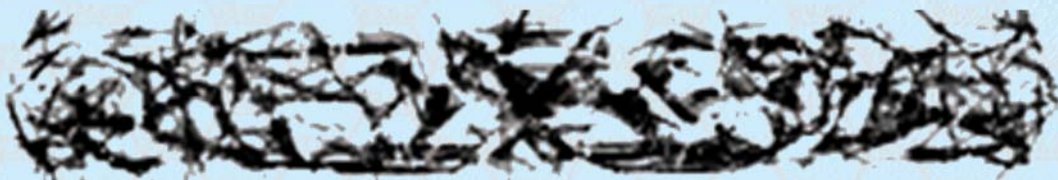
Dexterity

Dexterity	
1-3	-3 to Armor Class, -3 to Speed, -3 to Adventuring Skills
4-6	-2 to Armor Class, -2 to Speed, -2 to Adventuring Skills
7-8	-1 to Armor Class, -1 to Speed, -1 to Adventuring Skills
9-13	+1 to Adventuring Skills
14-15	+1 to Armor Class, +1 to Speed, -1 to Fire Breath save, +1 to Adventuring Skills, +1 to Ranged Attacks
16-17	+2 to Armor Class, +2 to Speed, -2 to Fire Breath save, +2 to Adventuring Skills, +2 to Ranged Attacks
18	+3 to Armor Class, +3 to Speed, -3 to Fire Breath Saving Throw, +3 to Adventuring Skills, +3 to Ranged Attacks

Essential to a competent adventurer, the various attributes that combine under the aegis of Dexterity are known variously as agility, speed and coordination. A Character with a high Dexterity is lithe and quick, one with a low Dexterity – clumsy and halting.

Dexterity directly influences more operations that any of the other attributes – directly modifying Speed (both in and out of combat), Armor Class (the ability to avoid attacks), Saves against Fire Breath (as well as other explosive effects), Ranged Attack Rolls (for using arrows, slings and stones alike) and finally, dexterity impacts the 7 Mainstay Skills that all adventurers live and die by.

These skills – Pick Pockets, Open Locks, Hide / Shadow, Move Quietly, Scale Walls, Find Traps, Hear Noise – are all variable dice rolls and at the start of a character's career these abilities are solely determined by the character's Dexterity score. A negative modifier applied to these rolls indicates a hole that an adventurer must climb out of (through the paying of XP) in order to even attempt to use the skills.

Beyond these systems, Dexterity is frequently called upon as a stand-alone roll – usually in opposition to an NPC or another PC when determining the winner in some type of race or test of reflexes, or yet more likely, to traverse uncertain terrain or maneuver in difficult slopes.

Intelligence

Intelligence	
1-3	No Spellcasting Ability, Illiterate, No additional languages
4-6	No Additional Languages
7-8	No Additional Languages
9-13	Additional Languages By Race
14-15	2 Additional language rolls, Gain 1 racial ability
16-17	3 added language rolls, +1 to adventuring skills, Gain 2 racial abilities
18	5 more language rolls, , +1 to skills, Gain 3 racial abilities

It is not easy to see the intelligence at work within an Adventurer. After all, the smartest choices in life tend to be those that do not lead one into danger, nevertheless a bright character is able to see the vast potential wealth available to those bold enough to forsake good sense. Intelligence is a measure, not simply of one's facility with numbers and language (though it is that). Rather, it is a measure of the character's education up to the point at which they begin their adventures.

Very intelligent characters have an intuitive grasp of their race's abilities. If added racial abilities are indicated in the chart, your character gains free racial powers from the list associated with your species. You gain these abilities at no Xp cost and any abilities you gain beyond this are purchased with Xp as if they were the first abilities achieved.

A high intelligence also improves a character's starting rating with the 7 Mainstay skills of the adventurer – though to a lesser degree than does dexterity.

Finally, Intelligence has a powerful impact on the character's linguistic abilities. All characters begin knowing their native language (determined by race) and those who are not of sub-normal intelligence gain additional opportunities to have learned more languages before becoming adventurers. Those with very good intelligence scores can roll additional attempts to begin play with more linguistic ability, while those with very low scores may not be able to read, or even recognize writing for what it is. The Linguistics subsystem gives more detail on this facet of Intelligence.

Strength

Strength	
1-3	-3 to damage inflicted, -3 to encumbrance
4-6	-2 to damage inflicted, -2 to encumbrance
7-8	-1 to damage inflicted, -1 to encumbrance
9-13	No Modification
14-15	+1 To-Hit, +1 damage, +1 encumbrance
16-17	+2 To-Hit, +2 damage, +2 encumbrance
18	+3 To-Hit, +4 damage, +3 encumbrance

Woe betide the adventurer who thinks to forgo this statistic. Strength is not merely a measure of one's brawn, to an adventurer, it is very nearly an indispensable virtue. What can be said of one who, uncertain of his own strength tempts fate in mortal combat with the unknown and unknowable?

Sometimes bravery can come close to compensating for a lack of vigor, but not often, and more regularly than one likes, Strength is good substitute for intellect, quickness and likeability, and frequently all of them at once.

A Strong character is more likely to strike true in hand-to-hand engagements and will inflict greater injury to those who are struck.

Strength also sets the limits to how much a character can carry using the Encumbrance subsystem.

Beyond these, the Strength statistic can substitute for many of the 7 skills known as the adventurer's mainstays. Locks can be circumvented by the vigorous application of an ax, and it is a trivial matter to pick the pockets of those whose heads have been staved in. In general, Strength is useful (for the strong character) for circumventing those subsystems that are deemed 'annoying'.

Wisdom

Wisdom	
1-3	-30% to all Xp awards, Use d20 to search
4-6	-20% to all Xp awards, Use d12 to search
7-8	-10% to all Xp awards, Use d10 to search
9-13	Use d8 to search
14-15	+10% to all Xp awards, -1 to Spell saves, use d6 to search
16-17	+20% to all Xp awards, -2 to Spell saves, Use d4 to search
18	+30% to all Xp awards, -3 to Spell saves, use d4 to search

A quick wit, a clever eye & a ready disposition are necessaries for all adventures. Those who wish to try their luck in the North require at least a modicum of sense and those who excel in the North have an abundant facility for discerning secrets, lies & all that is hidden.

An adventurer's capacity to not only experience the surrounding world, but to absorb & understand this information quickly is encompassed by the ability their wisdom. Wisdom governs how astute & invested in the environment an adventurer is.

A low Wisdom does not indicate, necessarily, a mental deficiency rather it suggests a lack of innate seriousness or attentiveness – or perhaps a failure of concentration. A character with a high wisdom has a sophisticated ability to discern details & to assess them quickly & effectively.

This capacity translates to a bonus on earned experience and the ability to avoid the unreal forces of magic. A low wisdom indicates a character's inability to learn easily or well & such a character suffers a penalty to Xp Awards.

Wisdom governs your character's ability to detect what is hidden – secret doors, hidden treasure, discretely palmed objects & the like. You may be called upon to make a Perception check to detect sneaky enemies or avoid surprise ambushes. When asked to search you will use the die indicated by your Wisdom score – those with much wisdom know where to look & have an easier time of detecting breaks in patterns. Low wisdom dooms a character to using higher dice – having to rely on random chance instead of methodical searching. When searching, or testing for an ambush you use the indicated die to roll. A lower number indicates success and the common target number is 1.

Human Adventurers

The North lacks for large, teeming cities. Humans construct their own environments, planting foundations wherever they go. The foundations of the ancient civilizations are all that remain of the built environment in the North, and it is natural that Humans have made these ruins their own dominion. Now the ancient cities, devoid of citizens, teem with the courageous, the bold, and the audacious. The North is like a nation of adventurers now.

The Humans of the North are of every description, a polyglot tribe drawn from those outcast, exiled or abandoning their native lands. Human Adventurers have the unique capacity to call upon their deities – strange

 figures of myth that answer back to human voices, lifted in cries for aid.

Humans, as well, are gifted with the ability to master the skills and talents of the other races for Humans alone, among all the Races are not bound by their natures, they are free to pursue their dreams – another trait unique to the species.

The Human Adventurer						
Hit Dice	Saving Throws					To-Hit
	Traps	Breath	Death	Petrification	Spells	
d6	17	17	16	16	17	+2

Modifications to this Array:

Saving Throws:

Save -1 500

Save -2 1,500

Save -3 4,500

Save -4 13,500

Save -5 40,500

Save -6 121,500

Save -7 364,500...

Human Adventurers begin their journey in the North Knowing one of the 4 Dessic Languages – **Nordagh, High Sundas, Vesten, Austrus** or **Oss**. Humans have 1d4 additional language rolls, but may gain more through a high intelligence score. Humans can potentially know any other language.

Attack Bonus:

Attack +1   750

Attack +2   1,500

Attack +3   3,000

Attack +4   6,000

Attack +5   12,000

Attack +6   24,000

Attack +7   48,000...

Hit Dice:

HD +1   250

HD +2   500

HD +3   1,000

HD +4   2,000

HD +5   4,000

HD +6   8,000

HD +7   16,000

HD +8   32,000

HD +9   64,000

HD +10 128,000

HD +11 256,000...

Further Modifications

Increase HD from d6 to d8 – 18,000

Increase HD from d8 to d10 – 72,000

Increase HD from d10 to d12- 288,000

Spellbook – 3,500

Wizardry – Spell Level / Day x 1,200

(E.g.: 3 level 1 spells/day = 3,600)

Prayers   500

Human Abilities

100-500-1,000-5,000-10,000-50,000-100,000-500,000

Learning

Scale Walls	Find Traps	Hear Noise	Hide / Shadow	Move Quietly	Open Locks	Pick Pockets
100xp/1	200xp/1	100xp/1	200xp/1	200xp/1	200xp/1	200xp/1
Max 8	Max 7	Max 7	Max 7	Max 7	Max 8	Max 8

CHA	CON	DEX	INT	STR	WIS
*3d6	*3d6	*3d6	*3d6	*3d6	*3d6

Elf Adventurers

The Tribes of the Wood Faerie, never abundant, have gathered in the North as have all the other races. Compelled by the mysteries of their lost and abandoned cultures, the Wood Faerie tribes are represented by many septs; The Nixie – who abide in the surrounds of forest streams, the Dryad – who live in the forest depths, and the Sidhe, hunters under the stars. All of these and more still are called by outsiders a name that has only a bare meaning – Elf.

The Elves are Immortal, never aging, never dying, except by misadventure or disinterest in life. The long lives of the elves are governed by the weird powers of nature that exert a compelling instinct to all the Elves. Though Immortal, every one of the Wood Faerie know that the world is fated and to the one, they await its doom, born mourning – an Elf's long life is governed by the bittersweet knowledge that the end of life will come at the end of all things. Those Elves who wish to flee this melancholy doom take a fearless role in adventuring, brazenly embracing danger and even death, anything to avoid the long senescence of the universe.

All Elves have access to magic, many dabble in true wizardry, though most merely satisfy themselves with the allied art of Glammer – the manipulation of the senses to create illusions, pleasing and terrifying, or most often, a perverse unity of all extremes – for in the long lives of the Elves give rise to many strange tastes and stranger aversions.

The colonies of Elves are few, when they gather it is not under the banner of a city, the heraldry of a state – rather they join willingly into the service of those among them that

they deem greater, or stronger or cleverer or more beautiful than themselves.

The Elf Adventurer						
Hit Dice	Saving Throws					To-Hit
	Traps	Breath	Death	Petrification	Spells	
d6	16	16	16	17	16	+1

Modifications to this Array:

Saving Throws:

Save -1	500
Save -2	1,500
Save -3	4,500
Save -4	13,500
Save -5	40,500
Save -6	121,500
Save -7	364,500

Attack Bonus:

Attack +1	1,000
Attack +2	2,000
Attack +3	4,000
Attack +4	8,000
Attack +5	16,000
Attack +6	32,000
Attack +7	64,000

Hit Dice:

HD +1	500
HD +2	1,000
HD +3	2,000
HD +4	4,000
HD +5	8,000
HD +6	16,000
HD +7	32,000
HD +8	64,000

Elfs are skilled at languages and automatically know one of the 3 Elf languages & gain d6 additional language rolls

Further Modifications

Increase HD from d6 to d8 – 36,000

Spellbook – 2,000   **Glammers**   500

Elfish Abilities

Wizard Spells – Spell Level / Day x 1000

100-500-1,000-5,000-10,000-50,000-100,000-500,000

(E.g.: 3 level 1 spells/day = 3,000)

Sleep Immunity - Woodland Strides – Sense Hidden   **Glammers** – Glammer Level / Day x 500

Illusion Resistance – Disease immunity   (E.g.: 2 level 2 Glammers/day = 2,000)

Far Sight – Ethereal Beauty – Traceless Passing

Scale Walls	Find Traps	Hear Noise	Hide/Shadow	Move Quietly	Open Locks	Pick Pockets
100xp/1	100xp/1	100xp/1	75xp/1	75xp/1	400xp/1	400xp/1
Max 8	Max 9	Max 9	Max7	Max 8	Max 7	Max 7

CHA	CON	DEX	INT	STR	WIS
4d6	3d6	4d6	4d6	3d6	3d6

Dwarf Adventurers

The Tribes of the Rock-Faerie were the first to flee the North and the first to return. Their strongholds are hidden, in the depths of stone under the forested peaks. The Dwarf Tribes are multifarious, known by many names – Knocker, Spriggan and Menhune. They find their homes in the secluded fastness of mountains where their kinbands were once formed.

More than any of the Races, the Dwarfs are bound by clan and family. Their bonds are unbreakable, their resolve unfailing. Those few who choose the rootless life of adventure have lost something dear, something irreplaceable. The mean camaraderie afforded by the adventuring life sometimes approaches the profounder bonds of family that the Rock-Faeries covet, but not often.

The Durability of a Dwarf makes for a formidable adventurer, they are strong, certainly, but more than that, they are enduring, resilient and rooted in the invincible stone. Where the flesh of other mortals fails, Dwarfs endure.

The Dwarfish affinity for the actual, the real and substantial transcends mere physical reality, for the Dwarfs scorn magic and shrug off its worst effects with barely an effort.

The Dwarf Adventurer

Hit Dice	Saving Throws					To-Hit
	Traps	Breath	Death	Petrification	Spells	
d8	16	17	16	15	15	+2

Modifications to this Array:

Saving Throws:

Save -1 500

Save -2 1,500

Save -3 4,500

Save -4 13,500

Save -5 40,500

Save -6 121,500

Save -7 364,500

Attack Bonus:

Attack +1	750
Attack +2	1,500
Attack +3	3,000
Attack +4	6,000
Attack +5	12,000
Attack +6	24,000
Attack +7	48,000

Hit Dice:

HD +1	250
HD +2	500
HD +3	1,000
HD +4	2,000
HD +5	4,000
HD +6	8,000
HD +7	16,000
HD +8	32,000

Dwarfs know one of the three dwarf languages (Ocean, Snow, Cavern) and can roll to know both of the other two.   All dwarf languages are written in the same Rune-Script so all dwarfs can read all dwarf languages. Dwarfs gain 1 additional language roll to know one of the common languages.

Further Modifications

Increase HD from d8 to d10 – 10,000 			Increase HD from d10 to d12 – 50,000

Dwarfish Abilities

100-500-1,000-5,000-10,000-50,000-100,000

Chthonic Survival - Dwarfsmith – Spell Resistance – Carrying Capacity – Endurance – Dwarfsight - Ruggedness

Scale Walls	Find Traps	Hear Noise	Hide/Shadow	Move Quietly	Open Locks	Pick Pockets
200xp1	100xp/1	200xp/1	300xp/1	300xp/1	100xp/1	300xp/1
Max 7	Max 9	Max 7	Max 7	Max 7	Max 9	Max 7

CHA	CON	DEX	INT	STR	WIS
2d6	5d6	3d6	3d6	4d6	4d6

Halfling Adventurers

The Household-Fairies are a peculiar case. While the Rock-Faerie and the Wood-Faerie have homes ready made by nature that they inhabit instinctually, the Halflings, known variously as Brownies, Leprechauns and Hobbits live in the shadows of human cultures. Often, owing to plague and war and the other depopulating effects mankind is prone to – Halflings are the only inhabitants left when a human civilization fails. These remnants carry out the habitual rites of their own species while observing, to the last, the peculiarities of their long-dead human benefactors.

Halflings who have been raised up in these ghost-tribes, carrying out the outmoded customs of fallen civilizations often have good cause to take up the adventurer's mantle. There is nothing for them, in their homely life among the ruins to compel them, nothing at all to give them hope for anything more. And so they seek the company of others, and perhaps answers to the plaguing riddles that afflict their own people.

Just as often, a Halfling is from a thriving human civilization, but contemptuous of the life of servitude in the shadows that is the onus of the race, this bolder Halfling seeks fortune for its own sake.

All Halflings are small, and when they wish it, nearly invisible. Many have special talent with animals, and very few are the members of other races who do not joyfully accept the friendship of a Halfling.

Hit Dice	Saving Throws					To-Hit
	Traps	Breath	Death	Petrification	Spells	
d4	15	15	16	16	15	+1

The Halfling Adventurer

Modifications to this Array:

Saving Throws:

Save -1	300
Save -2	900
Save -3	2,700
Save -4	8,100
Save -5	24,300
Save -6	72,900
Save -7	218,700

Attack Bonus:

Attack +1	1,000
Attack +2	3,000
Attack +3	6,000
Attack +4	12,000
Attack +5	24,000
Attack +6	48,000
Attack +7	96,000

Hit Dice:

HD +1	250
HD +2	500
HD +3	1,000
HD +4	2,000
HD +5	4,000
HD +6	8,000
HD +7	16,000
HD +8	32,000

Halflings live in the shadow of other races and have no language of their own. They begin with one common language or dead language. A Halfling has d6 language rolls beyond their native language or any they get from a high intelligence score.

Further Modifications

Increase HD from d4 to d6 – 10,000   Increase HD from d6 to d8 – 50,000

Increase HD from d8 to d10 – 100,000   Increase HD from d10 to d12 – 500,000

Halfling Abilities

100-500-1,000-5,000-10,000-50,000-100,000

Lucky – Skip Stone – Whistling – Jinx – Overlooked - Domesticity – Animal Languages - Sociability

Scale Walls	Find Traps	Hear Noise	Hide/Shadow	Move Quietly	Open Locks	Pick Pockets
200xp/1	200xp/1	100xp/1	100xp/1	100xp/1	200xp/1	100p/1
Max 8	Max 8	Max 8	Max 9	Max 9	Max 7	Max 9

CHA	CON	DEX	INT	STR	WIS
3d6	2d6	5d6	3d6	2d6	3d6

Orc Adventurers

Crude and indistinct, the Primal Tribes of the Orcs are forever at the very edge of bestial savagery. Lacking for any written culture, the Orcs have no history, no capacity to anticipate the future – they exist in a state of nature, but far removed from grace. Orcs are brutal and aggressive, in the way that a bear or a wolf might so be described. Lacking the softening aspects of culture, Orcs are the purest example of what raw and vicious nature would make of all the people. Not Just their native brutality, but this ever-present reminder of the fragility of civilization leads most of the other races to disdain and fear the Orcs.

An Orc Adventurer is one who has gained an insight, a glimpse of what could be, what might be accomplished, with only strength and will. This last is alien to most of the Primal Tribes, it is the difference between the ant and the wolf, between a man and a beast. Those Orcs who have chosen to pursue the ambitious path of adventure have seen in themselves the capacity for greatness, setting them apart from their pack.

Orcs are sometimes known by other names, Ogres, Giants, Oni and Wildmen are all different names and different kinds, but all are Orcs underneath their appellation.

All Orcs are strong, but some possess an innate natural sense – the ability to integrate so fully into the atavistic cycle of nature that they seem able to command phenomena that would seem otherwise untamable. A capable Orc can call up storms and wild animals both to do his bidding.

The Orc Adventurer

Hit Dice	Saving Throws					To-Hit
	Traps	Breath	Death	Petrification	Spells	
d0	18	17	18	17	17	+2

Modifications to this Array:

Saving Throws:

Save -1 750

Save -2 2,250

Save -3 6,750

Save -4 20,250

Save -5 60,750

Save -6 182,250

Save -7 546,750

Attack Bonus:

Attack +1   500

Attack +2   1,000

Attack +3   2,000

Attack +4   4,000

Attack +5   8,000

Attack +6   16,000

Attack +7   32,000

Hit Dice:

HD +1   250

HD +2   500

HD +3   1,000

HD +4   2,000

HD +5   4,000

HD +6   8,000

HD +7   16,000

HD +8   32,000

HD +9   64,000

HD +10 128,000

Orcs begin knowing the Orc language. Orcs are illiterate to start, only an Orc with an Intelligence score of 8 or better can begin the game knowing how to read and write. The Orc language has no written form. An Orc may roll for two additional languages when starting the game.

Further Modifications

Increase HD from d10 to d12 – 18,000

Shamanism   1500

Orcish Abilities

Spellcasting Ability – Spell Level / Day x 1,200

100-500-1,000-5,000-10,000-50,000

E.g.: 3 level 1 spells/Day = 3,600

Destructive – Atavism – Hurling – Scent – Traveler – Rampage

Scale Walls	Find Traps	Hear Noise	Hide/Shadow	Move Quietly	Open Locks	Pick Pockets
100xp/1	300xp/1	100xp/1	200xp/1	200xp/1	300xp/1	300xp/1
Max 9	Max 7	Max 8	Max 7	Max 7	Max 6	Max 7

CHA	CON	DEX	INT	STR	WIS
2d6	4d6	4d6	2d6	5d6	3d6

Goblin Adventurers

Blight of the world, and ruin of civilization, the Antithetical-Tribes of the Goblins serve no master save destruction itself. Or so say all the enemies of the Goblins (and they are many). Goblins, known as well as Gremlins, Gnomes and Boggarts are much reviled, and often avoided, though their strange good cheer and callous indifference protect them from antipathy, it is their uncanny ability to attract decay, to radiate destruction that has kept their society intact.

Where the Dwarfs Build, The Goblins wreck, where the Humans Settle, the Goblins Warren, where the Elves sing, the Goblins Howl. Where the Orcs hunt, the Goblins scavenge. No race is more reviled or as misunderstood as the Goblins – for while they have it within them to bring about destruction, they are like the worms that make soil from a corpse. In this respect they are very like their closest kin – the Halflings, who likewise inhabit the ruins of other folk. But while the Halflings maintain, the Goblins adapt, for the most dull witted of all the Goblins is very bright and the cleverest of them all are brilliant – inventors, creators – from the wreck of civilization the Goblins craft their own society. It is this affinity for ruins, for wreckage and the detritus of a fallen world that draws the Goblins back to the North.

The warrens of the Goblins are dense and teeming and places of quick death and easy anonymity. In contrast with other adventurers, the Goblin adventurer is an example of the most cowardly traits of the race, for life among the Goblins means nothing.

The Goblin Adventurer						
Hit Dice	Saving Throws					To-Hit
	Traps	Breath	Death	Petrification	Spells	
d6	16	17	18	16	18	+1

Modifications to this Array:

Saving Throws:

Save -1	500
Save -2	1,500
Save -3	4,500
Save -4	13,500
Save -5	40,500
Save -6	121,500
Save -7	364,500

Attack Bonus:

Attack +1	750
Attack +2	1,500
Attack +3	3,000
Attack +4	6,000
Attack +5	12,000
Attack +6	24,000
Attack +7	48,000

Hit Dice:

HD +1	500
HD +2	1,000
HD +3	2,000
HD +4	4,000
HD +5	8,000
HD +6	16,000
HD +7	32,000
HD +8	64,000

Goblins are cunning and know Hobtalk and have d6 additional language rolls as well as any rolls added by a high intelligence score.

Further Modifications

Increase HD from d6 to d8 – 36,000

Goblin Abilities

100-500-1,000-5,000-10,000-50,000-100,000-500,000

Eat Anything - Tinkering – Ruin – Chthonic Survival

Jinx – Rampage – Destructive – Illusion Resistance

Spellbook – 1,500   **Glammers**   1000

Wizard Spells – Spell Level / Day x 1,200

(E.g.: 3 level 1 spells/day = 3,600)

Glammer Spells – Spell Level / Day x 500

(E.g.: 2 level 2 Glammers/day = 2,000)

Scale Walls	Find Traps	Hear Noise	Hide/Shadow	Move Quietly	Open Locks	Pick Pockets
200xp/1	100xp/1	100xp/1	200xp/1	200xp/1	100xp/1	200xp/1
Max 8	Max 9	Max 8	Max 7	Max 7	Max 9	Max 8

CHA	CON	DEX	INT	STR	WIS
2d6	3d6	4d6	4d6	3d6	2d6

Core Abilities & Qualities

Having read through the race descriptions and the race reference sheets, now might be a useful time to define some terms. The following are important concepts that will recur throughout the game, so getting a good sense of what they all are is going to help.

Xp – This is the abbreviation or symbol for Experience Points. Characters develop, gain abilities and improve skills based on the expenditure of Xp. Where do Xp come from? How many does a character begin with? These are the most obvious questions – your character begins with no Xp. All of your customization comes through a reward system based upon earning Xp. So how is it earned? Is earned the right term? This is a game after all. Well. Your character is going to endure hardship, privation, danger and will probably face death fairly often. In the real world your character might develop psychological disorders – in the Game of the North that which does not kill your character, certainly makes them stronger. The Referee dispenses Xp according to guidelines and prescriptions in adventure guides and in the referee section of this book. Generally you can anticipate earning Xp for accomplishing Goals. Killing or, more correctly, defeating monsters and enemies will provide you with a small amount of Xp, as will finding treasure. Plot Goals give the most Xp, next Personal Goals, after that Treasure after that Xp incidental to your performance as your character and after that – Xp granted for defeating monsters and threats.

Xp is dispensed at the end of a session, you can choose how you will apply it between sessions or you can save it up to gain higher level abilities. The Game of the North does not make explicit use of 'levels' rather, every quality or trait of your character is developed independently of others.

HD – This approximates a level – which you may be familiar with from another game. HD stands for Hit Dice and it indicates how many dice you roll to determine your characters HP – hit points. Hit Points are an abstract depiction of your character's health and endurance. HD are an indication of your character's potential or capacity. The dice you get to roll to determine your HP are based on your race and on buying up the dice using Xp.

HP – Are reduced when you are injured. When they reach zero – you are dying. When they are reduced below zero, your character has been killed. Do not anticipate mercy from the Referee here, if you were cautious or careful enough, Black Leaf might have survived.

Attack Bonus – This is the amount added to a d20 roll to resolve an attack. The if the roll + the bonus is higher than the AC of a target – then the attack is successful and damage is dealt.

AC – is the abbreviation for Armor Class – this is the target that must be overcome in order for you to be hit by an attack. An unaware, unarmored person has an AC of 6. An aware person with an average Dexterity score has an AC of 11.

Saving Throws – These 5 numbers are the targets that you must meet or exceed on the roll of a 20 sided die or suffer the consequences. A Saving Throw is as close to referee mercy that a character will get. Essentially, when attacked by an overwhelming force, or an implacable danger – the saving throw has the potential to save the character. The lower your saving throws, the better- as

this improves the target number required to avoid what is likely certain death. A save vs. Devices refers to instances when a trap is sprung or a magic wand is aimed at you. Making this save means that your character can determine that a weapon of some kind is being pointed at them, and that they can evade it. A save vs. Breath indicates an attack made by a dragon, an exploding keg of gunpowder and the like – Making such a save indicates that your character has successfully walked away from an explosion. Saves vs. Death are just that. Any time you would face instantaneous, irrevocable death – such as from falling from a great height, being attacked in your sleep by an assassin and so on. Succeeding a save vs. death indicates that your character has beaten all odds and probabilities and has survived the unthinkable, if only barely. The Save Vs. Petrification refers to all body modifications – being turned to stone, transformed into a newt, having your arm bitten off by a shark and so on. A successful save vs. Petrification means that your character has withdrawn a limb or stepped aside or simply held together in the face of overwhelming pain and force. The Save vs. Spells refers to your character's ability to possibly ignore the worst effects of magical spells. Succeeding this saving throw indicates that the magic simply could not take hold of your character, congratulations.

Abilities – Each of the 6 races have a few signature abilities that help define them and their experience in the North. You can purchase these abilities with Xp – effectively awakening or developing these aspects of your heritage. The costs of the Xp tax indicated show the successively increasing price of multiple abilities being purchased. You can buy any of the Abilities in any sequence, but each subsequent ability has the next higher cost indicated.
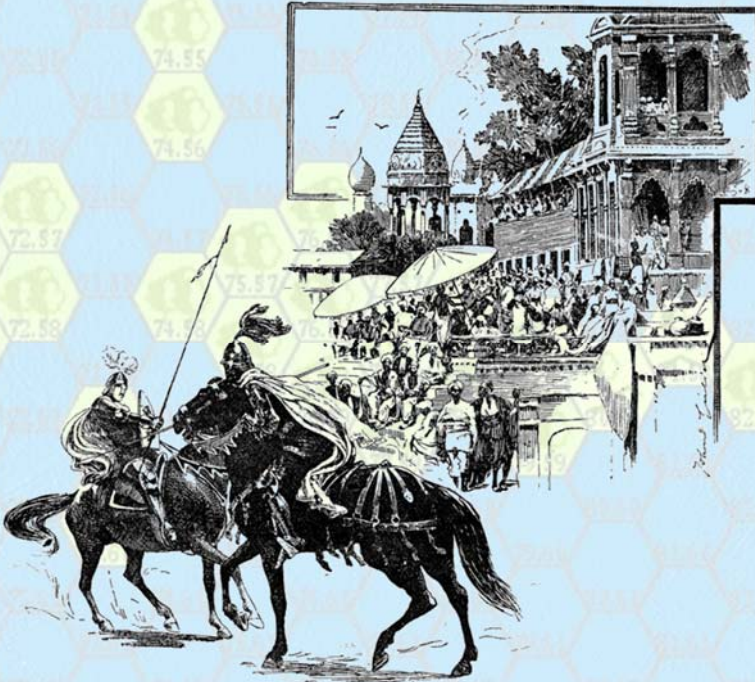
Adventuring Skills – Each of the 7 adventuring skills are detailed in the ability catalogue below. These skills have a rating between 1 to start and some higher number to a maximum of 10. When a character wishes to use one of these skills make sure you tell the referee you are doing so, and then roll the die that the referee indicates. If the result is less than or equal to your rating, you succeed at the skill.

Adventurer Skills – The 7 Adventurer Skills represent a character's ability to succeed at a variety of exceptional tasks far outside the norm. These skills all have a 1-10 rating which represents a character's potential with this skill. When called upon to use one of these abilities, roll a d10 – if you roll less than or equal to your rating in the skill, you have succeeded. Good statistics, particularly Dexterity apply a bonus to some of these skills.

Animal Languages – There are 4 Animal languages that a character can possibly speak and discern– Bird Languages, Hoofed Languages, Pawed Languages and Crawling Languages. A character needs to take this ability multiple times to know them all. Different environments produce different dialects, and some animals can speak more than one of these.

Atavism – A character with this ability is able to manufacture his own rudimentary gear out of seemingly random trash and found objects. These objects function as if they were of normal quality for the character in question but not for others.

Carrying Capacity – A character with this ability ignores the first rank of encumbrance penalties and is not hindered by heavy armor. A character with this ability can don & wear Super-Heavy armor.

Chthonic Survival – Those who are able to live in the sunless world are able to orient themselves normally even without the guidance of the sun and stars, and are able to sense their depth beneath the surface.

Scale Walls – This is specifically the ability to Scale without the use of ropes or grapples up surfaces that approach or even exceed 90 degrees. Surface conditions can apply penalties or even bonuses to this ability. Any non-encumbered character has an innate ability to Climb a rope, ladder or that is resolved as an ability check. This ability refers to the more difficult ability pursued by the specialist climber. A character can exceed the Maximum ability designated by his race at the rate of 1000 XP per 1 in 10 chance above the maximum.

Destructive – Many characters are much, much more hostile and brutal than others. Such characters always add an additional point of damage to all hits that are scored in melee combat. You can take this ability multiple times.

Domesticity – Not all adventurers scorn the simple pleasures of home. Those that wish to pursue the homely life while abroad are much sought after by adventuring companies for their utility in camp. Characters who possess this quality are good at cooking, fire-making and general tidiness which greatly improve the comfort of those they travel alongside.
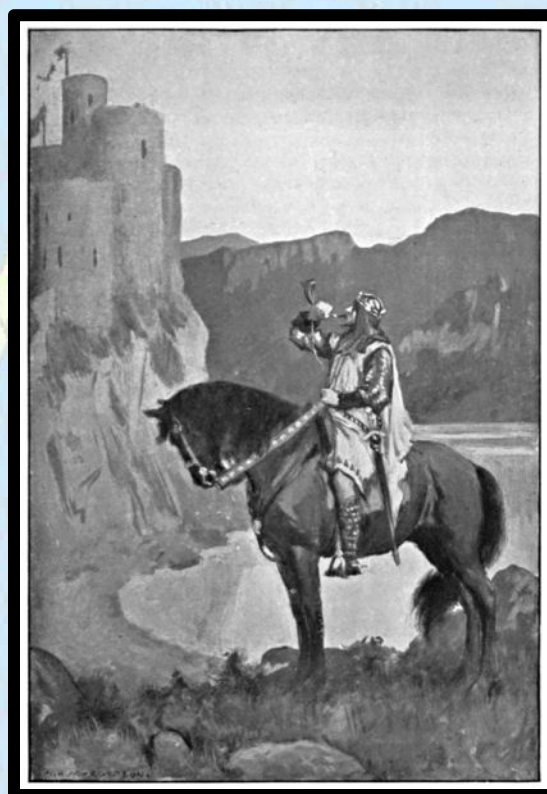
Dwarfsight – The eyes of the Rock-Faerie Tribe are keen indeed. They are able to discern in bare

starlight what is invisible to others, and by moonlight they are able to see as if the sun shone full in the sky.

Dwarfsmith – The Rock-Faeries are acclaimed the greatest of smiths, the finest of jewelers. Those who have learned the greater secrets of their tribe's arts are able to fashion items of such sublime beauty that they occasionally provoke the otherwise selfless into fits of avarice.

Eat Anything – Such is the metabolism of the Goblins and their allied species that they can consume anything, from filth and offal to handfuls of grubby dirt, sustaining themselves indefinitely. Such ability does not, it seems, quench the Goblin preference for flesh.

Endurance – Those of an especially powerful constitution are able to stave off the effects of prolonged adventuring with ease. Shrugging off sleeplessness, hunger and thirst - as well as inclement weather for far longer than their fellows, such characters are penalized at a much more generous rate than others, experiencing the effects of privation at ½ the rate of the other characters.

Ethereal Beauty – Though the eye of the beholder is the final arbiter of beauty there are a few who approach an ideal that transcends the petty preferences of individual taste. Such characters are strongly favored by others and they provoke a stronger loyalty and greater morale in their followers. Characters who possess this ability double their maximum hirelings and increase their loyalty and morale both by 2.

Far Sight – The eyes of the Elves are like the Eyes of an Eagle – able to focus on objects at twice the distance of mortals. Less well known is their ability to discern fine detail in minute objects.

Find Traps – This ability does not reflect a character's supernatural awareness of traps and pitfalls, but rather his or her ability to locate the cunningly disguised deathtraps that populate dungeons and treasure-chests. This ability must be used consciously and declared in advance of any other actions in order to be used. The player never rolls this check – rather, the Referee will consult the player's score and determine if the trap is discovered. Some Traps are concealed with greater cunning than others, necessitating modifications to the roll.

Glammer – Certain of the faerie races are gifted at the magic of Glammer – this ability grants access to the Glammer spell seeds. To gain access to Glammers, a character must expend Xp equal to the level of the Glammer spells to be learned. So, gaining access to a 1st Level Glammer means expending the listed XP – while gaining access to a 2nd Level Glammer requires an Xp expense of twice that already committed. E.g.: An Elf must spend 500 XP for a level 1 Glammer, but 1,000 for a Level 2 Glammer. Once a Glammer is known it can be used once per day. Glammers are innate, magical abilities, they needn't be prepared or memorized.

Hear Noise – Apart from the ambient noises common to the wilderness and dungeon environments favored by adventurers – there are telling sounds that indicate the likely intervention of monsters and their allied species. Hearing Noises differs from merely noticing something – that is, a character must pause and attempt to hear a noise. As with other abilities of this ilk, a character's maximum chance is

indicated based upon his or her race. Exceeding this maximum can be accomplished at the rate of 10,000 XP per 1 point gain.

Hide/Shadows – From time to time an adventurer likes to take a cue from the many lurking monsters that plague the life of exploration. Hiding in shadows, like the other adventuring mainstays, is not automatic, and is limited by the race of the adventurer. Exceeding the maximum established by racial characteristics requires the expense of 10,000 XP per 1 additional chance.

Hurling – The savage hunt is a mainstay of many of the brutal races. But in pursuit of quicker prey, one often has recourse to thrown and aimed projectiles. The Hurling ability increases the range (by double) of all thrown implements, and what's more, the ability improves the effect of a hurled spear or thrown knife by adding +1 to the damage dealt, in excess of whatever bonuses are applied by virtue of great strength.

Illusion Resistance – Those races that make a practice of the art of Glammer have sense enough to detect them with relative ease. When a character possessed of this sensitivity to magical nonsense is presented with an illusion, he or she is entitled to a saving throw in advance of any interaction and regardless if the description of the Glammer itself suggests that an interaction is the only means to provoke a saving throw.

Jinx – The motion of the stars in the heavens exerts a strange force over the lives of mortals and immortals alike. Just as some members of the Adventuring kinships are Lucky, there are those who radiate, by virtue of the Stars' influence - unluck. A Jinx applies a suppressing quality to those in close proximity, frequently leading to an unforeseen doom. When a character gains this ability he or she is able to insist that the Referee discard a die roll – counting it as a failure. This ability can be invoked as often as desired, but the Jinx is not all in the players favor. For every instance in which it is invoked, one of the character's fellows (either PC or NPC) will suffer a similar reversal at the whim of the referee.

Languages – Any character can gain knowledge over a language that they have been exposed to for a reasonable length of time. Learning to speak a new language costs Xp based on the language. Becoming literate in another language requires 1,000 Xp if the spoken language is not known, but if the character already speaks the language, they can learn to read and write that language at the discounted rate of 500 Xp.

Learning – The special dominion of the Human adventurer, learning is a powerful technique that no other race has proven able to master. All humans innately have the capacity to learn, and given sufficient time and initiative, a Human, it is said, can learn everything that there is to know. A Human character is able to gain the abilities made available to each of the other races –

including their specialized magics, their signature techniques and so forth (meaning everything on this list). Learning does require

an XP tax be paid – The cost of the ability, XP wise, is calculated as if the Human adventurer were a member of the race who is teaching him or her the ability. Learning, it should be noted, always requires a willing teacher – who is likely to require that the student pay dearly for the secret powers of his race, if he is willing to teach at all. A character who wishes to learn an ability in this way must devote a 3 month period of time to gaining the ability, usually in the presence of the teacher.

Lucky – Fortune favors the bold, and woe to the adventure who does not count boldness chief among their qualities. Luck represents the beneficence of the otherwise indifferent universe smiling (if only briefly) upon the character. Luck

is simple in its execution – whenever the player wishes he or she can roll the dice again and if the result is better, the ability is used, not to be used again until the stars spin in the night sky once again. If the result is worse, the latter result is kept, but the ability can be called upon again without intervening rest.

Move Quietly – Surprisingly difficult, as are most enterprises of great utility – Moving Quietly is the difference, often enough, between life and death – between discovery and escape. A character can choose to make an attempt to move quietly and avoid the detection of those who they wish to surprise. Success may mean that a character does not alert a sleeping creature or a distracted band of enemies. As with the other mainstays of the adventurer, the ability to move quietly is capped according to one's racial destiny. Exceeding the value listed as the maximum requires the expense of 10,000 XP per increase of 1.

Open Locks - Most locks succumb to the generous application of force mediated by an appropriate tool. In some cases, a lock is more sturdy and can't be overcome by an ax or sledge. In other instances, a party of adventurers may have another reason for overcoming a lock without destroying it – perhaps in the interest of obfuscation or stealth – or perhaps in order to leave the door intact and able to be secured behind them. Opening Locks is, like the other Adventurer's Mainstays capped according to the native powers of the character's race. These maximums are able to be exceeded at the increased cost of 10,000 XP per 1point gain.

Overlooked – The main advantage of being miniscule in a world of large psychotic adventurers is the ability to be overlooked. This quality improves the lives of those who possess it by extending it far beyond what could ordinarily be expected by the small and the weak. Characters with this ability are much less likely to be targeted by melee and ranged attacks. When randomizing damage and attack rolls the Referee must either give the player with this ability a smaller chance of being targeted, or ignore the character completely. If you find that others in your party have this ability as well you will likewise find that the power loses effectiveness substantially.

Pick Pockets – Certainly unsavory, picking pockets is a significant tool in the Adventurers' collected mainstays. Picking Pockets is only one application of this proficiency though, which entails other minor tricks of prestidigitation that fall short of actual magical ability. Juggling, sleight of hand and so forth can all be carried out with the same reliable reflexes that help a character to pick the pockets of the unwary. As with all abilities of this stripe, the character's race designates a maximum effectiveness – but this value can be overcome with the liberal expenditure of XP – 1,000 per 1point in excess of the listed racial maximum.

Prayers - As scoundrels and scofflaws, adventurers frequently have only the last recourse which is Prayer. Prayers in the fantastic setting are unlike those muttered in curses that players are accustomed to, rather, the prayers of the characters who have this ability are sufficient to generate a magical effect that carries with it the power of the living gods that dwell eternally in heaven.

Rampage – From time to time, a character with a particularly malevolent character can be caused to enter a state of fury akin to an angry bull or a vicious tornado. When a character with this ability has been harmed sufficiently, he or she is likely to enter the Rampaging state. This state

grants the character considerable ability in terms of silencing those who precipitated the state by first of all – granting the character another attack that can be executed every round, and, by increasing the die that is used to calculate damage by one step – e.g.: d6 becomes d8. The Rampage continues until the adversary who initiated it has been killed, or until the character who is Rampaging has died - a likely occurrence, as a Rampaging character tends to draw significant attention.

Ruggedness - A personal quality that answers for a lack of refinement. Ruggedness is a quality that few have but many adventurers aspire to. A character that possesses this quality is able to substitute his or her constitution for the determination of effects usually based upon charisma – such as the number of followers or the disposition of people encountered in the day to day life of an adventurer.

Ruin – A few of the fairie tribes possess a pernicious aura that has a cumulative deleterious effect on the works of more well intentioned people. Those who have this quality will find that the built world around them does not respond favorably to them. Anything that has been constructed will be less durable, less functional and much more prone to break when a character with the Ruin quality is near. Buildings, weapons, ships and conveyances of every type have a cumulative penalty applied for every character with this quality in near proximity. The penalty is either a portion of the Hits that the object or structure contains, or a penalty to the item's usage. A weapon suffers a -1 penalty to attack and damage rolls as it rusts away in the presence of such a character – while a building or ship hull will have 10% of its Hits taken away as it rots to sticks. Many characters in close proximity, all with this ability, can completely wreck a modest village overnight.

Scent – The more primal of the races have the ability to discern by scent what others can sense

with hearing and vision. Such characters have the equivalent ability of a bloodhound – able to distinguish between different people by their odor alone, as well as the ability to detect the presence of allies and enemies alike when the wind carries favorably.

Sense Hidden – Piercing the unseen is a matter of course for adventurers. Hidden chambers and concealed traps as well as the occasional invisible enemy are all the tools of the Referee. A character with this ability has a bare chance to overcome these obfuscations without even trying. While everyone is able to notice – having a 1 in 6 chance (generally speaking) of finding something that is hidden, a character with this ability doubles those chances and is able to discover hidden doors and traps with a 2 in 6 chance.

Shamanism - What prayer is to the civilized adventurer, Shamanism is to the atavistic, earthly adventurer. Shamanism grants access to the totemic powers granted by nature itself to those who observe her rites and follow closely her decrees. Shamanism is a spellcasting ability and its expense is related to the level of spells available to be cast. A Shaman must expend the levels wished for times the base XP cost for every level of Shamanism in order. When gaining shamanism, a character chooses one of the two Shamanism Seeds and designs a spell – the level of the spell becomes the Xp cost of gaining the spell and the ability to use it once per day. All Shamism magic is linked to a character's Totem creature, which cannot be changed and must be selected when gaining this ability.

Skip Stone – One of the charming, pastoral avocations of the Halfling, the ability to skip stones would not immediately suggest any special utility to an adventurer, however, the subtle skills of the house-fairie-tribe do have valid adventuring applications. .

Sleep Immunity – Troubling indeed to the mortal races is the ability of certain among the Fairie to simply go without sleep. This sleeplessness, it is thought, is the source of the madness and chaos so common to the Fey – who must live out their most vivid imaginings rather than experience them in dreams. Those who possess this ability can not only go without sleep,

they are immune to any effects, magical or chemical, that would ordinarily cause them to slumber.

Sociability - The hospitability of the House-fairies make them especially well regarded by others, what's more, the Halfling's small stature tends to put at ease those who would ordinarily be wary. This ability confers a doubling of all positive modifiers to NPC reaction rolls.

Spell Resistance - Spells are but one type of magic, perhaps the most common, but likewise only a facet of a larger family of physical forces. Characters that are able to resist spells are granted the opportunity to re-roll a failed saving throw versus spells once. If the second roll fails, then the spell has gotten the better of the character regardless of their fortitude.

Spellbook – The hallmark of a true Wizard, the spellbook is the constant companion and truest aid to those adventurers who wish to transcend mere dabbling and become a proper Wizard, one who wields power and scorns the petty constraints of reality. The ability to use a spellbook requires the application of Xp. Each additional spellbook costs double the cost of the previous Spellbook. A Spellbook is always 100 pages and each spell occupies a number of pages equal to its level of complexity. You can certainly fill up an entire spellbook when you acquire this ability in a fit of mystical creation. Any amount of spells may be inscribed in any number of books, and a competent magician is likely to travel with a small library – as a spell requires a number of pages of spellbook interior equal to its level. A found spellbook can be attuned by a character, and this requires the same Xp tax that would be paid for creating a new Spellbook from scratch. The preparation of spells is a different matter, and requires that a different Xp tax be paid.

Tinkering - The Magic of the Goblins is not so esoteric as the mystical practices of the other races. It is much more mysterious, however, in that it is impossible to say why or how it works. Goblin magic is not an expression of the will, it seems to occur haphazardly as if by chance, It is not a function of an external power, it happens when no one expects it. The Goblins themselves call this magic – tinkering, when they call it anything at all, and it is a magic of objects.

Traceless Passing – A specialty of the Fairie-Bands that haunt the woodlands, this ability grants one of their ilk the capacity to traverse the landscape without leaving any visible trace. No footprints are left, no twigs are disturbed, in effect, it is as if no-one has passed by at all. No hunting creature will pursue such character, as it will be unable.

Traveler – Within the primal races, the wandering urge is very great. Such characters often spend the better portion of their lives on foot and abroad in the land. A character with this quality is able to traverse much more territory than most, and even in the company of slower companions, such a character is able to encourage speedy travel through the application of handy tricks and hobo-wisdom. A character with this talent can improve their own rate of travel by double, but when joined by slower companions the overland rate only increases by 50%.

Whistling - The shrill tone of warning, the mellifluous, musical cadence of the songbird, the virtually imperceptible summons to dogs – a character with this ability knows all the whistles and calls and can project them for miles around. Signaling to anyone within a day's travel, or simply creating a pleasing marching tune is all part and parcel of this curious power.

Wizardry – There are magical paths toward an approximation of power, and then, there is the

true path of the Wizard. Wizardry is most specifically the ability to cast spells from a Spellbook. While a character can certainly have as many spells composed in their mystic library as they choose, the actual performance of the magic in the books requires a different kind of investment. A character must purchase the Wizardry ability in order to cast a spell. This indicates that the character has devoted some aspect of his or her spiritual self and interior efforts toward modifying and changing the universe, bending it to their sorcerous will. When you pay the Xp tax for Wizardry, you pay for a daily use of a spell with a level appropriate to your expense. For example – a human Wizard who wishes to cast 2 first level spells per day must spend 2,400 Xp. If the same Wizard wishes to later be able to cast a 2nd level spell they must spend another 2,400 Xp. The ability to cast higher level spells requires the ability to cast lower level spells, however, a character could, for example, choose to learn only 1 first level spell while gaining many 2nd and 3rd level spells.

Woodland Strides – Traversing the overland is simple enough, so long as there are roads, but in the weeds and sticks of the wilderness one hopes for the aid of an Elf. Characters with this ability are unhindered when traveling over forests no matter how dense – they make their way as if they were on a road. When such a character leads other adventurer not so gifted, the whole party's overland speed increases to the point of being exactly the speed between maximum and the normal penalized speed for travel in the wilds.
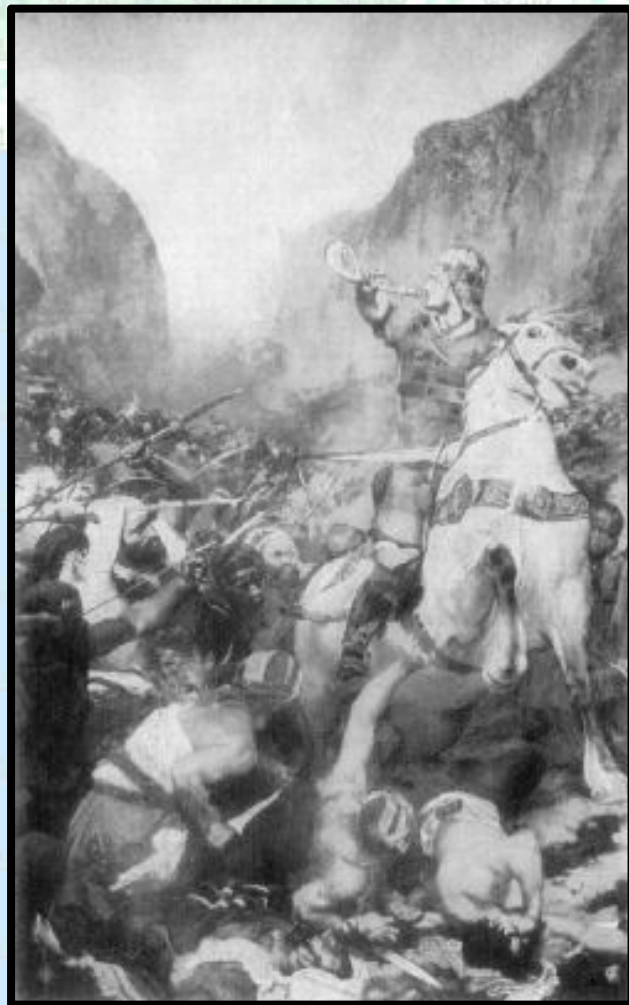
Your Character

Your character is your proxy, a persona you take on that lives within the fantastic setting of the North. You should choose a persona you will enjoy inhabiting with some regularity. You should also plan a character who is durable and who has the capacity to change and grow based on the strange adventures that will share with others. It's worth remembering that this is a group effort, you will not go alone, it's better to plan a character who will interact usefully with others. No PC is a rock, nor an island, rather, all PCs are fragile things, barely holding on to life in the midst of indescribable dangers. Your past practice is to consult with other players before building a character, to help determine that all fronts are covered. Once you've rolled your character and assigned his or her race and abilities – you are strongly advised to put your head together with the other players once again and roll up two or even three more characters. Life in the North is precarious in the best of circumstances, you should be prepared to field more than one character, particularly if you choose to play a PC that is reckless, fearless or overly bold. Such Traits are admirable, but do not lend to a long life in dangerous North.

Once you've established the base parameters that will govern your character's career, Race and Statistics, it's time to fill in the randomized details that will guide the PC's development and which will govern how his or her experience of the North is mediated.

First, starting equipment is randomly generated. The attendant tables will help you to generate a supply of peculiar, unique and sometimes useful gear.

Next, determine the signs which govern your character's destiny. All characters are drawn to the ancestral demesne of the North, where all the species of the world had their nascence. The stars and their relationship to the Four Moons and the Sun sometimes provide a powerful aid to an adventurer, but not always without a cost.

Once these random characteristics are set you are able to once again influence your character by exertion of your own designs. Give your character a name – try to devise one that you will remember, and that you will not mind hearing repeated over and over. And after, determine your character's alignment. Alignment is a simplistic method for describing a whole raft of opinions and attitudes, fixations, desires and beliefs. There are a few choices available.
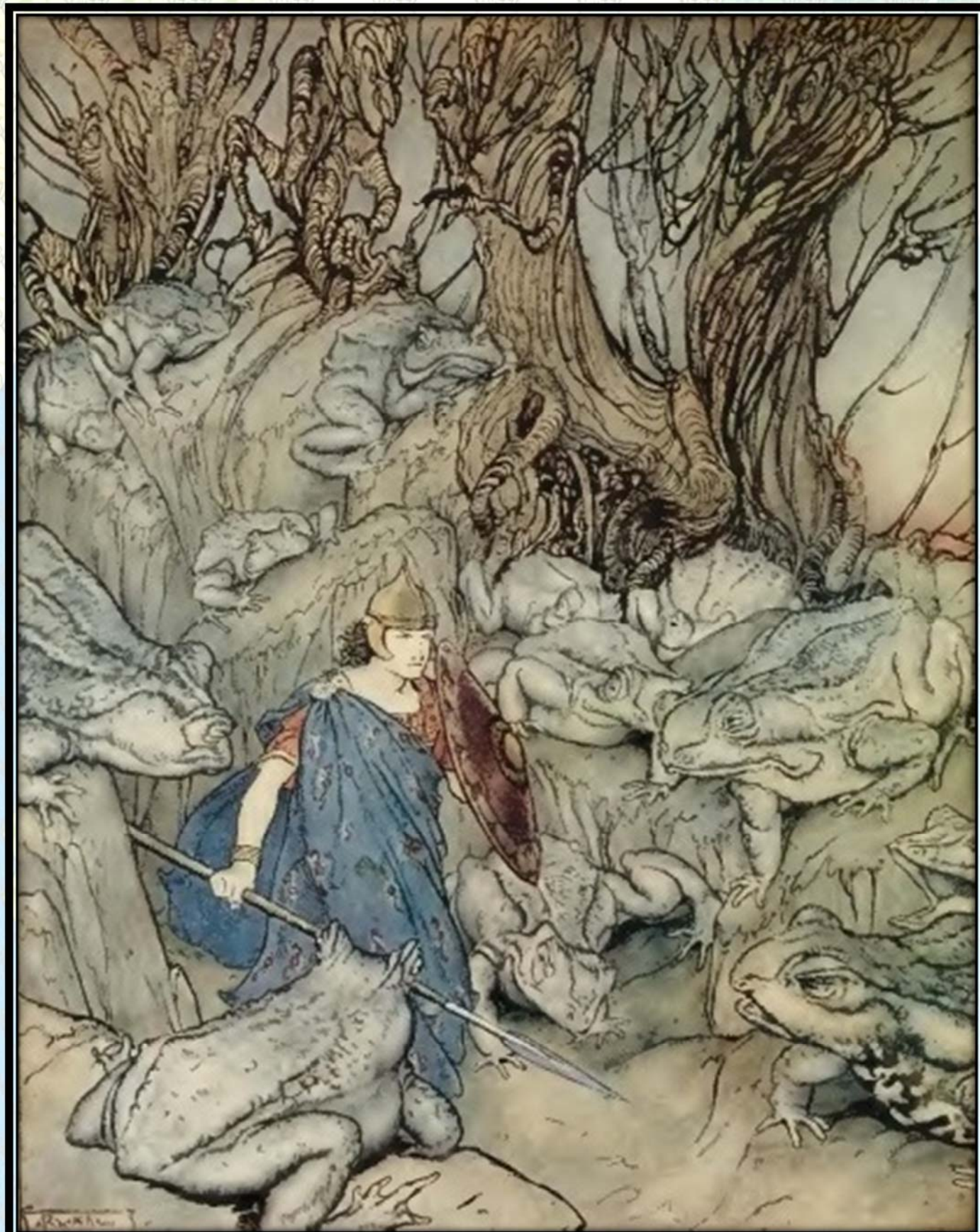
Alignment

Chaos – The force of chaos is not merely the power of change, it is, as well, the powerful urge to entropy which all matter is prone to. Destruction and Transformation, whether quick or ponderous are inevitable forces that draw everything, everyone into and out of existence. Chaos, The Doom of the Universe, exerts a certain compulsion on conscious minds. It is an omnipresent ally to those who would ally themselves with it. It is a drawing forth, a summoning, a sound in all things that was spoken at the beginning of time.

Law – Law is the governing force that opposes entropy and change alike. The ongoing slide of existence into collapse is a powerful energy, and the stasis of the ordered life is all that can keep it at bay. Cleanliness, organization, and the abiding sense that things belong where they belong, that everything has its own right place, that every person has a right function and most importantly, a right and a responsibility to exist. Law has its own special appeal, but it is a harder path than most, demanding a rigor that most fall short of.

Neutrality – The Ordering of the Universe and its constant Unraveling are interesting topics for philosophers, and they may be preoccupations for the sages, but they have little impact on the experience f the moment. Life and death, destruction and preservation – these are not matters decided by high minded idealism, rather they are exertions of will within a moment. A neutral character does not adhere to any profound philosophy, rather, the character abides by a golden mean, a pragmatic in-between devoid of the nihilism of Chaos and the Rigidity of Law.

Beyond Law & Chaos there are the earned alignments – Good and Evil. A character cannot simply record their preference on their character sheet and insist that they are either virtuous or wicked because it says so – rather – these alignments are earned through play.

Evil – There are powers in the universe that are inimical to existence, and these powers have a terrible will. Not favoring the simple destructive doom that Chaos entails, these forces actively seek to inflict pain, fear, slavery and violence. Every cruel and horrible thing done in the name of unbridled self-service constitutes Evil behavior. A character can't explicitly choose Evil as an alignment – however, the Referee is the judge of matters in the game and can determine that a character's greed and aggression deem the evil designation. Being Evil has specific consequences in game and for the purpose of determining certain spell effects.

Good – Where Evil represents a callous disregard for others, the Good alignment represents a devotion to the welfare of others. A good character is like an Evil character – not born but made. A character can certainly set out to live a virtuous life in the North, but no character begins as such – like Evil, Good is a status noted by the Referee. Being Good has limited effects in the game, mainly revolving around specific spells and effects. Being Good is difficult, in particular compared to a slide into Evil – exhibiting compassion, honesty, humility and kindness for others is difficult indeed, particularly in the strange, dangerous frontier of the North.

Though a character can't simply state that they want to follow the path of good or evil, they are mentioned in this section so that players are aware that the Referee is watching. Always watching, and as well, so that players realize that their Characters can strive to attain these extreme standards.

Appearance

You may wish to flesh out your character's appearance yet further – this is strictly left to you to decide but one of the decisions you may make is to randomly generate your character's appearance. The tables here are provided for you to exercise that option.

Human Appearance Table

Height		Weight		Distinctive Features			
4'+3d12"		CON X 15 lbs		1	Freckles	11	Dichromatic Eyes
Coloration	Hair	Eyes	Skin	2	Birthmark	12	Extra Finger
1	Black	Black	Pale	3	Bald	13	Pretty Face
2	Brown	Blue	Light	4	Eyebrows	14	Lazy Eye
3	Blonde	Green	Tan	5	Crooked Teeth	15	Wrinkles
4	Red	Brown	Dark	6	Big Nose	16	Pock Marks
5	Gray	Gray	Black	7	Mole	17	Scars
6	White	Hazel	Ruddy	8	Attractive	18	Cleft Palate
7	Golden	Violet	Golden	9	Muscle Definition	19	Plump
8	Orange	Beige	Brown	10	Hairy	20	Sexy

Elf Appearance Table

Height		Weight		Distinctive Features			
3'+6d10"		CON X 10 lbs		1	Faint Stripes	11	Dichromatic Eyes
Coloration	Hair	Eyes	Skin	2	Feathers	12	Dichromatic Hair
1	Obsidian	Carmine	Pearl	3	Notched Ear	13	Faint Smile
2	Samnite	Orange	Nut	4	Noble Look	14	Piercing Gaze
3	Lavender	Amber	Straw	5	Willowy Limbs	15	Extreme Symmetry
4	Cerulean	Xanthous	Night	6	Long Fingers	16	Pleasing Smell
5	Viridian	Azure	Dusk	7	Vestigal Wings	17	Scars
6	Cyan	Ultramarine	Hale	8	Visible Aura	18	Sparkling
7	Orange	Fulligin	Silver	9	Wiry Muscles	19	Bark Pattern Skin
8	Magenta	Alabaster	Lustrous	10	Very Long Hair	20	Jeweled Nails

Dwarf Appearance Table

Height		Weight		Distinctive Features			
3'+5d6"		CON X 15 lbs		1	Mane	11	Overlong Arms
Coloration	Hair	Eyes	Skin	2	Billowing Beard	12	Scars
1	Basalt	Ruby	Chalk	3	Big Hands	13	Small Face
2	Snow	Citrine	Sand	4	Long Nose	14	Flowing Beard
3	Gold	Sapphire	Ice	5	Single Eyebrow	15	Bushy Beard
4	Iron	Iron	Stone	6	Deep Voice	16	Neat Beard
5	Earth	Diamond	Earth	7	Wizened Face	17	Crystal Teeth
6	Slate	Emerald	Clay	8	Barrel Chest	18	Implacable Gaze
7	Copper	Coal	Loam	9	Pointed Ears	19	Rock Veined Skin
8	Silver	Quartz	Silt	10	Rough Skin	20	Stoic

Orc Appearance Table

Height		Weight		Distinctive Features			
4'+8d10"		CON X 20 lbs		1	Double Tusks	11	Wooly
Coloration	Hair	Eyes	Skin	2	Horns	12	Fur
1	Raven	Blood	Ocean	3	Stripes	13	Spines
2	Dove	Sky	Grass	4	Spots	14	Voluptuous
3	Doe	Night	Pinecone	5	Massive Jaw	15	Dull Appearance
4	Wolf	Flame	Acorn	6	Mane	16	Slack Jaw
5	Fox	Peacock	Crocodile	7	Talons	17	Hairless
6	Lion	Serpent	Frog	8	Muzzle	18	Scales
7	Squirrel	Gazelle	Bark	9	Button Nose	19	Feathers
8	Mouse	Rat	Smoke	10	Pendulous Nose	20	Coxcomb

Goblin Appearance Table

Height		Weight		Distinctive Features					
2'+5d12"		CON X 10 lbs		1	Metal Teeth	11	Massive Chin		
Coloration	Hair	Eyes	Skin	2	Third Eye	12	Horns		
1	Bird Nest	Scab	Foam	3	Extra Fingers	13	Spines		
2	Cobweb	Wax	Rot	4	Rows of Teeth	14	Extra Mouth		
3	Pipe Brush	Sulfur	Ash	5	Hairless	15	Long Tongue		
4	Tar	Fire	Rust	6	Extra Face	16	Hunchback		
5	Urine	Oil	Leaf	7	Bootlike Feet	17	Long Limbs		
6	Mold	Slime	Pond	8	Wormholes	18	Beard of Horns		
7	Toadstool	Shadow	Muck	9	Wooden Ears	19	Mushrooms		
8	Roach	Milk	Swamp	10	Pendulous Nose	20	Strikingly Attractive		

Halfling Appearance Table

| Height		Weight		Distinctive Features					
2'+4d6"		CON X 5 Lbs		1	Chin Dimple	11	Pointy Head		
Coloration	Hair	Eyes	Skin	2	Cheek Dimple	12	Chubby Cheeks		
1	Pumpkin	Hazel	Cocoa	3	Freckles	13	Calm Eyes		
2	Plum	Tobacco	Butter	4	Gap Tooth	14	Sparkling Grin		
3	Cherry	Coffee	Rose	5	Curly Hair	15	Bearded		
4	Blackberry	Tea	Bread	6	Plump	16	Broad Chest		
5	Dandelion	Apple	Peach	7	Cheery Smile	17	Curvy		
6	Chestnut	Lemon	Soot	8	Foolish Look	18	Unconcious Wink		
7	Milk	Burdock	Milk	9	Flowers	19	Stubby Fingers		
8	Chocolate	Bottle	Honey	10	Slim	20	Hairy Feet		

The Signs

There are countless stars in the Northern skies but ancient peoples – all ancient peoples, recorded 17 Constellations. The Constellations are a unanimous perception, in the way that all people can discern light from dark, all people can see the 17 Constellations and understand their innate symbolism and identify them for what they represent. The peculiar, idealized vision of the 17 is a curiosity of interest to philosophers, but the special consequence of the permanence of the constellations is that each of the 17 has a bearing on everyone, depending on the time and date of one's birth. This is all to say, for unspecified reasons, regardless of your character's race or background, he or she was born under 5 signs, and so being born – he or she has certain qualities – and the potential to attain yet more qualities, all based on an accident of birth. While, far to the south, these Constellations can't be seen and influence no one, while all those who would venture into the North are touched by a power that feels like old strength returning after a long sickness.

A character has 5 Signs – A Sun Sign and one sign for each of the 4 moons. The sign represents the position of the Sun and the Moons in the constellations at the time of the character's birth. Don't assume that this shoddy approximation of a discredited scientific practice has any relationship to the actual motion of celestial bodies, and accept that the Six-Body-Problem is both unsolvable and perfectly replicated by randomized dice rolls and you'll be happy.

First Spring Day
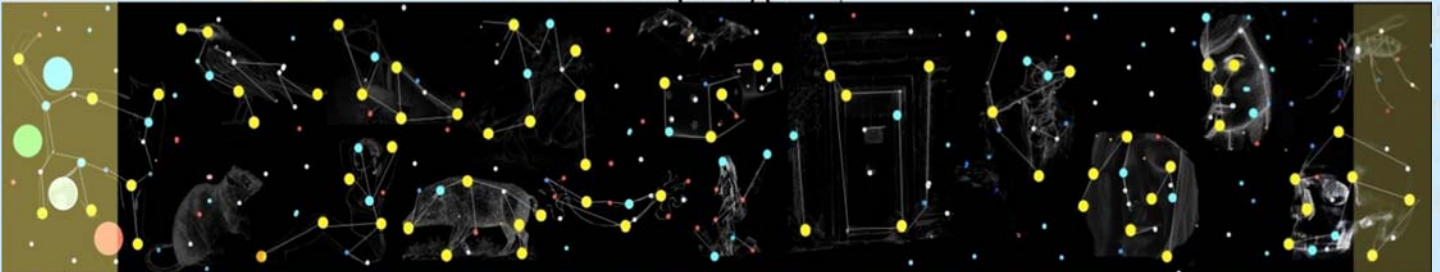
At the turn of the Seasons into Spring the visible Constellations are the **Mosquito, Skull** and **Cat**. The Moons all shine in the Constellation of **Cat** on the first day of Spring, and so it is considered one of the Gatekeeper Signs – the Herald of the New Year.
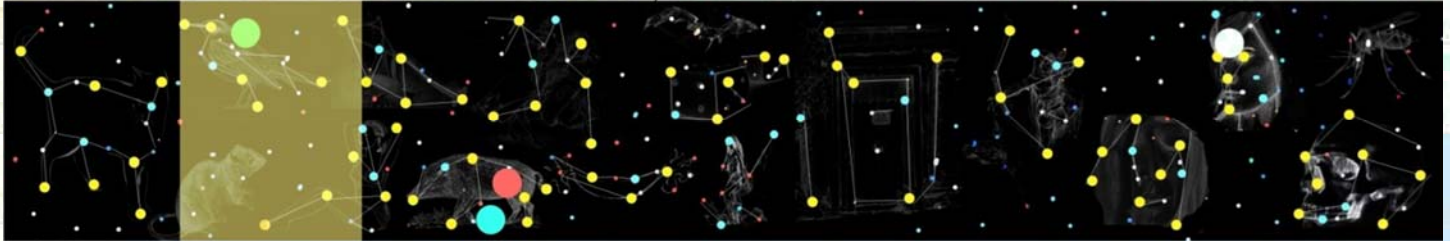
Mid Spring

Into the Middle of Spring the Moons have already progressed through the sky, while the Sun has entered the **Mouse** and **Bird** signs – chased by the **Cat**, these are the signs of midspring – though the swifter Azure and Samnite Moons have already left the spring behind, and can be found in the **Lady** and the **Plow** respectively.

First Day of Summer

Summer comes when the Sun and the slow Green Moon meet the **Lady** – Herald of the Summer. The **Boar** follows close after her and is the domain of the Carmine and Azure moons on Summer's first day. The Samnite Moon is swiftest of all and is found in the **Face**, normally a winter Sign.

Mid Summer

Midsummer is marked by the sun illuminating the **Boar** and it's Nemesis – the **Knight**. The Samnite moon has already nearly reached the end of its course, entering the **Skull** – while the Cyan moon marks its midpoint, and the middle point of the year – by entering the Constellation of the **Door**.

## First Day of Fall
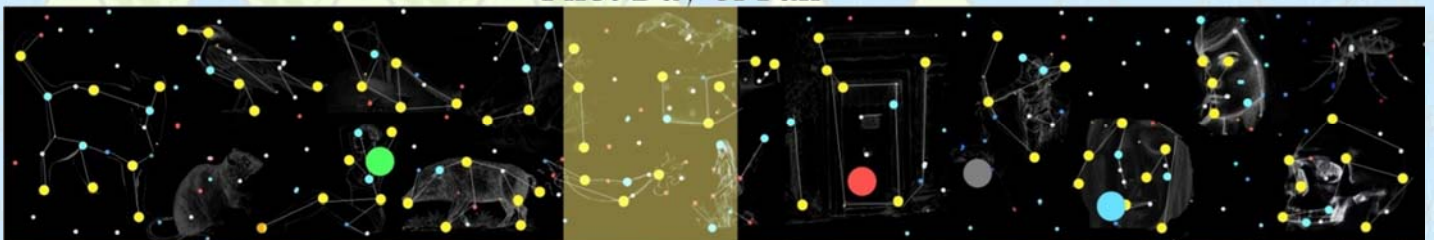
On the First Day of Fall, the Sun enters the Constellation of **The Banner** - Herald of the Autumn. Meantime the Fuliginous moon can be seen, fleeing the **Hunter** (called, when it is found by the Fuliginous moon – the **Assassin**). The Samnite Moon is gone, now reversing its course in the night sky, it shows it's dark face now and is called the Fuliginous (black) moon.

Mid Autumn
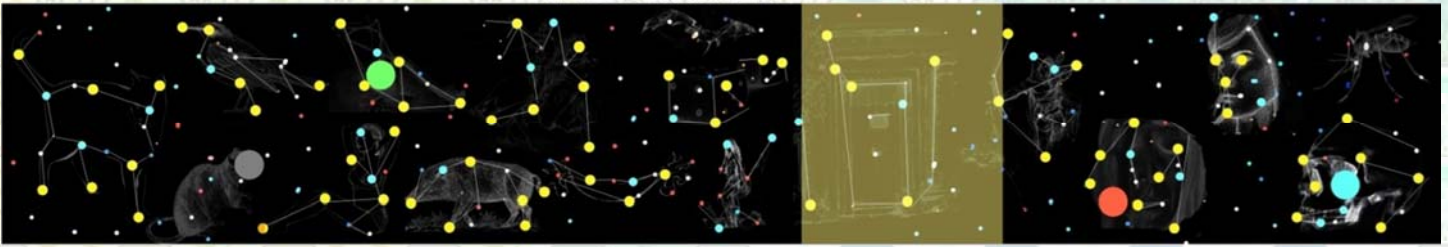
By the middle of Autumn the moons have wandered completely apart. The ponderous motion of the Verdant Moon has kept it far behind its sisters, still in the **Plow**, the Sun has achieved the **Door** – sign of the encroaching end of the year, while the Swift motion of the Fuliginous moon has brought it back through the sky – into the presence of the **Rat**

First Day of Winter
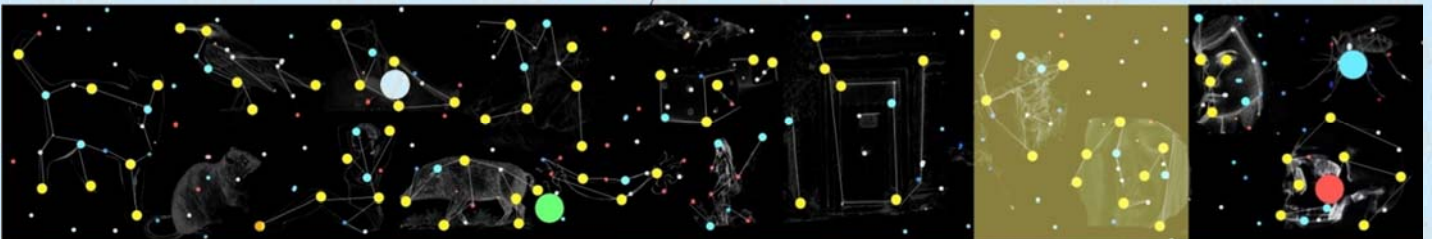
The **Hunter** is the Herald of Winter, and while the Sun is in this house, the Samnite Moon – restored to its bright side on its way back through the sky, is in the **Plow**, a sign of the end of Spring. The Red Moon is in the **Skull**, and this is a potent sign of what the Winter will bring.

Mid Winter
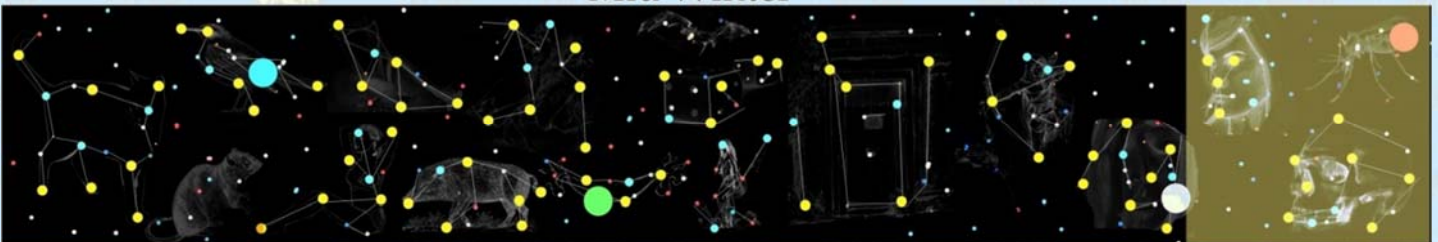
In the Depthy night of midwinter, when the day is shortest, the Sun shines in the **Face** and the **Skull**, only briefly – while the Samnite moon, moving with a quickness during these long, long nights, has already met the **Weeper**.

First Day of Spring   Year 2
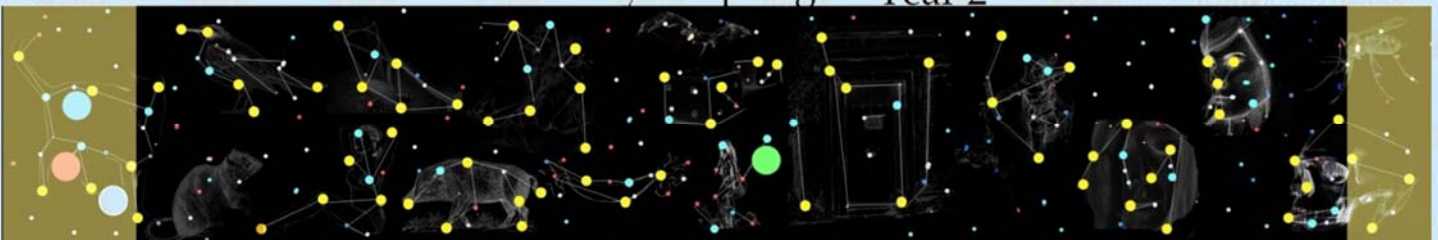
In the second year of the cycle, as the day begins – the Green Moon is in the Constellation of the **Halfling**. It will not be until the First day of Spring in the 4th year that the Verdant Moon will join her sisters in the **Cat** on the first day of spring.

Generating your star signs is made as straightforward and abstract as everything else in the game. While it is diverting to create and document the celestial motion of objects, it is much more in the spirit of fun (the spirit of this game) to simply roll randomly. You may opt to roll once for each of the Signs (your season always matches your Solar sign), but it is simpler, and more genuine to roll only once and consult all the way across.

You may wonder at this step in character creation, in particular at the lack of any additional rules represented here. The celestial signs are the purview of the Referee, the benefits and penalties that your character will face are in the capable hands of your Referee and you are strongly discouraged from looking too closely at the portions of this book that are set aside for Referees. It's more fun, if you don't know what will happen. Trust.
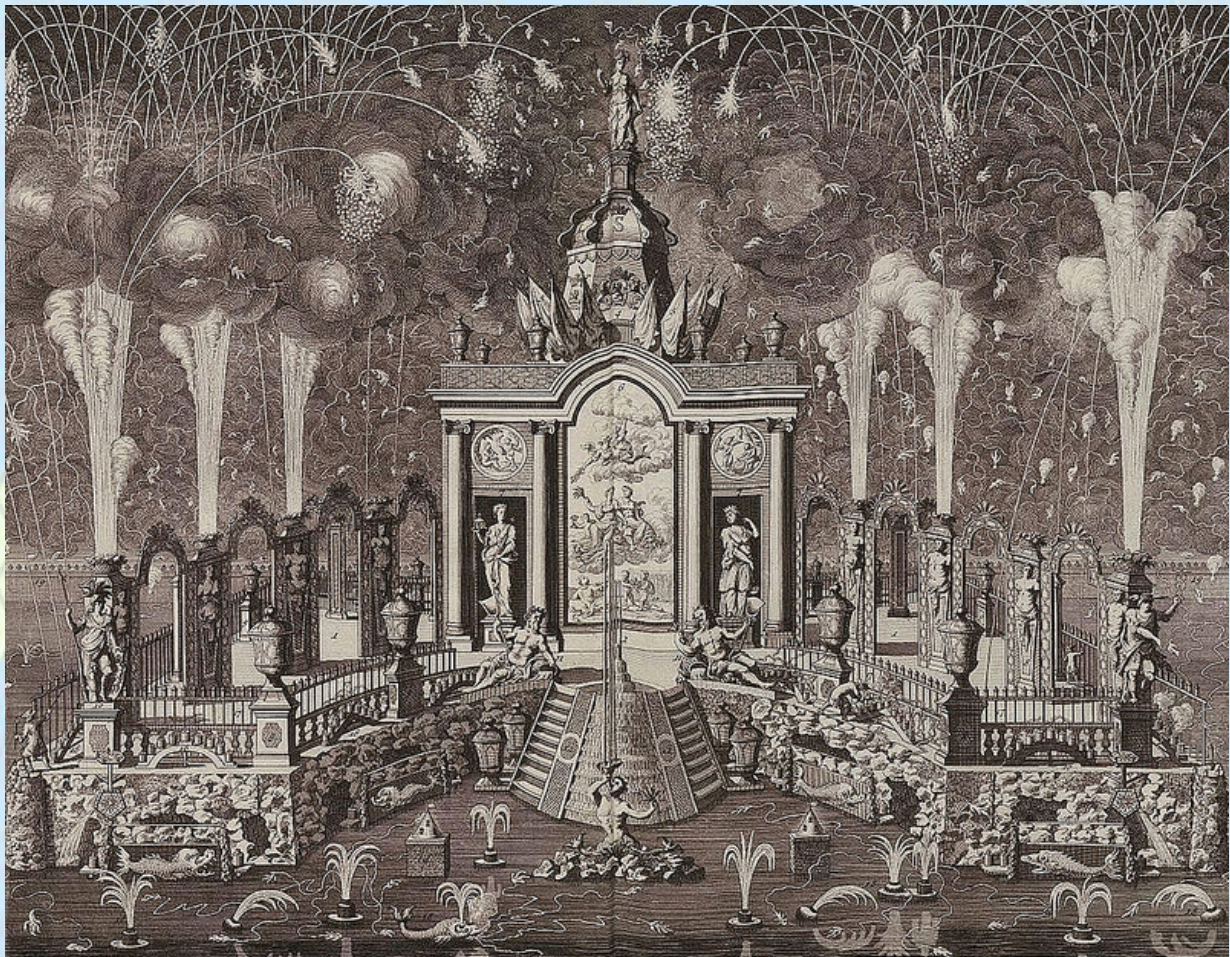
Determining Your Signs

For each of your signs you will roll 3d6 and consult the appropriate chart, this will indicate which of the signs each of your celestial bodies was in when you came to the North and experienced the Second Birth, into the life of Adventure. In the case of the Black (Fulligin) and White (Samnite) moons- simply roll a die, an odd result means you were born under the Black moon.

The Sun – A character's Sun sign speaks to affinities, joys and pleasures, the sign seems to affect who and what will favor the character, as well as which activities and pursuits will come more easily to your character. **Opening the Sun Sign Costs 200 Xp.**

Sun	
3	Mouse
4	Bird
5	Cat
6	Lady
7	Plow
8	Boar
9	Face
10	Knight
11	Skull
12	Door
13	Banner
14	Hunter
15	Mosquito
16	Weeper
17	Rose
18	Dice

Cyan Moon	
3	Skull
4	Door
5	Banner
6	Hunter
7	Mosquito
8	Weeper
9	Rose
10	Dice
11	Mouse
12	Bird
13	Cat
14	Lady
15	Plow
16	Boar
17	Face
18	Knight

The Cyan Moon – A character's Cyan sign speaks to a character's lineage, line of descent and followers of every type. A character's Blue Moon seems to modify or alter the results of their efforts and their holdings, lands and titles. **Opening the Cyan Sign Costs 1,000 Xp. It cannot be opened until your Sun Sign is opened.**

Verdant Moon – The Verant Moon governs the things a character learns, it speaks to the things that a character can become, and what a character can grow in to. You may find that your Green Moon sign will alter or augment the things that you are able to learn. **Opening the Verdant Sign costs 2,000 Xp. It cannot be opened until your Cyan Sign is opened.**

Verdant Moon	
3	Lady
4	Plow
5	Boar
6	Face
7	Knight
8	Skull
9	Door
10	Banner
11	Hunter
12	Mosquito
13	Weeper
14	Rose
15	Dice
16	Mouse
17	Bird
18	Cat

f

Carmine Moon	
3	Banner
4	Hunter
5	Mosquito
6	Weeper
7	Rose
8	Dice
9	Mouse
10	Bird
11	Cat
12	Lady
13	Plow
14	Boar
15	Face
16	Knight
17	Skull
18	Door

Carmine Moon – The Carmine moon speaks to enmity and animosity. It has a bearing on the things that a character opposes, and upon how opposition augments or challenges a character. You may find that your Red Moon determines the result of your disputes and combats. **Opening your Carmine Sign costs 5,000 Xp. It cannot be opened until your Verdant Sign is opened.**

Samnite Moon – The Samnite Moon governs your blessings, benefits and best qualities. The Samnite Sign is the most difficult to attune, the hardest to accept. Your White Moon sign may come to govern those qualities you value most in yourself, and those qualities that are best in you. **Opening your Samnite Sign costs 10,000 Xp. It cannot be opened until your Carmine Sign is opened.**

Fulligin Moon – The Fulligin Moon governs your darkest impulses, your most damning failures and your own ruinous impulses. You may find that your Black Moon augments or modifies your particular failings, and that it alters and improves those qualities that most would consider liabilities. **Opening your Fulligin Sign costs 10,000 Xp. It cannot be opened until your Carmine Sign is opened.**

Samnite Moon		Fulligin Moon	
3	Mouse	3	Rat
4	Bird	4	Crow
5	Cat	5	Wolf
6	Lady	6	Witch
7	Plow	7	Sword
8	Boar	8	Dog
9	Face	9	Mask
10	Knight	10	Marauder
11	Skull	11	Crown
12	Door	12	Wall
13	Banner	13	Flag
14	Hunter	14	Assassin
15	Mosquito	15	Wasp
16	Weeper	16	Laugher
17	Rose	17	Thorn
18	Dice	18	Cards
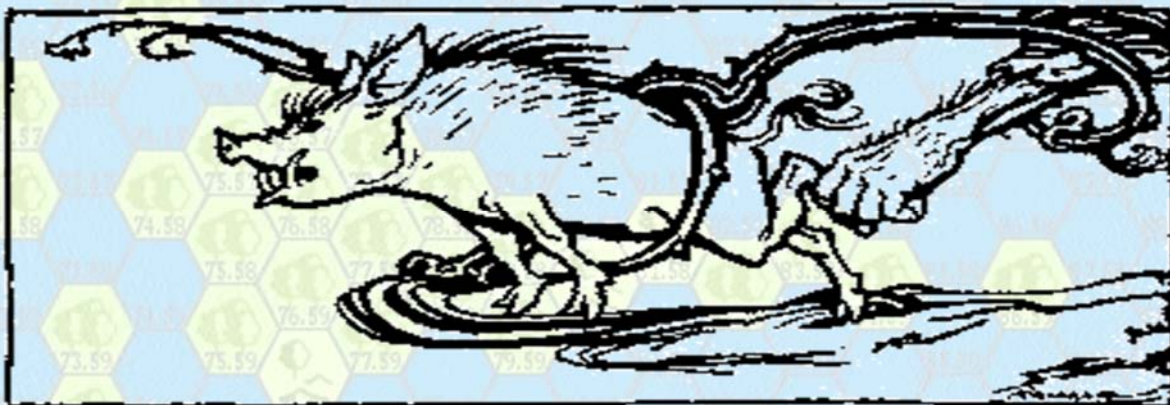
Languages

Linguistics is yet another of the independent systems at work in this game. As your character begins journeying in the North, you will need to determine what languages they are familiar with and which languages are completely alien. All of the World's (known) languages are listed in the chart below, which is followed by some explanation of how to use the chart itself.

Dead Languages	Common Languages	Living Scripts
Sundus	High Sundus Austrus	Sundus Alphabet
Dess / Disap	Nordagh / Oss / Vesten	Luden Alphabet
Andaless	Hobtalk	Hobscrawl
Ans / Goehr	Kenahr Hoej	Tiglath Glyphs
Tiglath / Lothe		
	Elfish — Arboran Confirii Dessidurii	Thornscript
Vada / Tdorszh		
Czerwa	Cavern Dwarf Ocean Dwarf Snow Dwarf	Dwarfrunes
Hohl		
Pawlish		
Gallak / Ruhmn	Dwarfish	
Beheman		
Lavithan	Orkii	
	Wozish	
Estrellan	Kalamni Om-Ge	Calculaat
	Alep	
Djagan		
Immortal Languages	Monster Languages	

Andeless Language Family

The Languages common to must human cultures all stem from the ancient Andeless, a dead language that now exists only as a rarely understood system of writing based on picto-glyphs. It is, nevertheless, the ancient language of the Gods, who gave life ot humans. Holy texts of great age & mythic provenance are written in this extremely difficult script. Andaless has two sub-families, both, likewise, extinct.

- ➤ Dess is a human, humane corruption of the ancient godspeech. It was at some point the language of all the humans who inhabited the north. As such, it is commonly found in and among ruins and is commonly taught to privileged youth in human societies. Dess is a pictographic script, each word is represented by a sign that vaguely resembles the subject of the word.
    - ▪ Sundus is a fading, but still living tongue, a further corruption of the Andaless, it was the first language spoken by humans in the southern diaspora. Sundus' essential difference with Dess is its alphabetical system which is based on distinct phonemes & is in no way pictographic.
        - • High Sundus is widely spoken in the southernmost regions of the world. It is the living version of the ancient Sundus language that is fading into obscurity. While the latter is still spoken in remote and forgotten places, High Sundus has an abundance of native speakers & prevails in urban areas. It is written in the same alphabetic script as Sundus.
        - • Austrus is a degenerate, or evolved form of Sundus – depending on who is asked. Austrus has a lilting, musical quality that is distinct from the sharper sounds of High Sundus. It is written in the same script, the Sundas alphabet.
    - ▪ Diasp is spoken in spotty regions throughout the world, though it is losing ground and has no written form to speak of. Diasp is the language of the human diaspora and it is a pidgin tongue still spoken widely at ports throughout the world. Three living and vital languages have emerged from Diasp.
        - • Nordagh is the language of the northern coasts of the southern continent. It spread from ports and quickly adapted its own system of writing. It is spoken by townsmen & traders principally. It has evolved its own phonetic alphabet called the Luden script, which has a strong & adaptable system of numeration & mathematics.
            - ○ Oss is a derivation of Nordagh that prevails throughout the southern orient. Distinct from Nordagh in its loss of many phonemes, Oss speakers are thought to have lisps, and are considered mutterers by Nordagh speakers. They in turn consider Nordagh to be uncivil
        - • Vesten is the language of the southern occident. It is related to Nordagh, slightly, though it makes much more us of tones & has many monosyllabic words. It is also written in the Luden script and native speakers speculate that the script was derived from Vesten rather than Nordagh
- ➤ Ans was the language of the priestly castes that once governed human and non-human affairs in the North. It is a secret language known by only a very few. It may never have been spoken, and only written, but that is a point of conjecture now. Ans shares qualities with Andaless but it is distinct & its glyphs are exceedingly subtle and notoriously difficult to read & write. Making matters more frustrating – the Ans script is used to write the Goehr language (also dead) but is not linguistically similar to that language's spoken form – philologists are maddened by this point of serious confusion.

Tiglath Language Family

Ancient Tiglath was spoken, supposedly, by the ancient underground human civilizations once dominant in the North. Supposedly these civilizations had a complex relationship with the stars and may have migrated from them. Tiglath is known as the language of the underworld and those who are Andaless derived speakers are very perplexed by those whose tongues descend from Tiglath. The Tiglath script is partly runic and partly binary it is written as a series of hash marks, usually carved into rock. True translations are hard to come by, but particular experts are able to decipher it.

- ➢ Lothe, the language of the underworlders was spoken, it seems, by non-human creatures descended in some way from humans. Beast-people & the like. Their language has gone extinct but a few markings and a handful of notable texts remain. These are fairly simple to transcribe, but true understanding of the alien sentiments within them is exceedingly difficult to translate.
  - ○ Goehr is the language of the last departures, the speech developed by the final holdouts of the Northern exodus. The language adapted the script of Andaless, but is descended properly from Tiglath. Its last native speakers died out two or three generations ago, but not before shedding most of the trappings of the bizarre amalgam of scripts it was written in. Goehr is written in a hybrid form of the Tiglath script & the Andaless glyphs – a form of writing known as Tiglath Glyphic which is used to write both of its descendant languages.
    - ▪ Kenahr is the language of the mendicant diaspora, the fallen kings of the north who were the last to leave. Their lines of descent ruined, they could find no kingdoms in the south. They wander still, gypsy bands of would-be-kings and their retinues, all, now in tatters.
    - ▪ Hoej is the language of the mine & the saw, is spoken commonly in camps of laborers found outside of larger cities. It is a remanant of the last human departure from the North, when the few that returned did so seasonally in search of mines & forests to harvest.

Hobtalk Language Family

Though Hobtalk is a single language with a singular written form – it is best understood as a series of complex, mutually indistinguishable local dialects. The language of the Goblins is improbably mutable, changing drastically from neighborhood to neighborhood in even a single city. Its principle feature though, is that anyone who speaks it is able to decipher and then communicate in one of the particular dialects after only a short immersion – sometimes in mere seconds. During this time there is a code-switching that occurs which oft times renders the originally known dialect incomprehensible, if only briefly. Hobtalk is written in Hobscrawl a pidgin of pictures, diagrams, paradoxes and graffiti.

Elfish Language Family

The Elfish languages are each mutually exclusive & each has its own distinctive lilt, tone & tenor. No two of the Elfish languages share all their phonemes – some make heavy use of 'Th' sounds which are not present at all in others, for example. Each of these languages is unintelligible and seemingly unrelated to the others, but all are written in the same script. Elfish history states that all of these languages evolve from the written form – the Thornscript, which inexplicably existed in nature before elfkind gained sentience. Anyone who can read the Thornscript is able to read all elf languages.

➢ Arboran – A tonal language of single syllables and many complex rhymes. Arboran is the language of civilized, urban elves.
➢ Confirii – A language of many long, internally rhyming words and repetitive tones, Confirii is the language of nomadic elves.
➢ Desiduirri – A language of sharp, chirping sounds incorporating whistles & clicks. Desiduirri is spoken by the most feral & wild elves.

Dwarfish Language Family

The Dwarfish Languages have no distinct line of descent & are largely immutable. Dwarf languages are remarkably resistant to shifts & changes which are common to languages generally. New words & phrases are very rarely invented & loan-words from other languages generally are shunned. For innovations & modifications the Dwarf languages tend to compound existing words so that a new type of sailing ship may end up being called, effectively 'Newtypesailship'. The Dwarf language has several varieties of past tense, a future tense and no present tense. All the Dwarf languages are written in the runic script of the Dwarfs – which is most properly scribed in stone or metal using a sharp stylus – it is composed principally of triangular etchings and connecting lines.

➢ Cavern Dwarf – principally spoken by tribes of underground, chthonic dwarfs. It is notable for the large array of curses & epithets, most of which involve the sun & clouds.
➢ Ocean Dwarf – preferred by the Dwarfs of the undersea world & those who live on & in coastal areas. This is the cosmopolitan dwarf language most spoken by non-dwarfs.
➢ Snow Dwarf – Favored by the mountain dwarfs of the high glacial peaks. Snow Dwarf seems to be regarded, without discernable reason, as the original, or first Dwarf language.

Dead Language Isolates

Many, many languages fade out of existence leaving no mark to speak of, a few evolve some kind of writing system and thus persist in at least a limited way. There are exceedingly abundant lost dead languages, only a handful are retained in written form, usually for specific purposes of a technical or mystical nature.

- Tdorszh – used by an unknown race of beings, this language persists in a written form that is useful for calculations & diagrams, it is often discovered as part of a technical blueprint & is still used today by Goblin inventors.
- Vada - a script used by an extinct humanoid culture, the Vada script is mystical & has a magical property – it is theorized that undead beings understand this language & it has an abundance of religious symbolism that is useful to priests of ancient gods.
- Ruhmn – The language of giants. It is speculated that long ago, giants had a proper society & were intellectually the equal or superior of the adventuring races. As they descended into feral decadence their language lost all art & subtlety – but which facets are retained by this system of runes & letters.
- Gallak – A language used by the god's ancient machines, it is written in bizarre & impossible to understand ciphers that nevertheless transmit understanding to those who understand it. The language is a series of raised & recessed points cut into pages of wood or rock – when touched they transmit knowledge in a bizarre fashion that only the most intellectually gifted can comprehend as language.
- Hohl – The undersea language of the fish-folk & their cetacean allies. Long ago when these beings had proper knowledge & understanding they were able to compose words & commit them to eternity through the manipulations of corals & sea plants. The remnants of these ancient words are still visible on the sea floor. Adaptations exist in more conventionally written forms.
- Pawlish – The knot-script was devised by an unknown race of beings. The creatures wrote their language in subtle embroidery & knotwork emblazoned on their clothing & banners – this script is exceedingly difficult to master but it is highly useful to spies and clandestine operators trying to pass hidden messages.
- Czerwa – The Wizard's language – Czerwa was never spoken and it exists as a specific, idiomatic kind of shorthand that is useful to wizards. No two writers of Czerwa have the same idiom, but all who know the language can decipher the works of another. This is the language of scrolls & spellbooks.
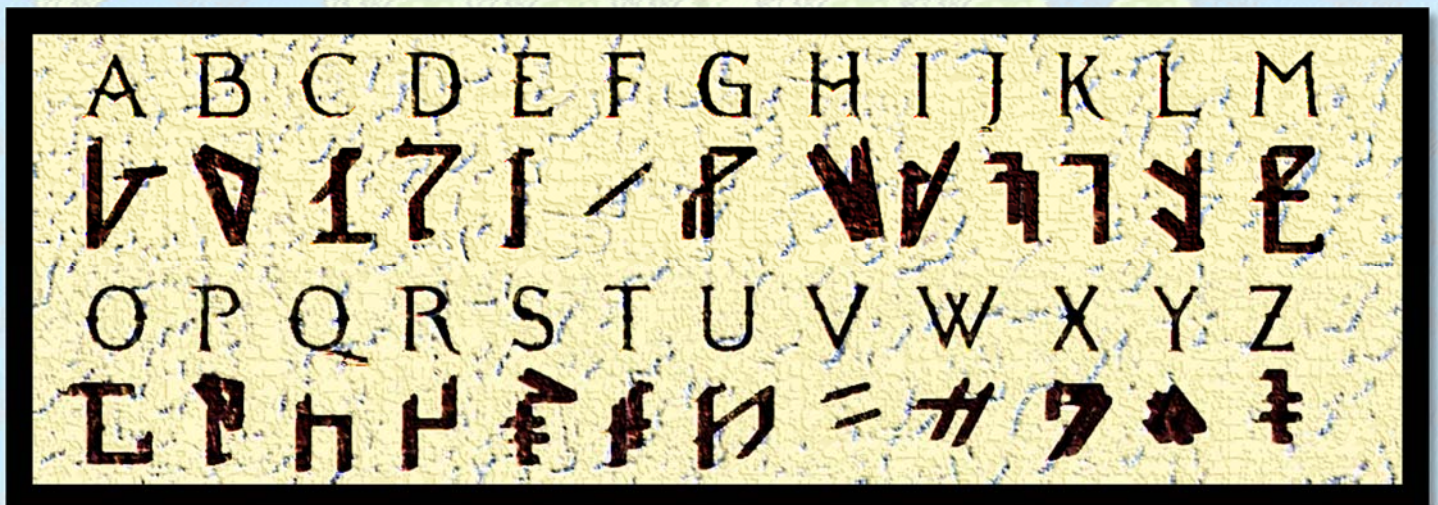
Immortal Languages

The languages of the immortals are eternal & undying, they have always existed and must always exist as they are intertwined with the very stuff of time itself. Each of the immortal languages has a relationship to beings linked to the matter & essence of the universe.

- Beheman – The language of planets, of stone & the earth. It is used by elementals and dragons & planets, moons & other celestial bodies.
- Lavithan – The language of the waters, seas & oceans. It is used by elementals, dragons & oceans, rivers & the rain.
- Djagan – The language of wind. This language is used by storms & air, mists & elementals, dragons & steams.
- Estrellan – The language of fire & stars. This language is used by elementals, demons, dragons & fires. The stars speak this language as well.
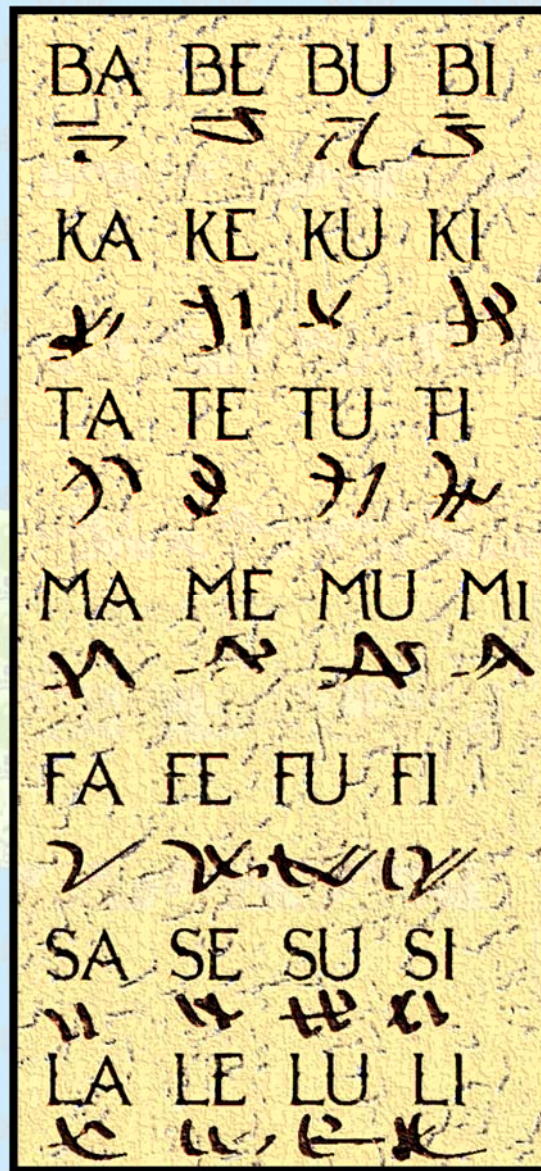
Monster Languages

Monster languages never have a written form, they are the harsh, brutal hoots & grunts of beings ill-suited to civilization but still a step beyond being animals. These languages are complex & nuanced but devoid of history or art.

> ➢ Orkii – The barking, hostile language of the Orcs. It is said those who know the Orcspeak have visions of prehistory and are better at training & hunting animals.
> ➢ Wozish – The whistling language of birdmen & tree people. This language is spoken by forest creatures & creatures of the forest. It is also commonly spoken by plant & grass faeries & many types of beastmen.
> ➢ Kalamni – The clacking, cackling language of insect-monsters, giant spiders & other crawling beings.
> ➢ Om-Ge – The language of many breeds & types of monsters. Like Kalamni, Om-Ge has evolved a primitive system of writing that uses variably numbered stacks of stones. This language is known as Calculaat.
> ➢ Alep – The language of fish monsters & aquatic creatures, a terrible foaming, gurgling language.

Determining Your Character's Languages

Your character has the potential to know a number of languages based upon their adventuring race. All characters can gain added language rolls by having a high intelligence score. A language roll is an Intelligence check – declare the language you are attempting to learn roll d20. If the die value is less than your INT score, you know the language.

Human Adventurers – Know one of the common languages and are allowed 1d4 additional language rolls to know other languages. Human cultures are varied & strange and a human character can check to know any language at all.

Elf Adventurers – Know one of the 3 Elf languages and gain d6 additional language rolls. Elfs can potentially learn any of the non-monster languages.

Dwarf Adventurers – Know one of the dwarf languages and can roll to know the other two. Dwarfs also roll to know any 1 common language.

Halfling Adventurers – Halflings know one common or dead language to begin with and may roll d6 additional languages, they may only learn common or dead languages.

Goblin Adventurers – Know Hobtalk and may roll to know d6 other languages. Goblins very rarely learn Dwarf or Elf languages.

Orc Adventurers – Know Orkii to begin, they also roll to know any two additional languages. Orcs cannot read or write unless their INT score is 8 or higher.

Numismatics can be diverting, and is sometimes a useful method for learning about the ancient and contemporary cultures you might encounter. It can also be a tedious drain on your patience, if you wish to engage in this aspect of the game, please – do so, if you find yourself disinterested, you may wish to find another player to do your bookkeeping. If you, as a player, are tasked with bookkeeping, make careful note of your PC's alignment and act accordingly.

In the North there are caches of coins and hoards collected from many inconceivably disparate peoples – each and all with their own units of measure and standardization. Colonists in the North have satisfied themselves so far with relying upon the dependable Silver Piece as the main method of exchange – disregarding that coins of the same specie might have conspicuously different weights. Sometimes a particularly shaved coin will be refused and sometimes a particularly weighty coin is taken as just one. With no rulers to speak of, the folk of the North abide by the law of averages and accept the Silver Piece irrespective of its provenance.

The Gold Piece, a rarer thing altogether is more shrewdly considered – and a Gold Piece has a value between 10 and 100 Silver Pieces – though most err in favor of the middle ground – so that a Gold Piece is usually considered (and will be for the purpose of determining Xp) to be worth 50 SP.

Players begin their time in the North with Silver Pieces equal to their charisma score.

Starting Gear

It is assumed that all characters begin their adventures in the North with little money, having spent it all journeying to the northern continent. All \player characters, though, start out in their adventuring career fully laden with Equipment. All characters begin the game loaded up with gear. A character sets out in the North fully equipped, meaning they carry as much as they are able to comfortably. A character's encumbrance value is equal to their Constitution score plus or minus their strength bonus. So for example a character with Constitution 12 and Strength 10 has 12 slots for equipment. For every point of encumbrance possible, a character rolls d%. This will indicate which tables the character will consult to determine his or her starting gear. .

The abundance of randomly generated material will, ideally, give your character a sense of identity, as a member of a strange corps of wanderers and an insight into the flavor of their abandoned homeland. Use the tables below to inform yourself of your character's native tools and garb.

Should you find that you're unhappy with your rolls and that the gear that your character begins with doesn't suit you – well, imagine how much more difficult it must all be for your character, who must actually adventure in an unknown land with only the scarce debris and strange heirlooms that he or she has managed to scavenge during the long, difficult journey, and imagine too the avarice with which such a character must look at the unclaimed lands and lost treasures of the North.

Generate your starting equipment thus:

0 – Determine how much you get – equivalent to your Constitution score plus or minus any Strength Bonus

1 – For each item, roll on the chart to determine how many qualities the individual item has. Each item in your starting inventory is described by between 1 and 5 words, so you may have a 'Sword' or you may have a 'Fine Ancestral Handshake'. Whatever you have – you always know how to use any equipment you start with – thus, if you begin with the stone surgical tools, you're able to use them effectively for their intended purpose.

Step 1 How Many Tables?	
% Roll	# of Tables
1-10	1
11-65	2
66-80	3
81-95	4
96-00	5

2 – Assign Slots – You can assign your slots to gear, weapons & armor & pets. Each slot has the indicated number of tables associated with it.

3 – For each of your items roll the indicated number of tables from step 1. For example – if you show 3 values for your first item which you've designated an armament, you would roll on 2 tables and the armaments table. Feel free to roll on the Descriptor and Materials table multiple times each, ensuring that you receive an adequately realized item.

Item Descriptors

%	Description	%	Description	%	Description	%	Description
1	Rusty	26	Colorful	51	Electrical	76	Light
2	Stylish	27	Puzzling	52	Silver	77	Heavy
3	Valiant	28	Mystical	53	Gold	78	Vintage
4	Ruinous	29	Comical	54	Deadly	79	Nondescript
5	Crude	30	Heroic	55	Dangerous	80	Sinister
6	Hollow	31	Military	56	Serrated	81	Professional
7	Perfect	32	Plain	57	Stylish	82	Decorated
8	Dusty	33	Sharp	58	Feminine	83	Woven
9	Old	34	Whimsical	59	Masculine	84	Knotted
10	Ancient	35	Huge	60	Conventional	85	Famous
11	Ugly	36	Tiny	61	Exotic	86	Ancestral
12	Traditional	37	Regular	62	Elite	87	Family
13	Fabulous	38	Small	63	Superior	88	Orderly
14	Wicked	39	Large	64	Beautiful	89	Chaotic
15	Dried	40	Vicious	65	Fireproof	90	Phantasmal
16	Official	41	Shining	66	Liquid	91	Glammered
17	Shoddy	42	Glimmering	67	Slender	92	Alchemical
18	Fancy	43	Solar	68	Arcane	93	Ingenious
19	Elaborate	44	Lunar	69	Holy	94	Numerous
20	Simple	45	Insectine	70	Heretical	95	Several
21	Impressive	46	Bestial	71	Religious	96	Many
22	Majestic	47	Civilized	72	Cute	97	Few
23	Poor	48	Naval	73	Mosaic	98	Healthy
24	Average	49	Aquatic	74	Intense	99	Robust
25	Notorious	50	Amphibious	75	Lovely	100	Adorable

Your item can accrue multiple descriptors, you may have, for instance, a Valiant Industrial sword, perhaps it once was used in a workhouse uprising and is stained with the blood of landlords.

Special Materials

%	Material	%	Material	%	Material	%	Material
1	Bone	26	Aluminum	51	Mosaics	76	Ruby
2	Shell	27	Thorium	52	Basalt	77	Feather
3	Leaf	28	Zinc	53	Metal	78	Dust
4	Leather	29	Lead	54	Porcelain	79	Sand
5	Wood	30	Uranium	55	Mosaic	80	Living
6	Steel	31	Death Iron	56	Bronze	81	Magic
7	Iron	32	Tin	57	Soapstone	82	Fossil
8	Stone	33	Pewter	58	Gemstone	83	Fiery
9	Glass	34	Molybdenum	59	Concrete	84	Lens
10	Brass	35	Titanium	60	Terracotta	85	Cardboard
11	Copper	36	Diamond	61	Tile	86	Bark
12	Gold	37	Manganese	62	Alloy	87	Carapace
13	Hide	38	Metal	63	Elemental	88	Chitin
14	Chrome	39	Cadmium	64	Cloth	89	Horn
15	Fabric	40	Iron	65	Lacquer	90	Antler
16	Silver	41	Quartz	66	Rubber	91	Spiny
17	Nickel	42	Marble	67	Paper	92	Beast Hide
18	Bronze	43	Granite	68	Magnetic	93	Monster Hide
19	Ceramic	44	Sulfur	69	Liquid	94	Monster Tooth
20	Cotton	45	Limestone	70	Obsidian	95	Fish Scale
21	Platinum	46	Travertine	71	Crystal	96	Glass
22	Fur	47	Slate	72	Keratin	97	Jewel
23	Woven	48	Sandstone	73	Ectoplasm	98	Wire
24	Skin	49	Onyx	74	Sapphire	99	Mithral
25	Flesh	50	Quartzite	75	Topaz	100	Adamantine

The particular materials involved in an items construction don't have a bearing on its ability to strike, deal damage and so on. It can certainly determine things such as its buoyancy, it's weight, luster and toughness.

Assume that most materials are adequate to your needs and that particularly dangerous items – for example a Uranium Helmet – is not sufficiently massive to create an atomic reaction.

Pets & Mounts

%	Animal	%	Animal	%	Animal	%	Animal
1	Capybara	26	Elephant	51	Moth	76	Ferret
2	Sparrow	27	Bear	52	Toad	77	Weasel
3	Parrot	28	Pig	53	Donkey	78	Salamander
4	Dog	29	Penguin	54	Mule	79	Gecko
5	Cat	30	Bird	55	Badger	80	Iguana
6	Rat	31	Cow	56	Emu	81	Goat
7	Mouse	32	Frog	57	Insect	82	Ape
8	Hamster	33	Dolphin	58	Reptile	83	Chimp
9	Anteater	34	Butterfly	59	Gorilla	84	Marmot
10	Rabbit	35	Leopard	60	Jaguar	85	Vulture
11	Duck	36	Panda	61	Panther	86	Heron
12	Goose	37	Cheetah	62	Dove	87	Pony
13	Falcon	38	Bird	63	Spider	88	Elk
14	Eagle	39	Turtle	64	Bat	89	Moose
15	Wolf	40	Fox	65	Puppy	90	Scorpion
16	Deer	41	Chicken	66	Fly	91	Constrictor
17	Platypus	42	Owl	67	Sheep	92	Asp
18	Lemur	43	Giraffe	68	Husky	93	Pigeon
19	Monkey	44	Bee	69	Impala	94	Raven
20	Horse	45	Puma	70	Kangaroo	95	Shark
21	Zebra	46	Wolverine	71	Crocodile	96	Bull
22	Snake	47	Cougar	72	Mongoose	97	Cricket
23	Tiger	48	Ladybug	73	Robin	98	Mastiff
24	Lion	49	Hippopotamus	74	Coyote	99	Amoeba
25	Fish	50	Buzzard	75	Squirrel	100	Tortoise

Animals, mounts and pets all have their own natures and behaviors – which can also be randomly determined.

Should you end up with a bronze ladybug or a steel anteater – you should consider this to be a statue, emblem or piece of decoration, rather than a living creature.

You can use the animal table to add a descriptor to another item – Eagle Armor having an evocative sound to it, for example.
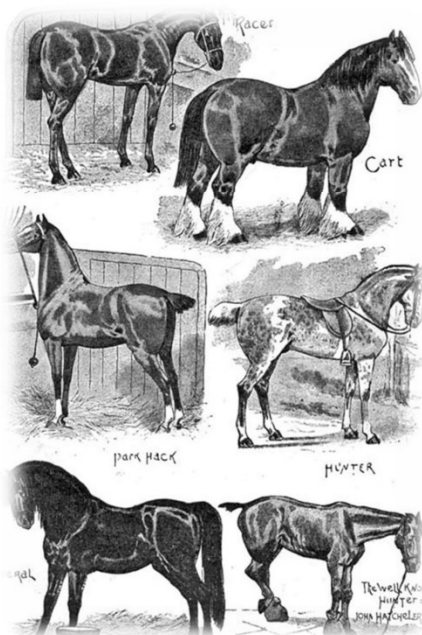
If you gain a mount (a very large animal that can be ridden) or a pet (a medium-sized animal that is a companion) – you can generate it's statistics and qualities using the following tables.

Mounts

Physical Qualities			Mental Qualities		
Roll	**Size**	**HD Die**	**Roll**	**Smarts**	**HD**
1	Very small	d4	1	Very Stupid	3
2-4	Small	d6	2-4	Stupid	5
5-9	Regular	d8	5-9	Regular	7
10-11	Large	d10	10-11	Smart	9
12	Extremely Large	d12	12	Very Smart	11
Special Qualities			1	Very friendly	
1-2	Nothing Special		2	Likes to run	
3-4	One Trait		3	Gets lonely	
5	Two Traits		4	Curious	
6	Three Traits		5	Independent	
			6	Bites	
Abilities			7	Prankster	
Saves		20-HD	8	Very tempermental	
Attack Bonus		HD-3	9	Loves to eat	
Damage		=HD die	10	Hates to run	
			11	Saddlewise	
			12	Very gentle	
			13	Very tame	
			14	Knows tricks	
			15	Bloodthirsty	
			16	Easy to train	
			17	Very Noisy	
			18	Exceptionally smelly	
			19	Won't pull anything	
			20	Throws riders	

When you gain a mount, it's specific qualties are determined randomly, roll d12 to determine how smart it is, how large it is and then roll a d6 to determine if it has any special or notable qualities and traits.

Pets

Physical Qualities				Mental Qualities		
Roll	**Size**	**HD Die**		**Roll**	**Smarts**	**HD**
1	Very small	d2		1	Very Stupid	1
2-4	Small	d3		2-4	Stupid	2
5-9	Regular	d4		5-9	Regular	3
10-11	Large	d6		10-11	Smart	4
12	Extremely Large	d8		12	Very Smart	5

Special Qualities			1	Extremely Vicious
1-2	Nothing Special		2	Likes to run
3-4	One Trait		3	Cries and whimpers
5	Two Traits		4	Very stinky
6	Three Traits		5	Exceptionally loyal
			6	Jumps on people

Abilities			7	Drools constantly
Saves	20-HD		8	Very tame
Attack Bonus	HD-3		9	Knows tricks
Damage	=HD die		10	Bloodthirsty
			11	Chases everything
			12	Good at jumping
			13	Greedy eater
			14	Easy to train
			15	Obnoxious
			16	Plays pranks
			17	Steals
			18	Very gentle
			19	Likes to herd
			20	Cowardly

When you gain a pet, it's specific qualties are determined randomly, roll d12 to determine how smart it is, how large it is and then roll a d6 to determine if it has any special or notable qualities and traits.

Equipment & Tools

%	Gear	%	Gear	%	Gear	%	Gear
1	10' Pole	26	Bag	51	Cane	76	Hook
2	Oil	27	Backpack	52	Jar	77	Stethoscope
3	Thread	28	Mirror	53	Mess Kit	78	Fairy Bread
4	Rope	29	Microscope	54	Sewing Kit	79	Jelly
5	Soap	30	Flag	55	Medicinal Crystal	80	Poison
6	Mug	31	Brush	56	Drug	81	Abacus
7	Ink	32	Basket	57	Trumpet	82	Journal
8	Paper	33	Lamp	58	Powder	83	Torch
9	Seal	34	Lantern	59	Elixir	84	Heart
10	Seeds	35	Broom	60	Peg Leg	85	Saw
11	Stirrups	36	Smile	61	Hook Hand	86	Rose Petals
12	Spurs	37	Pose	62	Eye Patch	87	Liver
13	Map	38	Mallet	63	Earplugs	88	Tincture
14	Book	39	String	64	Saddle	89	Infusion
15	Pan	40	Chalk	65	Drum	90	Dentist Tools
16	Candle	41	Medicine Bag	66	Scalpel	91	Surgery Tools
17	Whistle	42	Healing Herb	67	Bonesaw	92	Forger's Kit
18	Bell	43	Health Potion	68	Needles	93	Thieves' Kit
19	Handshake	44	Attitude	69	Pills	94	Toolbox
20	Blanket	45	Identity	70	Tincture	95	Art Supplies
21	Pillow	46	Syringe	71	Potion	96	Tackle box
22	Spyglass	47	Bandage	72	Remedy	97	Manacles
23	Spikes	48	Spectacles	73	Plaster	98	Chain
24	Kit	49	Horn	74	Poultice	99	Fiddle
25	Pouch	50	Crutch	75	Salve	100	Lute

In general, a medical supply or device will simply help aid and recovery from wounds and other injuries. Applying any of these can grant a benefit to the character or those whom the character attempts to heal.

The various prosthetics are either on hand or have been installed in some way – so a character who rolls a 'Fabulous Steel Peg Leg' may choose to have a peg-leg in place of their leg, or to simply have the device available, in case it is needed.

Some items are prophylactic and can assist in defending against unexpected circumstances.

Some items are enhancements and may provide temporary or conditional benefits.

Pieces of equipment are effective for accomplishing different tasks or objectives and should always be considered to be somewhat inalienable and persistently available to a character. Some gear – like a Handshake or a Smile – indicate that your character has knowledge of or a knack for this kind of a thing. A 'Glorious Handshake' will probably give you a benefit to dealing with others who experience it. Meanwhile, 'a Wicked Steel Longcoat' might count as an additional piece of armor, use your imagination and apply only as much discretion as you see fit.

Weapons & Armor

%	Armament	%	Armament	%	Armament	%	Armament
1	Sword	26	Arrows	51	Plate	76	Bracelets
2	Axe	27	Cutlass	52	Scale	77	Anklet
3	Dagger	28	Bayonet	53	Banded	78	Mail
4	Hammer	29	Boomerang	54	Flacata	79	Banded Mail
5	Bow	30	Chacram	55	Ring	80	Leather Armor
6	Spear	31	Bola	56	Necklaces	81	Brigandine
7	Staff	32	Harquebus	57	Robe	82	Ring mail
8	Crossbow	33	Dirk	58	Gorget	83	Buckler
9	Longbow	34	Claymore	59	Studded	84	Quilted
10	Mace	35	Falchion	60	Padded	85	Necklaces
11	Polearm	36	Morning Star	61	Necklace	86	Gauntlets
12	Club	37	Flail	62	Bracelet	87	Pauldrons
13	Halberd	38	Punching Dagger	63	Pectoral	88	Cape
14	Lance	39	Epee	64	Earring	89	Lorica Segmentata
15	Javelin	40	Cannon	65	Necklace	90	Lamellar Armor
16	Knife	41	Pistol	66	Ring	91	Karuta
17	Claw	42	Hatchet	67	Earrings	92	Mirror Armor
18	Broadsword	43	Stick	68	Pendant	93	Splint Armor
19	Longsword	44	Dart	69	Rings	94	Cuirass
20	Whip	45	Spur	70	Brooch	95	Coat Of Plates
21	Scimitar	46	Helmet	71	Shirt	96	Marion
22	Shield	47	Breastplate	72	Bangle	97	Close Helmet
23	Scepter	48	Greaves	73	Charm	98	Kite Shield
24	Pike	49	Armor	74	Cloak	99	Targe
25	Katana	50	Chainmail	75	Razor	100	Talwar

Weapons deal damage, each according to their size and the strength required to use them with this damage die table as a basic guide you can discern modifications based on things like size and material. An 'aluminum hammer' for instance is probably a medium or light weapon – while a 'gigantic steel dagger' is probably a heavy weapon.

The Referee may indicate that by using a light weapon or no weapon, you are fast enough to attack more than once during a turn. Likewise, you may be able to wield a heavy weapon against multiple opponents at once by striking only once during a round. These considerations are part of your character's Maneuvers. Recall that your character begins play knowing one maneuver already – and that you gain

additional maneuvers with every HD you earn. A maneuver is simply a move or trick that you've come to rely upon and have mastered.

Weapon Type	Damage Die
None	d4
Light	d6
Medium	d8
Heavy	d10

As an aid to a maneuver, you can develop an affinity for a weapon that gives your some advantage with a maneuver. By expending 500 Xp you can indicate one of your weapons and one of your maneuvers. The Maneuver becomes easier to perform or you gain some added benefit when performing it with the weapon in question. This is specific to a weapon, not a category or type of weapon.

For example – you have a 'Broad Swing' maneuver, where you try to attack multiple surrounding opponents. Realizing that your 'naval battle-axe' is uniquely suited to this maneuver you practice and pay the Xp tax. Now, when using the weapon you add a bonus to your attack or damage rolls (in most cases equal to your HD).

Should you roll a natural weapon, like a punch a kick or a bite – you are not necessarily considered to be unarmed – or using 'none' from the above chart – rather, your hands or feet or teeth are *weapons* – capable of at least being light weapons, but perhaps more, depending on your size and the composition of the rolled weapon – an 'ancient fossil punch' might simply be the name of the obscure martial-arts technique you've been trained in. Perhaps by dinosaurs.

A ranged weapon such as a pistol or a bow will be able to target anyone that the Referee deems you able to see. In these cases, a missed attack indicates that the shot has fallen low. There are no range limitations beyond the Referee's adjudication and application of attack penalties based on visibility and distance.

Armor Type	AC Provided
None	0
Light	+2
Medium	+4
Heavy	+6
Super-Heavy	+8
Shield	+2

Armor provides protection in the form of an increase to your Armor Class. Armor protects according to its weight and strength – which you should be able to infer from the descriptors. 'Impressive Steel Mail' is likely going to be either medium or heavy armor, based on your discretion.

Without Armor, your AC is 11 less or plus any bonus derived from an exception Dexterity statistic. Armor improves this value by the indicated bonus.

Light & medium armor count as a single space in your encumbrance, while heavy armor counts as two. Super-heavy armor counts for three slots and cannot normally be worn by any except for Dwarfs.

Should you have multiple pieces of armor that could be joined into a single suit – for example a light helmet and a Heavy Breastplate, you may combine them. You can only add pieces that will sensibly combine. When you do combine components, they each count against your encumbrance as normal, and only the heaviest piece adds its full bonus, every other piece adds half its bonus to a maximum value of +12.

A shield applies its bonus separately and it always grants a +2 bonus to your AC so long as you wield it. A character with a shield can forgo moving and attacking for a turn and instead gain a +10 to his or her AC until the next turn. A character can choose to learn maneuvers (as with weapons) that apply to the shield and grant better defensive bonuses.

Characters can attempt, as well, to attune their Armor to them at the expense of 5,000 Xp. Well-worn armor of this sort reduces its encumbrance by 1, and with an additional tax of 10,000 Xp a piece of armor can increase the protection it grants by 1 point of AC.

In all, a character's AC is the most difficult and expensive of all the traits to improve and it has, effectively, an upper limit of 26 (though such thoroughly armored character would likely be immobilized.

Attack – A character attacks whoever and whatever they wish as often as they wish to. To do so, a character simply rolls a d20, adds any relevant attack bonuses (gained by purchasing improvements to attack with XP) as well as any modifications based on having very high or very low statistics. Strength applies to hand to hand attacks, dexterity to ranged attacks. An attack requires only 1 turn to perform, though positioning oneself and closing in to attack may require turns as well. Reloading a bow or drawing a hand-to-hand weapon requires a turn as well. Weapons deal damage based on their type, and type is determined by how big and heavy the weapon is.

Armor Type	AC Provided
None	0
Light	+2
Medium	+4
Heavy	+6
Super-Heavy	+8
Shield	+2

Weapon Type	Damage Die
None	d4
Light	d6
Medium	d8
Heavy	d10

Confidence – PC and NPC followers have greater confidence in a PC who is Charismatic. Whenever circumstances call for a morale check can cause his or her followers to succeed against breaking by making a successful Charisma check.

Defend – A character's defense score or Armor class is determined principally by what armor they wear, but also by their dexterity scores as well as by their tactical choices in a combat. Taking cover is useful in this respect. Armor provides a benefit to AC based on its type.

Encumbrance – A character can carry, without difficulty, a number of pieces of gear equal to his Constitution score, less or plus the bonus derived from strength. Heavy armor counts as 3 pieces of equipment, medium armor as 2. A two handed weapon counts as 2 pieces and every 20 shots of ammunition count as 1 and every 100 coins count as 1 piece of gear for the purposes of encumbrance. Characters who exceed this capacity are **Encumbered** – per the status effect. Characters can continue piling on loot and equipment to a maximum value equal to the sum of their Constitution and Strength scores, once this limit is exceed they are immobilized. Dwarfs with the Carrying-Capacity ability do not become encumbered until they have hit this threshold and do not become immobile until their pieces of carried gear are equal to double the sum of their Strength and Constitution scores.

Encumbered – Once a character exceeds his or her normal encumbrance, they gain the encumbered penalty. Encumbered characters can take only one action in a round, cannot run, and suffer a penalty to attack and defense equal to the number of pieces of gear by which they exceed their encumbrance maximum.

Impairments – including: Blindness, Deafness, Lameness, Fear, Poison, Unconscious, Defeated – *Blindness* may be permanent or temporary – generally it inflicts a severe penalty on attack and defense. Characters cannot attack, move normally or defend against attacks if they are blind. Invisible opponents treat anyone they interact with as if they were blind. *Deafness* is similar – in that a character cannot try to listen for sounds, is incapable of moving quietly and is more prone to being ambushed. *Lameness* – indicates that a character cannot walk or can only do so with difficulty. *Fear* – A character afflicted with fear must run away if able and otherwise cower in terror. *Poison* – Poisons can inflict Blindness, Deafness, Lameness, Paralysis and Death. Sometimes all 5 at once. *Unconsciousness* is the first step toward death. Characters can be knocked unconscious by many effects – but commonly become unconscious when their hits are reduced to 0. Characters whose HP total is reduced below zero makes a saving throw vs. death or are immediately killed. There is a way that a character can attempt to survive being killed. A character can chose to become *Defeated* – in this case, the player accepts that their character is permanently made Lame, Deaf or Blind they can survive what might otherwise have killed them.

Initiative – A character's Dexterity score determines when their actions take place in a combat round. When a battle is called everyone rolls 1d6 and adds it to their Dexterity score, this is the initiative value and it determines which Turns a character acts in a Round. A **Turn** is an interval within a round. A round is comprised of <25 turns. Actions take place as the Referee counts down from the highest to lowest value. This happens in a sequence based on the initiative score and very quick characters can act on multiple turns in a round. If a character's initiative score is higher than 20 they act on 3 turns, if it is higher than 10 they act on 2 turns, if it is less than 10 they act on 1 turn. The turns a character acts on are based upon the ordinal digit of the score – which sets the number of turns that are acted on (20 = 3 turns, 10 = 2 turns, 0 = 1 turn). The actual turn is based on the second digit and a character acts on every iteration of that digit in the Round. Should a character have an initiative score of 22, that character acts on turns 22, 12 and 2. If a character has an initiative score of 17 the character acts on turn 17 and turn 7. **A Round** consists of all the turns before the count resets and initiative is recalculated. Initiative is re-rolled every round, allowing players and NPCs to rally, reposition or gain advantage, lose ground and so on. Certain actions take an entire round to complete – this means that a character who engages in that action cannot act on multiple turns – all the turns in the round are devoted to that action. Spellcasting, principally, falls into this category, however it is not the only action that requires an entire round to perform. Reloading a bow requires a turn while firing it also requires a turn. Drawing a weapon requires a turn as does attacking with it. A character can move a number of spaces equal to half their dexterity score during their turn or they may run for the entire round and move double their dexterity score in spaces. All of these rules are modified by equipment carried and other traits that a character may possess.

Influence - Player characters will need to influence others in order to thrive in the North. Influence is strongly affected by a character's wealth and subtly influenced by their Charisma. To influence another person, or a group of people (only creatures that have and understand language may be influenced, generally) a player must first declare what they want the NPC to do, and then must declare how they ask the NPC to do this. The character's intentions can certainly be concealed, and a player is encouraged to deceive the Referee as well as they are able in such a case. The stated goal is relevant to determining the player's success, as is the way in which they broach the subject. Once these are established the Referee will apply a modification to the required roll and the player will roll 2d6 to determine the outcome. The roll is modified by any Charisma bonus the character has, as well as by spending money. For 1 GP the roll is increased by 1, for 10 it increases by 2 and so on and for 100 GP it increases by 3 and so on. The success of the check to influence is then determined based on the initial disposition of the NPC. If the target is met or exceeded the NPC is influenced to perform according the character's wishes. If the threshold is exceeded by more than 5 the NPC's disposition is improved by one step (either up or down – depending on the Player's wishes)

For example- Bester, a congenial Halfling meets some rough and ugly goblins out behind the tavern. He doesn't like goblins and feels like

Retainer Loyalty	Loyalty Score
Will die for you	6
Will kill for you	5
Will fight for you	4
Will not immediately flee	3
Will help you	2
Will go along with you	1
Will abandon you	0
Will betray you	-1

hurting their feelings. The player indicates that he wants the goblins to drop their guard so that he can get in close to pummel them. He does this by giving a speech that the Referee is amused by. The Referee determines that the goblins are Mistrustful to start but reduces the influence target to 9 from 12 – based on the speech. Bester also lets it be known that he has an amount of money he's interested in sharing, and he has a very handy charisma bonus of +4 to such checks thanks to the Halfling's sociability trait.

NPC Disposition	Influence Target
Wrathful	30
Merely hateful	20
Malicious but idle	15
Mistrustful	12
Indifferent	10
Curious	8
Congenial	6
Friendly	4
Loving	2

The dice are rolled and Bester gets a 12 – boxcars. The total result is 18. The Referee rules that Bester can make the Goblins feel however he wants. Bester and the Referee quickly determine that the player has successfully goaded the goblins into fighting each other for the few coins that the Halfling tosses at them – a truly humiliating debacle.

Leadership – Characters will often be aided by hirelings and allies. The number of people that a PC can directly command is related to his Charisma score. A character can command directly a number of HD of NPCs equal to his or her charisma score. So a character with a Charisma score of 12 could command 4 3HD lieutenants, for example. Fielding an even larger organization is possible by delegating command

to the lieutenants and so on, in a hierarchical formation. Leadership is sometimes tested – this often takes the form of an influence test. Hirelings and retainers have loyalty to a character that is likewise based on Charisma. A retainer will go into danger and struggle alongside a PC for money, but unless they are motivated by a belief in the Character's goals and vision, they will certainly abandon a lost cause. An NPC's loyalty is determined by finding the difference between the NPC and the PC's HD and then adding any relevant Charisma modifier. The higher the number the more loyal the NPC. An NPC's loyalty can be improved with Influence checks once the starting score has been established.

For Example- Pooloo, a Goblin, has 5 HD and a -1 penalty to his charisma rolls. He hires an NPC shield-bearer and establishes the NPC's loyalty. The Shield bearer has 3 HD and when compared to Pooloo's 5 that leaves 2, applying Pooloo's charisma penalty shows that the NPC shield bearer will merely go along with Pooloo and will likely not engage in any type of battle on his employer's behalf.

When commanding retainers in battle, all the retainers hired by a PC act on the turn immediately following the PC – and then, only if the PC gives commands. Only exceptionally loyal retainers will act without clear direction. NPC retainers act only on one turn of a round, regardless of how many times the PC acts.

Maneuvers – A maneuver is a technique that a character comes to rely on, a gimmick, a go-to tactic or a specific art that is a signature for them. Any character can develop a Maneuver, and a maneuver can be anything that a character wishes it to be – so long as the Referee is content to allow it. Generally a maneuver is a specific combat tactic that has a drawback and a benefit. The essential Maneuvers are *Taking Aim* – which gives a character a benefit to attacks at the expense of a turn & *Brute Strike* – which reduces accuracy by half but increases the damage dealt by double. Other varieties of Maneuvers can certainly be established, but a character tends to be limited, in his or her repertoire based on how many HD they have. A character can only have a number of Maneuvers equal to their HD.
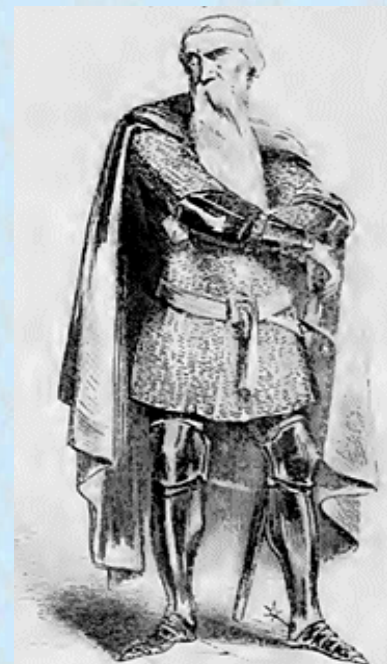
Reactions – Determining the relative danger presented by a PC is the major challenge of all NPCs. When encountering a stranger for the first time the Referee will establish their relative wariness. This is principally ruled by establishing which reaction dice the interlocuting Player character will roll to establish the NPC's reactions. A high roll is favorable and a low roll is mistrustful, sometimes to the point of provoking an insult or even an attack. Dangerous looking Players interacting with a band of outlaws will have to roll 2d4 on their reactions, while a beautiful elf maiden hoping to seduce an eligible elf bachelor maybe allowed to roll 2d12. In any case the roll

is aided by bonuses gained through a high charisma.

Initial reactions are certainly mutable and can be increased or decreased by successive Influence rolls – but are most properly affected by Role Playing choices, actions and the general tone of the Player Characters attitude toward the NPC in question. The dice only determine disposition when there is a question as to what the disposition should be. A player can't attempt to woo someone while they are attacking them (usually). If the final reaction falls below 1 a melee always ensues.

NPC Disposition	Reaction Roll
Loving	30
Friendly	20
Congenial	15
Curious	12
Indifferent	10
Mistrustful	8
Malicious	6
Hateful	4
Wrathful	2

Spellcasting – With specific exceptions a Spell takes 1 round to cast. The spell effect takes place immediately on the character's first turn on the next round.

Survival - A character can survive without food, water or sleep for some amount of time determined by his or her constitution score. A character miss a number of consecutive days without sleep equal their constitution score -10 before he or she begins to suffer severe penalties to all rolls. A character can go ½ their constitution score in days without food and ¼ their constitution score in days without water. At any point, if a character exceeds one of these limits he or she begins to accrue penalties. Each subsequent day spent without food, rest or water adds a cumulative penalty of 1 to all rolls. For example – Nevar a hardy soul with a Constitution of 12 finds himself stranded in a desert with hungry vultures circling overhead. He can walk without sleeping for 2 days before beginning to take penalties. On the 4th day – he is penalized 3for his sleeplessness and now at an additional -1 for having gone without water. By the time hunger begins to take its toll, on the 7th day, he is already taking a penalty of 9. The penalty is applied to Hit Points as well as dice rolls. If Nevar has a normal maximum of 10 Hit Points he is reduced by this time to 1.

Travel & Speed – Your character can move through the world at a speed determined by his or her Race and modified by his or her encumbrance. The standard rates of speed while traveling are listed in the table below, this lists your rate of travel in different environments. Movement rates are listed in 'hexes'. This is intentionally left somewhat obscure – this may be in Hexes

per day, per hour or per scene – whichever is relevant to the maps that the Referee is using. Abstractly – the listed rate can be considered in Miles per hour.

In a combat scenario you move a number of 'squares' equal to your dexterity on each of your turns. The square is an intentionally vague distance that might vary between a meter or a foot depending on the scene. There is no standard measure of distance in the Game of the North, as situations call for smaller or larger venues for each scene to play out. For the sake of any inevitable calculations, consider your speed to be equal to your dexterity score in meters per turn.

Movement rate in Hexes						
Terrain	Elf	Dwarf	Goblin	Halfling	Human	Orc
Civilization	3	2	3	3	4	3
Plains	4	2	3	2	3	5
Hills	4	2	3	2	2	5
Forest	5	1	2	2	2	4
Mountains	3	3	2	1	2	3
Jungle	4	1	2	1	1	3
Swamp	3	1	3	1	1	3
Desert	4	2	3	2	2	5
Glacier	2	3	1	1	1	3

Visibility – Your vision is determined by the amount of light available, your race and any impairments you are experiencing. A *Blind* character cannot see at all. Most characters can see 2 hexes, Elves and Orcs may gain abilities that increase their visual range. Characters cannot see at all in darkness, though some races are able to gain abilities allowing them to see partially or completely in the dark. Total darkness affects all characters as if they were *Blinded*. Blinded characters cannot see, cannot make ranged attacks (accurately at any rate, they may attempt all they want). Their AC drops to 5, irrespective of their armor or dexterity and they make melee attacks and other actions with severe penalties.

Obstructions to visibility provide cover – cover adds to Armor Class – between 4 and 10 points. If you gain the full 10 points of bonus, you are completely covered – which means you are also unable to attack the target you have sought cover from. Complete cover works both ways. At the lesser ends of the spectrum the Referee needs to determine how much cover applies to each and every combatant.

Visibility tends to govern all awareness – a target who is attacked unawares is very likely to die immediately. This is resolved as follows – damage calculated for the attack (which must still hit AC 5). If the damage dealt exceeds or equals the target's HD – the target makes a Save Vs. Death or dies instantly. If the save succeeds the target has 1 HP. If the damage does not exceed the HD of the target, the damage is applied normally.

Maneuvers

A character's maneuvers are tricks of combat or adventuring that become specialties and trademarks – techniques that they are known by. For every HD a character possesses they can designate one maneuver.

The default maneuver – for players disinclined to devise their own play mechanics – is the Critical Hit. A critical hit is the result of a roll of 20 on the die during an attack. When the hit strikes, roll & calculate the damage dealt twice.

Should a player wish it, they can forgo the default critical hit maneuver, or retain it – and create other maneuvers as they increase in HD. Maneuvers are, again, the character's signature moves. Certain considerations need to be taken into account when devising them, but overall the player should have a good deal of freedom in planning their maneuvers. The Referee retains a veto power over any maneuvers that are deemed inappropriate.

Firstly – no maneuver is ever a prerequisite for another maneuver – maneuvers cannot be progressive in this way. Maneuvers must stand alone and only one is ever applied at a time – for instance a player could create a maneuver to use two weapons at once, but would not be able to create a different maneuver that allowed them to use two weapons at once and strike a critical hit with both weapons.

Secondly – a character, during his or her turn, can always move and attack. Movement involving a skill – for instance climbing a wall or moving quietly, is still movement – so no maneuver need be designated to allow a character to swing from a rope and then attack, or sneak up on an opponent and then attack. All characters are capable of these actions.

Third – A maneuver should have some trade off – a benefit applied by a maneuver should require some kind of sacrifice on the part of the player. For example – a maneuver involving dealing extra damage to a target after sneaking up on them would not be appropriate, however, a maneuver in which a character sneaks up on an opponent and then takes two turns to slit their throat would be appropriate.

Appropriate trade-offs include:

- Requiring an extra turn to perform
- Reducing AC
- Reducing the damage die

- Requiring a specific die roll
- Reducing to-hit bonuses
- Reducing movement

Appropriate benefits include:

- Increasing the number of affected targets
- Reducing AC of a target
- Increasing damage die
- Improving AC

- Increasing movement
- Increasing number of attacks
- Tripping, disarming, maiming or tricking an opponent

Different characters may have different maneuvers that have the same effects. For instance- 7-Names the Elf Assassin has an attack in which he strikes with two blades at once. This maneuver reduces his AC by 2 as he is incapable of defending while stabbing with two swords. His maneuver reduces his AC by 4 while increasing the number of attacks in a turn by 1. Meanwhile, the Dwarf warrior Opal uses a maneuver where she swings wide at multiple opponents, leaving herself recklessly open while wielding her hammer. She makes two attacks on her turn and reduces her AC by 4 for the round. Both maneuvers are distinctive to the characters that use them – but they have similar effects.

You may wish to elaborate on these ideas and come up with maneuvers that are much more involved, or that have a series of required behaviors. A character could, conceivably, devise a maneuver in which, whenever she goes last in the initiative order, she bellows wildly, flings herself at the nearest opponent and attacks furiously – reducing her movement and increasing her damage die twice while reducing the AC of the target. Such a maneuver has very specific requirements and so combining good effects is not excessive or inappropriate. The referee is always the final arbiter, but be aware, when coming up with your maneuvers that particularly onerous requirements may cause your maneuver to never be used.

Sample Maneuvers The Kamu Kida School

The Kamu Kida school of war is noted for its belligerence & its pursuit of personal perfection achieved through war. The school itself sometimes fields military units and these are always staffed with the most romantic & wishful members of the school, meanwhile – the true masters of the order never engage in battle lightly, they are considered a treasure and they only risk their lives to prove the integrity of the school – never for money or for territorial gain.

The school is a place of learning – but it also a school for gamblers & those with extreme personalities, it favors chaos in the battlefield & it relies on both fluidity of form & excellent martial skill. Only the most skillful of warriors can make use of the school's truly advanced techniques, and even they rely almost as much on chance as on skill.

The school teaches several maneuvers called Kadens. These Kadenses are taught as randomized contingencies which can be brought to bear in a seamless, random flow. The higher level maneuvers require exceptional skill since they only work when the attacker is able to actually hit their opponent with a low die-roll on their attack. PCs who have these maneuvers must take note of their natural rolls when making their attacks as each roll specifies a certain effect. These effects don't occur at all, however, if the attack roll is not sufficient to overcome the opponent's AC.

Players who wish to use these maneuvers must learn them in sequence, no kadens can be skipped.

First Kadens – The first maneuver utilizes the primary weapon of the Kamu Kida – the long-bladed spear, a heavy weapon. This kata is intended to strike the weak opponent aggressively. **On a roll of 20 on the attack die, all damage on the attack roll is doubled.**

Second Kadens – The second maneuver improves upon the methods of the first, but it anticipates a well-armed opponent. **On a roll of 19 on the attack die, the opponent drops their weapon.**

Third Kadens – Maneuver three utilizes the versatile length & reach of the spear to attack multiple opponents simultaneously. **On a roll of 18 on the attack die, the attack targets all opponents within 2 spaces of the character.**

Fourth Kadens – The fourth kata is the first of the so called *daring tier* – which is useful only to well trained & skillful martial artists. It is best used against opponents wielding a shield, as the move takes a shield out of play briefly. **On a roll of 17 on the attack die, the target of the attack takes normal damage & also has their AC reduced by 4 for the remainder of the round.**

Fifth Kadens – the fifth kadens utilizes the spear's penetrating point to pierce an opponent's foot. **On a roll of 16 on the die the opponent's speed is reduced by 4 for the remainder of the round.**

Sixth Kadens – This kadens inflicts a lighter wound but one that is intended to bleed which causes lingering harm. **On a roll of a 15 on the attack die, the opponent takes reduced damage (use d8 instead of d10). This damage occurs again on each of your turns for the rest of the round.**

Seventh Kadens – The kadens of the low-sweep. This attack targets the legs & is intended to knock down an opponent. **On a roll of 14 on the d20 attack die, the opponent falls prone.**

Eighth Kadens – The kadens of the pressed point. This attack presses the point of the spear, which drives an opponent back. **On a roll of 13 on the attack roll, the opponent takes normal damage & must move two squares away. If they are unable to do so they take 3x damage.**

Ninth Kadens – The whirling kadens of frenzy. The spear is spun in a terrific flourish. **On a roll of 12 on the attack die the opponent takes damage normally, and all opponents adjacent must move one square away from you.**

Tenth Kadens – The first of the so called madman's kadenses. This maneuver is extremely difficult to utilize but it is terrifically effective against poorly armored opponents. **When you roll an 11 on the attack die your opponent takes normal damage from the spear blade & is hit again, in the gut with the butt of your spear & is sickened as a result.**

Eleventh Kadens – A madman's kadens. The spear drives home & hinders the attacker's aggression. **When you roll a 10 on the attack die your opponent takes damage and suffers a -4 penalty to attack rolls against you for the rest of the round.**

Twelfth Kadens – A madman's kadens. The spear whirls diabolically. **When you roll a 9 on the d20 attack die, your opponent and all other opponents within 2 spaces take the spear's damage.**

Thirteenth Kadens – A madman's kadens. You twist your spear when it strikes, filleting your opponent & leaving them gasping. **When you roll an 8 on your to-hit die you deal damage & your opponent cannot act at all during the next round.**

Fourteenth Kadens – First of the impossible kadenses, this maneuver is rarely seen executed. You flash your spear's blade in the light, flashing a blinding ray into the eyes of your enemy. **When you roll a 7 on your d20 attack you deal damage normally & your opponent is blinded. The opponent may make a save vs. Devices the next day to recover.**

Fifteenth Kadens – An impossible kadens. This maneuver is the fabled death-blow. **When you roll a 6 on your to-hit d20 roll your opponent takes damage & immediately suffers the defeated condition.**

Sixteenth Kadens – The last impossible kadens, when you strike, you strike with a berserker fury. **Any time you roll a 5 on your attack roll your opponent takes damage & all of their allies within 4 squares likewise take damage.**

Seventeenth Kadens – The notorious & legendary last kadens. This maneuver is known to inflict furious harm on all opponents. **When you roll a 4 on your to-hit roll you deal damage to all enemies in the encounter. They take this damage on your next turn as well but you cannot take any action during that turn.**

Eighteenth Kadens – A maneuver never seen in this world, it is spoken of as a dream that only the great masters of the Kamu Kida can even envision, and even then, only in fevered dreams. **When you roll a 3 on your attack roll you instantly kill your opponent.**

Sample Maneuvers The Rouge Reaver's Panoply

The Rouge Reaver is a peculiar individual, known variously as a Troll, Ogre or Oni, she is most likely a half Orc-half Goblin hybrid known for having scarlet skin, fiery orange hair & crimson eyes. Though unmistakable her trademark is not her coloration but her armaments, of which she carries dozens for varied occasions. "A sword for every battle, a knife for every murder." Is her supposed motto.

The Rouge Reaver's maneuvers all require a specific weapon, they cannot be executed without a specific weapon in hand. Should any of her weapons be lost in the course of a combat she loses access to the maneuvers that require them. If one of the weapons is lost permanently, she is able to retrain using a new weapon, replacing the lost maneuver with a new one.

Red Rage Red Riot – With a pair of scimitars the Rouge Reaver performs a furious dance of death using her paired scimitars known as *Rage & Riot*. **When using two scimitars the Rouge Reaver makes a single attack, if it hits it deals 2d8 damage instead of 1d8. Any added modifiers to damage apply only once to the attack.**

Crimson Crush – When the Rouge Reaver uses her enormous crimson war mallet she crushes her opponent with incredible fury. **When using the red war mallet the Rouge Reaver makes an attack against a single opponent. If the attack hits it deals 1d10 damage plus any incidental bonus damage. An opponent so struck must make a saving throw against devices, on a failed save they are maddened.**

Carmine Armor – The Rouge Reaver's brightly varnished red armor shimmers with an uncanny glow when she screams her war cry. **Opponents near the Rouge Reaver must save vs. Devices or become afraid.**

Bloody Burn – The Rouge Reaver has a set of rusted iron rings that scintillate with fire. Whenever she wishes she is able to project the flame inherent in the rings to create a tongue of fire that licks at opponents. **The Rouge Reaver takes 1d4 points of damage but deals 1d8 damage to every opponent she is able to successfully attack in a straight line four spaces long. She can increase the damage she deals up to 4d8 but takes 1d4 HP of damage for every die of damage she deals.**

Sanguine Dagger – The Rouge Reaver is not subtle, but can occasionally sneak up on an opponent. Whenever she has surprise on an opponent – either by springing into action before her enemy or by sneaking up on them, she deals added damage. **By aiming for a turn the Rouge Reaver deals added damage. For every turn that the Rouge Reaver aims her attack her murderous dagger deals 1d6 damage. This attack is spoiled if the opponent takes note of her before she strikes or takes an action before she is finished aiming.**

Magic Systems

Rather than rely on a long list of spells with elaborate descriptions, caveats and rules, the Game of the North utilizes a series of basic formulae that spellcasters are able to use to define the spells that they wish to research and cast. This system is meant to allow for a more flexible system of magic that will suit the needs and wishes of players faced with unforeseen circumstances.

Because a player is able to design their own spells, and because the framework for spell design is intentionally simplistic, it's very important that you have the blessing of your Referee when creating your spells. Simply mining the lists to develop overwhelming power is not only easy to do, but pretty tacky as well. At the same time, a Referee needs to uphold creativity and reward cleverness. Striking this balance is the key to enjoying your time in the North

While the systems all rely on this basic tendency to be adaptable and changing, there are different frameworks within which all Magic occurs, these are unique systems that allow players to accomplish very different things, and each of the arts is available only to a select few based entirely upon which of the bloodlines they belong to. Certain magic is too alien to be worked out by members of an opposed race. Meanwhile, magic is largely inaccessible to Halflings and to Dwarfs, who are in turn more resistant to it.

Prayers – Purview of Humans, to whom the Gods listen

Shamanism – Realm of the Orcs, to whom Nature listens

Wizardry – An authority over nature available to Humans, Elfs & Goblins.

Tinkering – The exclusive realm of the Goblins, to whom machines listen.

Glammers – The art of Seeming, common only to the Goblins and Elfs

Access to magical abilities is attainable through many means not initially obvious- as with the racial traits listed for each of the species the different schools of magic are all attainable through clever play & Referee intervention.

Glammers are either illusions or mental compulsions that the fey-folk have mastered. Fairy magic is rooted in the twin concepts of temptation and ruin of mortals, and the Glammers are very useful for causing fear and confusion on those who the Fairies choose to afflict.

Glammer, the art of seeming is the seductive art of the Elf courts and the confounding trick of the Goblin warrens. Glammers are illusionary effects that confuse the five senses and confound clear thinking. Characters can create Glammers by the use of the following guidelines – but once created a Glammer occupies a character's understanding of the art so that each Glammer counts against the total that a character can know or cast. Essentially, an Illusionist cannot create more Glammers than he or she is able to cast, unlike a character with access to a spellbook, who can generate endless variations based on the spell-seeds available. For example, an Elf who has spent XP sufficient to cast two 2nd level Glammers per day only knows those two Glammers – which are devised when the XP are spent.

The magic of Glammer is a subtle & confusing art. Unrelated to the rigorous methodology of true Wizardry & the cosmic influence of Prayer; Seeming is not a science, not a plea rendered to heaven – but an innate art that only a few people have a real talent for. Because Glammer is distinct from other magic without having much of an apparent difference, it is perhaps best to think about what these other systems have that Glammer does not. Wizardry requires trial & error as it attempts to understand & undermine the possible. Prayer is a devotion to otherworldly, otherdimensional powers whose true nature cannot be grasped, but which respond to certain rituals. Shamanism resembles prayer but it is an appeal to nature & the natural order, it is a submission to the land & its creatures. Finally, Tinkering is a subversion of nature based around exploits available to natural beings. Seeming, the art of Glammer does not require rigorous exploration, it needs no special devotion, it has no real relationship to nature & it is not a technology that utilizes nature's loopholes. Instead, seeming is a mental art, a series of techniques that allow the artist to superimpose their own vision of how things seem & are upon others.

Glammer only works on thinking beings who have the ability to sense & experience the seeming. Phantasms, no matter how realistic or compelling mean nothing to
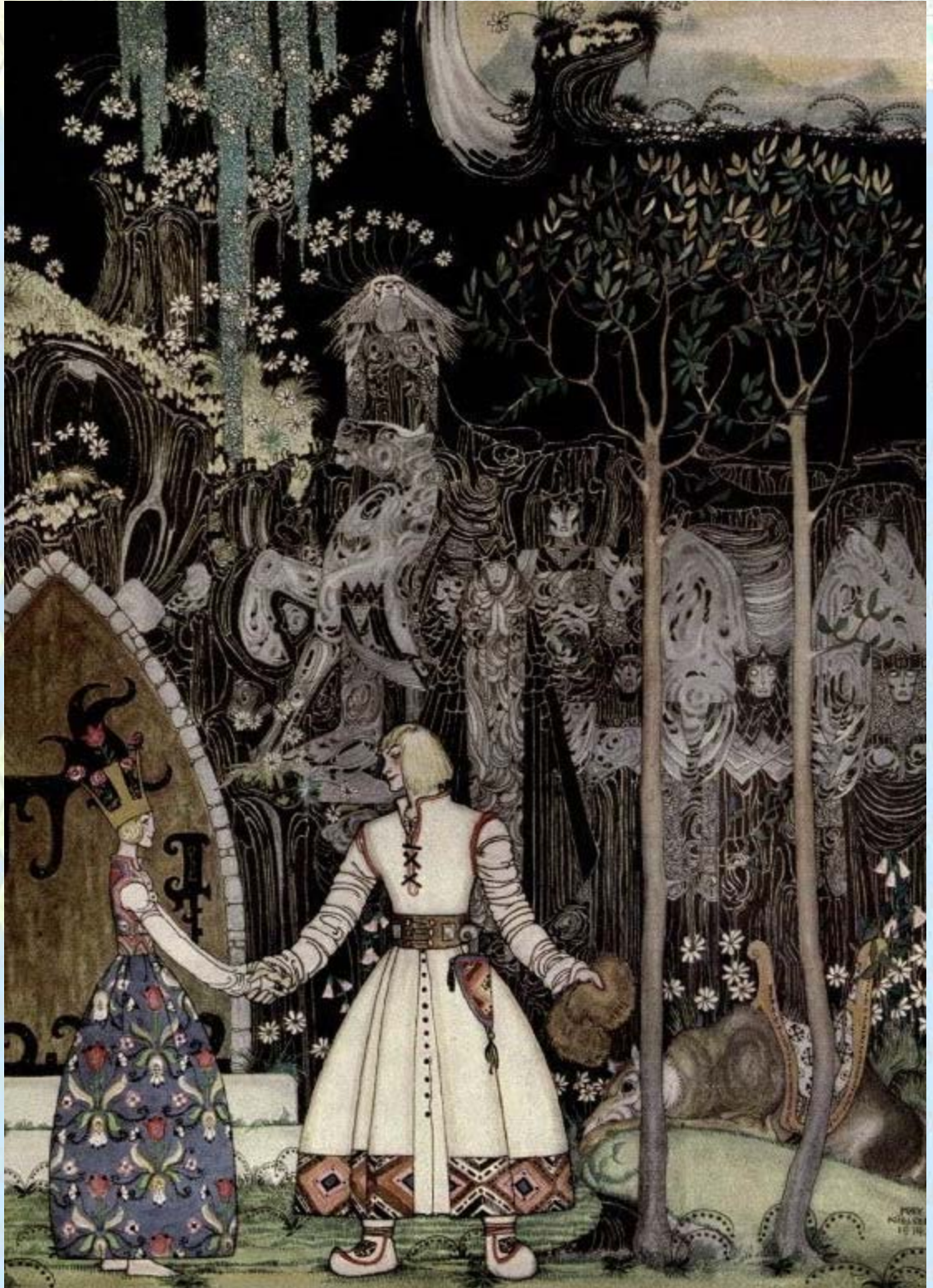
those who lack the senses to experience them – no Phantasm will influence a stone wall or a tree stump. Similarly, Compulsions only work on those things that possess a mind – a consciousness that can be altered. A sword or a shield cannot be compelled one way or another.

Glammer is the art of seeming and only minds & senses can be affected by it. Which is not to say that this is not a powerful discipline, only that its targets are limited. It is no surprise then that only the fairy-races have an innate talent for Glammer, as they have used it for time immemorial to conceal themselves from the unwitting beings with whom they share the world. It is altogether possible & likely that a race of Elves live side by side with a tribe or Orcs, leaving the Orcs unwitting of the presence of a great Elf city.
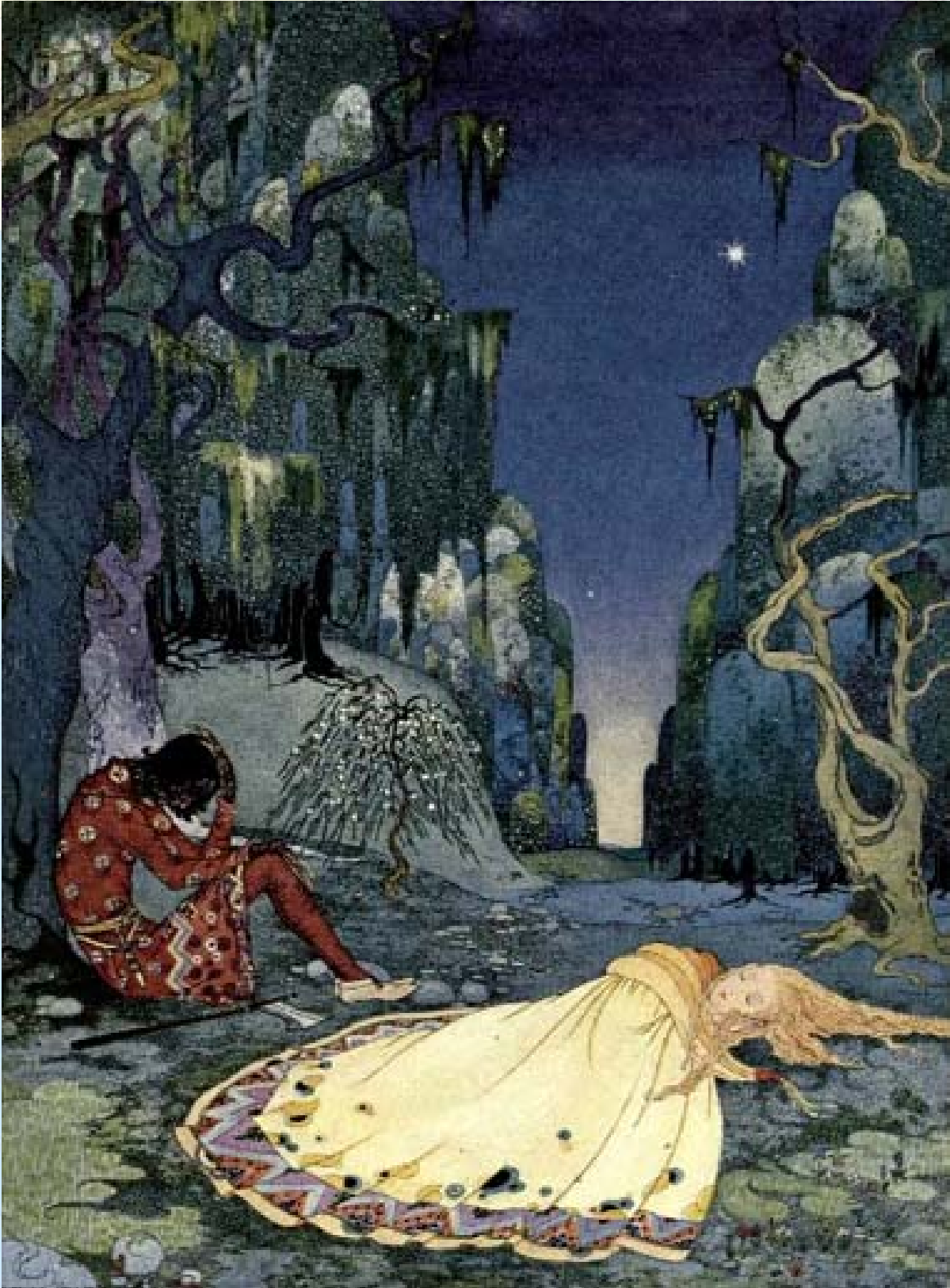
Phantasms: **Phantasms are sensory illusions that you can create in an area near you or surrounding you. Phantasms can alter a subject's senses, disgust or frighten them. While Phantasms cannot harm people, dangerous seeming effects must still be avoided. Subjects who avoid harm by succeeding their Saving Throw VS Magic will seem to have avoided the magic effect, those who fail the saving throw will also seem to have avoided the effect. The illusion is dissipated instantly if someone willingly absorbs the effect rather than attempting a save.**

- ✴ Base Spell – An illusion affects 1 sense for everyone in the vicinity
- ✴ Base Duration – 1 Minute per level of the Glammer
    - ❖ +1 Each Sense added
    - ❖ +1 Duration – Hours
    - ❖ +3 Duration – Days
    - ❖ +5 Duration – Weeks
    - ❖ +7 Duration - Months
    - ❖ -1 Duration - Rounds
    - ❖ -2 Duration – Turns
    - ❖ +1 Triggered effect
    - ❖ +1 Each ailment inflicted (Blind, Deafen, Frighten, Sicken)
    - ❖ +10 Permanently alter the appearance of one location or person

Angelic Armaments: You generate a flaming sword, golden shield and wings of flame intimidating any who face you. The arms and armor don't have any additional effect and don't radiate heat, but they do cast an aura of light.

Level: 2   **Duration:** 1 Minute

Effects: Causes Fear, Fools one sense

Instant Autobiography: You create a phantasmal book that is a visual record of all your history. The illusion has no weight or substance of its own, you can cast it on an existing book however, erasing & modifying its contents to suit you.

Level: 11   **Duration:** Permanent

Effects: Affects one sense

Dazzling Smile: You flash a smile that blinds everyone who sees it. This effect strikes everyone who so much as glances at you for the hour duration, so long as you are smiling. You may suppress the

effect by not smiling. Anyone blinded regains their sight when the spell dissipates.

Level: 3   **Duration:** 1 Hour

Effects: Blinding, Fools one sense

Distracting Ally: You conjure an ally who appears momentarily, drawing attention away from you. The figment ally can appear in any shape or form that you choose, it speaks & has a tactile & visual presence.

Level: 1   **Duration:** 1 Turn

Effects: 3 Senses Fooled

Early Sunrise: You create an area of normal illumination that begins as soon as you enter an area of darkness.

Level: 3   **Duration:** 1 Hour

Effects: Triggered Effect

Enhance Performance: You modify scenes and appearances subtly to make a

performance much more believable &
entertaining. This enhancement is purely
visual & auditory but it can provide
music, sound effects, visual effects and
even scenes of crowds in the background
or multiple additional performers.

Level: 3   **Duration:** 1 Hour

Effects: 2 Senses Fooled

Entertainment Instantly: You create a
scene that lingers & changes according to
your command, creating an entertaining
spectacle. This spell requires no actors or
performers at all, you can create an entire
play, a circus or other amusement for the
duration.

Level: 3   **Duration:** 1 Hour

Effects: 2 Senses Fooled

False Face: You create a new identity
that lingers while you remain in town.
Your appearance, voice and either your
odor or tactile presence are all altered for
a single day. You can look like any
nondescript member of any race or you
may look like a specific person.

Level: 6   **Duration:** 1 Day

Effects: 3 Senses Fooled

False Room: You create an area where
nothing can be sensed at all, even by
magical perceptions. The spell prevents
any senses from observing anything
within the room for 1 week. This can

include any kind of magical vision,
elfsight, any scent or even any psychic
senses. You can choose any 5 senses that
will not work in the room

Level: 10   **Duration:** 1 Week

Effects: 5 Senses Fooled

Fantastic Tableau: You create a scene of
fantastic occurrences that is triggered
when a door is opened. The tableau has
visual and audio components. Once cast
the spell will await its trigger for 1 hour.
It cannot be triggered again during that
duration. The tableau plays out or repeats
through the remainder of the hour,
depending on its length.

Level: 4   **Duration:** 1 Hour

Effects: Triggered, 2 Senses Fooled

Fear Stench: You create an area where a
terrible odor permeates, sickening &
frightening anyone who experiences it.
Those without a sense of smell cannot be
hindered by the effect.

Level: 4   **Duration:** 1 Hour

Effects: Frighten, Sicken, 1 Sense Fooled

Glammer Self: You change the way that
you appear permanently. This is a purely
visual alteration, so changing things like
hair & eye color is effective – but altering
height & weight, build or race could result
in many people seeing through the
illusion.

Level: 11   **Duration:** Permanent

Effects: Fools 1 Sense

Grotesque Sound: You utter an unutterable sound that has a terrible, momentary effect on all who hear it. The sound cannot be replicated by anyone else and can't be described or recalled once heard.

Level: 1   **Duration:** 1 Round

Effects: Sicken, 1 Sense Fooled

Improve Cooking: You change the appearance, flavor & scent of some food, helping it to become more palatable or less.

Level: 4   **Duration:** 1 Hour

Effects: 3 Senses Fooled

Mark of Ruin: You inscribe a lingering magical symbol in thin air, all who see the sign are sickened, blinded, frightened & deafened, the sign lingers for an entire battle.

Level: 4   **Duration:** 1 Round

Effects: 1 Sense Fooled, Blind, Deafen, Sicken, Frighten

Mask of Horror: You create a mask that when worn terrifies any around you, and which may sicken or blind them as well.

Level: 9   **Duration:** 1 Week

Effects: Blind, Frighten, Sicken, 1 Sense Fooled

Mirror Attacker: You create a mirror, any who stare into it are attacked by their mirror opposites.

Level: 4   **Duration:** 1 Hour

Effects: Fools 3 Senses

Misdirecting Path: You create a series of subtle tracks & signs that make tracking you difficult, if not impossible. The Glammer can be cast in advance & is triggered when someone attempts to track you.

Level: 6   **Duration:** 1 Day

Effects: Triggered, Fools 2 Senses

Mythic Ice: You create an illusionary region of frost & chill that deeply chills all who enter, the sensation is purely illusion, but those who fail to resist it are paralyzed. The Glammer combines Phantasms & Compulsions.

Level: 9   **Duration:** 1 Hour

Effects: 6HD, Paralysis, 1 Sense Fooled

Nightmare Eyes: Your gaze terrifies everyone who sees them.

Level: 1   **Duration:** 1 Round
Effects: 1 Sense Fooled, Frighten

Play Possum: An attack hits or misses you, but regardless you appear to die. You play dead and are able to gather your wits for the rest of the battle.

Level: 1   **Duration:** 1 Round

Effects: 1 Sense Fooled

Ruthless Invisibility: You conceal yourself from perception, any creature of 4HD or less that touches you in the hour becomes paralyzed.

Level: 6   **Duration:** 1 Hour

Effects: 4HD, 1 Sense Fooled, Paralysis

Storm Clap: You clap your hands & cause lightning & thunder to burst from your hands assaulting everyone in the area, blinding & deafening those who cannot resist.

Level: 3   **Duration:** Round

Effects: 2 Senses Fooled, Blind, Deafen

True Phantasmagoria: You create an illusion that persists in an area, confusing & horrifying 6HD of creatures who experience it. The illusion conforms to your commands & can be anything that you imagine. It affects any 3 of sight, sound, scent or touch, even balance or taste or weight – according to your wishes.

Level: 8   **Duration:** 1 Minute

Effects: Fools 3 Senses, Frighten, 6HD, Confusion

Vertigo Shout: You create a field of chaotic & fascinating imagery that drops everyone within it to their knees, dizzy, sick & confounded for an hour. Those who fail to resist cannot stand and can only hope to crawl.

Level: 5   **Duration:** 1 Hour

Effects: Fools 2 Senses, Sicken, Deafen

Compulsions: Compulsions are mental illusions that are indistinguishable from the subject's normal thoughts. Compulsions can strongly alter a person's attitude and behavior. A target can be made to act completely contrary to their normal personality. Subjects may be entitled to additional Saving Throws VS Magic if the compulsion is exceptionally horrific, or if they are restrained or otherwise controlled by an ally. Compulsions can compel an NPC to have any attitude on the spectrum toward anyone else, once the compulsion ends the target's attitude will remain in the new position.

✦ Base Spell – Compel 2HD creature to act as directed
✦ Base Duration – 1 Minute per level
  ❖ +1 Each 2 HD affected
  ❖ +1 Duration – Hours
  ❖ +2 Duration – Days
  ❖ +4 Duration – Weeks
  ❖ +6 Duration – Months
  ❖ -1 Duration – Rounds
  ❖ -2 Duration – Turns
  ❖ +1 Go against convention
  ❖ +2 Go against alignment
  ❖ +3 Go against allies
  ❖ +1 Each ailment inflicted (Confusion, Sleep, Paralysis)
  ❖ +10 to permanently control a subject

Call to Battle: You summon a nearby group of bystanders of up to 6HD to arms for an hour.

Level: 7   **Duration:** 1 Hour

Effects: 6HD, Defies Alignment, Defies Convention

Coerce Compassion: You force 2HD of monsters to become good, decent people for a fleeting minute.

Level: 3   **Duration:** 1 Minute

Effects: 2HD, Defies Alignment

Compulsion of Stillness: You force a 6 HD or less subject to remain still, unable to move or act at all

Level: 4   **Duration:** 1 Minute

Effects: 6HD, Paralysis

Confounding Litany: You babble incoherently, confusing 4HD of creatures who can hear for a few rounds

Level: 3   **Duration:** 1 Round

Effects: 4HD, Confusion

Drop Your Weapon: Your brief command disarms your opponents of up to 4HD

Level: 1   **Duration:** 1 Turn

Effects: 4HD, Defy Convention

Enthrall Local: You cause a weak minded individual of 2HD or less to become your unquestioning servant while you remain in town.

Level: 5   **Duration:** 1 Week

Effects: 2HD

Festive Spirit: You infuse a spirit of uncanny friendship & merriment to spring up spontaneously among a group of people with 8 or fewer HD for the next hour

Level: 6   **Duration:** 1 Hour

Effects: 8HD, Defy Convention

Freeze!: You command 2 HD of creatures to be still & they are for a round.

Level: 2   **Duration:** 1 Round

Effects: 2HD, Defy Convention, Paralysis

Hypnotic Thrall: You calm a subject of 4HD or fewer, making them calm and comfortable for an hour.

Level: 3   **Duration:** 1 Hour

Effects: 4HD, Paralysis

Instant Leadership: You compel up to 4HD of creatures to obey you for a minute.

Level: 2   **Duration:** 1 Minute

Effects: 4HD

Murderous Minute: You cause 4HD of creatures to become intensely murderous, turning on one another and everyone else for a minute of terrible violence

Level: 8   **Duration:** 1 Minute

Effects: 4HD, Defy Alignment, Defy Convention, Betrayal

Permanent Love: You cause a weak willed individual of 2HD or less to fall permanently in love.

Level: 11   **Duration:** Permanent

Effects: 2HD, Permanent

Persuasive Cajoling: You persuade others to believe your most preposterous lies, accepting your word for one scene.

Level: 4   **Duration:** 1 Hour

Effects: 4HD, Defy Convention

Sandman: You cause a group of 12HD to fall to slumber as the sun sets.

Level: 7   **Duration:** 1 Minute

Effects: 12HD, Sleep

Tempt to Evil: You compel someone of 4HD or fewer to become an evil, murderous psychopath for a day

Level: 6   **Duration:** 1 Day

Effects: 4HD, Defy Alignment

Tormenting Thoughts: You compel a 4HD creature to suffer confusion and paralysis for a single turn, a brief, horrible moment.

Level: 3   **Duration:** 1 Round

Effects: 4HD, Confusion, Paralysis

Traitor Legion: You force 10 HD of enemies to join your cause, if only for an hour.

Level: 9   **Duration:** 1 Hour

Effects: 6HD, Betrayal

Warm Milk: You aid the sleep of 6HD worth of people, aiding rest & recuperation.

Level: 5   **Duration:** 1 Hour

Effects: 6HD, Sleep

Weed Out The Wicked: You cause any evil people nearby to attack! Revealing their sinister natures.

Level: 7   **Duration:** 1 Minute

Effects: 8HD, Betrayal

Words of Maddening Doom: You force 4HD worth of targets to become insane for a period of 30 days.

Level: 10   **Duration:** 1 Month

Effects: 4HD, Defy Convention, Confusion

Religious Magic

The manner & practice of a character's religious calling or the religious organization of a group or even a culture is not an easy thing to create in a fantastic setting. Religion in the real world is an impossibly vast area of scholarship & opinion that simply cannot be completely reconciled to the entirely different metaphysical rules & expectations that exist in a fantasy game. Rather than create a religion whole cloth, it is best & proper for a player & a referee to create those parts of the religion that are notable, and which PCs and NPCs will interact with. This high level overview version of a religion allows players and referees the opportunity to explore deeper should they wish, establishing whatever mythic cycle or Gotterdammerung they wish. What follows is a short guide to establishing a religion that is useable within the Game of the North's structure.

Deities

The first consideration must be the deities that the religion is founded upon. Are they real or false? Are deities even part of the religion? Are they members of a pantheon? Are they ancestors, devils or are they not even supernatural at all? You can indicate as many deities in your religion as you like & they can have whatever characteristics you choose. A table for randomly generating a religion's gods is provided.

An atheist religion may be hostile to the very idea of gods, or it may simply doubt their existence – a singular deity may be one of many possible gods but which is worshipped in defiance of others rather than as a part of a pantheon. An animistic religion may find kami, spirits or faeries present in all things, creating a kind of universal god.

You're welcome to roll on this table more than once if you feel up to the task of reconciling possibly contradictory results.

Deity Descriptions

Ancestor Gods – *The gods are the ascended spirits of your ancestors, you worship your ancestral heroes & other members of your culture & religion worship their own ancestors. You carry out the vendettas & alliances of your ancestors as do followers of rival & associated ancestor worshippers.*

* **Considerations –** Do you worship the male or female ancestors? Are they ascended to godhood because of any special qualities or do all the dead become ancestral gods? Do the ancestor gods uphold specific virtues of their own, or are they exceptional examples of your culture's virtues?
* **Benefits –** Ancestral Gods are more benign to their descendants. Simply being the descendant of your god gives you a free instance of the Holy Symbol modifier on all of your prayers – as you are a symbol of your faith.
* **Limits –** Ancestral Gods do not create the universe, they are just part of the universe that has always existed. Your gods must acknowledge the existence of a superior order & as such, they lose one HD of banishment from all Invocations intended to banish others. Furthermore, only members of your family can be considered members of your faith for the purpose of improving your prayers.

Animist – *There are no gods but everything is divine. There is a magic presence that binds all things and every place & thing has a spirit which relates to all other things. Animist religions are universal & consider everything that exists to be both a part of the religion & a part of the deity.*

* **Considerations –** Do you have a special affinity for one or more types of spirits? Are you a worshipper of forests but not deserts, of drink but not food? Are there benign & malignant aspects of the universal god – evil caves, good winds, capricious oceans? What is the ordering of the spirits of the world?
* **Benefits –** Animistic religions have no gods – the penalties for applying prayers to people outside of the religion & species are lifted entirely.
* **Limits –** Animists have a hard time differentiating places of worship & distinctive symbols. You can't gain benefits to your prayers by praying in a sacred place.

Atheistic – *There are no gods & there is no divine power in the universe. The power that does exist is a manifestation of the will, or the forces of nature or the dying power of now-dead gods. Atheistic religions do not have gods at all – whether they determine that gods are unnecessary, dead, unreal or even adversaries is up to you. An atheistic religion may be a civil cult based around the ascendance of the community, a naturalistic devotion based on contemplation & meditative practice, or it may be a gnostic rebellion.*

* **Considerations –** Were there ever gods? What happened to them if there were? What about other people's gods – do you consider them real? Could there be gods and what is the purpose of the religion without them?
* **Benefits –** Without the existence of gods, Atheistic religions lack for divine figures & you improve the banishment HD of all exorcism invocations by 2.
* **Limits –** You have a harder time making your religion work for others. You increase the penalties for your prayers when applied to other alignments, races or religions by 1 additional point of penalty.

Dead God – *The creator of all things, the divine champion or the holy pantheon that has been the source of your faith & culture institutions is dead. Such gods may continue to exist in some kind of afterlife where you anticipate joining them, they may be dead but on the verge of reclaiming life. They may have been killed & their divine spark diffused among their worshippers – giving them each a portion of the godly power.*

* **Considerations –** What killed the god(s)? Did it sacrifice itself for you? Was it overcome by some other force? Another god? Does the god still exist in an afterworld? Does the god have any chance of returning to life? Are you an inheritor of the god's power?
* **Benefits –** The worshippers of dead gods are more well versed in death & healing themselves. You reduce by 2 the level of all your Invocations that are intended for healing or resurrecting the dead or for removing afflictions.
* **Limits –** You are too close to the world of the dead. You gain no benefit from using Invocations to drive off the undead, and in fact they are counted as being aligned to you & your god for the purpose of acquiring that penalty.

Deistic – *God exists & maybe gods exist. They put the universe in motion & now allow it to run. They may still be watching but their role is purely to watch a deterministic presentation of a clockwork universe – or a random execution meant as a kind of simulation. The purpose of the deistic gods is unknowable but their handiwork is visible everywhere.*

✴ **Considerations –** Were the gods always aloof or are you awaiting some sign of a return? Is the universe deterministic or random? Why do the deistic gods even answer prayers? Are some simply more loved than others?
✴ **Benefits –** Worshippers of Deistic gods follow a fatalistic path, they cannot be penalized for the commission of sins. You never have to worry about sins, heresies or apostasy when performing supplications.
✴ **Limits –** Deistic faiths have a harder time altering the nature of the world that was created by their absent gods. All of your Invocations have their level increased by 1 for no benefit.

Demon Gods – *It is not god you pray to, but its adversaries. Religions with Demon Gods are based around the worship of evil supernatural beings – either because such worship staves off their wrath, or because it focuses that wrath onto the practitioner's adversaries.*

✴ **Considerations –** Why worship demons? Are the demons very hostile to all living beings? Are they motivated to do anything positive? Are you descended or in some way related to these demons?
✴ **Benefits –** Demon Worshippers can inflict curses. These are like blessings (in that they use all the same rules) but they apply a negative modifier instead of a positive one. For example a blessing to AC could be translated into a curse against AC – lowering the affected party's AC instead of improving it. Such prayers are resisted by a Save Vs. Spells.
✴ **Limits -** Demonic faiths champion the wicked. The sins and taboos generated for your religion are treated as sacraments, and not observing them constitutes apostasy or heresy. For example, if your faith would consider Theft a taboo – you now consider it a virtue, and must steal or loose the Demons' favor.

False Gods – *You worship graven images that represent ideals or beliefs that are common to your culture. Whether these gods even exist is immaterial – they must obviously exist since you've got idols of them and a historical cultural role for the gods in your society. It doesn't matter if there is no supernatural origin for these gods – because whether or not they are true, they exist.*
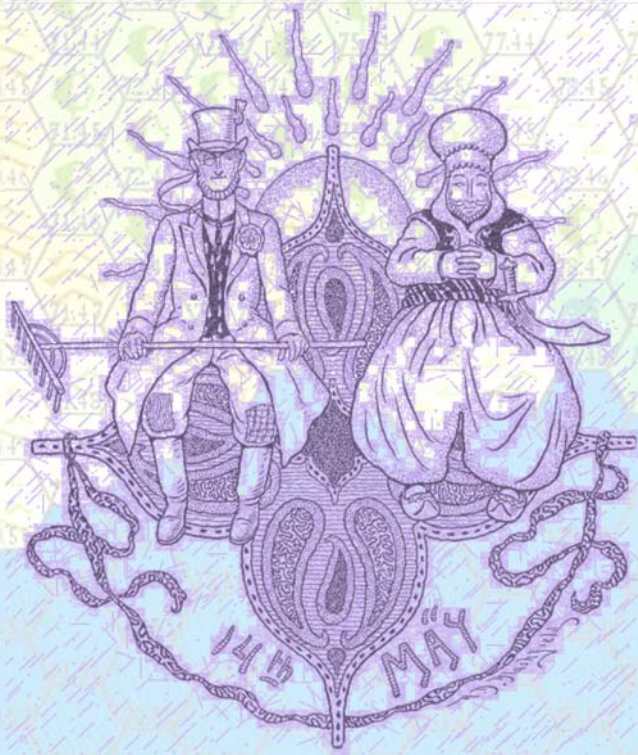
✴ **Considerations –** What idols do you worship – are they part of a pantheon of mythic figures, is a singular god or is it a totem of some cultural symbol?
✴ **Benefits –** Worshippers of false gods place greater emphasis on Symbols – you increase the benefit of the use of holy symbols by 1. Any prayer you use that makes use of a holy symbol gains one point of benefit (positive for Supplications, negative for Invocations & Benedictions).
✴ **Limits -** The devotion to images & symbols is a double edged sword – and you cannot perform any prayers at all without a holy symbol of some kind.

Hero Gods – *Ascended masters of your culture and your national traditions are worshipped as gods. They may have even attained supernatural status through their heroic deeds. You worship these heroes as the best of your faith & the exemplary saints of your culture.*

✴ **Considerations –** Do you worship a series of heroes or a single hero? Is the Hero-God subordinate to other gods or powers? Has the hero vanquished an evil god or replaced a good one? Or does the hero intercede for you with the unknowable? What are the notable virtues & deeds of the hero god?
✴ **Benefits –** Hero Worshippers are more easily blessed. You decrease the level of all your Benediction prayers by 1, making them easier to cast and more effective.
✴ **Limits -** Hero Gods are closer to mortals & have more exacting demands. You double the penalties to your Supplications for Sins, Apostasy & Heresy.
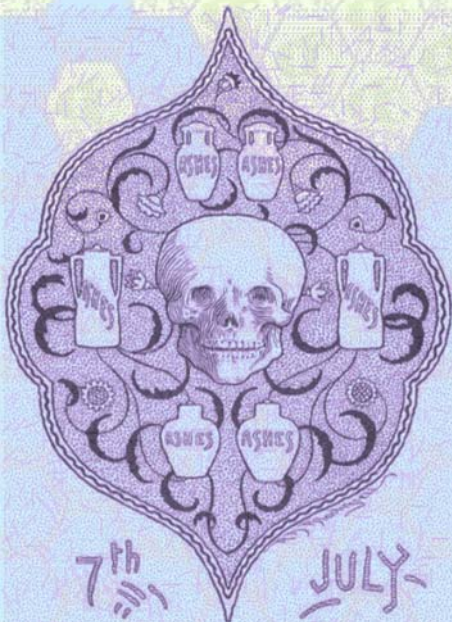
Polytheist – *There are many gods and each is representative of something, but your god is the only one that you worship the others are insignificant or else somehow opposed to your god. Your god may have allies, and may even exist within a pantheon, but you only worship your god and no others.*

✶ **Considerations –** What is your god's relationship to other gods? What aspect of life does your god govern? Is your god a positive or negative force in the society of gods? Does your god have allied gods that are part of your worship?

✶ **Benefits –** Polytheist gods attend to a single aspect of life. Any blessing they give related to this aspect of their divinity is improved dramatically – you double the effect of any specific blessing if it is based upon the god's dominion. A god of wrath for example, who blesses damage rolls would have the damage bonus doubled as part of a Benediction.

✶ **Limits -** All other blessings are outside your god's purview. You cannot grant a Benediction that offers any blessing beyond the one that is granted a benefit.

Pantheon – *A family or organization of gods that individually represent one or more aspects of the world. The pantheon ascribes a god to every aspect of the world and every aspect of the world can be personified as a god, deserving of worship.*

✶ **Considerations –** How many gods are in the pantheon? What are the major divisions? Are they separated by alignments or elements? Are they divided by family relationships or other qualities? Is there a hierarchy among these gods?

✶ **Benefits & Limits –** The Pantheon is the generic default type of god in the Game of the North. It has no specific benefit or limitation.

Singular – *There is no god but your god and you are its prophet. A singular god is worshipped alone & denounces the existence of all other gods – which are considered either altogether false, or something more sinister, such as a demon posing as a god.*

✶ **Considerations –** Your god is the origin & reason behind all things, so why do people worship other gods? What is your god's plan for you, or for the world? Are there actually other gods that are somehow inferior to your god?

✶ **Benefits –** Worshippers of a Singular god always have its ear. You have 1 point of Supplication automatically each day. You never need to reset your benedictions unless you commit sins or somehow become a heretic.

✶ **Limits –** The Singular god is unforgiving. If you become a heretic you cannot recover through normal means if at all. If you ever acknowledge or worship in any way, another god you lose all of your god's favor & cannot use prayers at all.

Traditions					
1-2	Idolotry	38-39	**Redemption**	77-78	Totemic
3-4	**Iconoclasm**	40-41	Metaphysical	**79-80**	**Lodge**
5-6	Modesty	**42-43**	**Pragmatic**	81-82	Performative
7-8	**Virtue**	44-45	Materialist	**83-84**	**Agricultural**
8-9	Permissive	**46-47**	**Mystical**	85-86	Literary
10-11	**Martial**	48-49	Kinesthetic	**87**	**Aesthetic**
12-13	Pacifist	**50-51**	**Theoratic**	88	Diabolical
14-15	**Harmonic**	52-53	Hierarchical	**89**	**Murderous**
16-17	Commercial	**54-55**	**Decentralized**	90	Prescriptive
18-19	**Musical**	56-57	Ecstatic	**91**	**Psychidelic**
20-21	Aescetic	**58-59**	**Ritualistic**	92	Communal
22-23	**Mystery**	60-61	Proselytizing	**93**	**Scientific**
24-25	Cult	**62-63**	**Initiatory**	94	Arcane
26-27	**Matriarchal**	64-65	Patriarchal	**95**	**Elemental**
28-29	Equanimity	**66-67**	**Charitable**	96	Tantric
30-31	**Sacrificial**	68-69	Abstinent	**97**	**Vitalist**
32-33	Exclusive	**70-71**	**Syncretic**	98	Heretical
34-35	**Secretive**	72-73	Totemic	**99**	**Anti-theistic**
36-37	Inhabiting	**74-75**	**Tongues**	100	Prophetic

Traditions

Religions tend to be based around traditions & mores that are transmitted & held close through time. It is difficult to imagine a religion without traditions of any kind and it is difficult to explain to the outsider the purpose or reasoning behind a particular religion's traditions. A table is provided to give a sense of the types of traditions possible, and when creating a religion it is advisable that players & referees roll at least two or three times to get a sense of the larger traditional values of the church they are creating.

A tradition of idolatry might mean that members of the faith carry their own idol, a Theocratic religion might design to take control of a secular state, or to resist secular or heretical elements in society. A literary tradition might keep several libraries of holy texts and a kinesthetic religion may incorporate many dances & genuflections. Meanwhile a tradition of inhabiting may be based on the deities inhabiting a specific location, or inhabiting a person – either a cleric or a layperson.

The traditions are intended to speak for themselves, if you wish for them to offer a benefit or a penalty to your religious practice – consider involving the referee in the creation of your traditions.

Sins & Taboos

A religion tends to prescribe certain behaviors and to denounce others. Assuming that the virtues of the religion follow from its traditions, the prohibited behaviors of the religion can be determined to be opposite to those. Other taboos follow less rationally within a religion – the table provided gives you the opportunity to roll a few anathemas.

A religion may be based around calm & denounce anger & compassion equally. A religion may be based around purity and denounce any number of these taboos.

A follower of a religion may consider these behaviors to be objectionable or even worthy of corporal punishment or death depending on how powerfully the religion abhors the sin.

A religious character may police their own actions and disavow the sinful behavior in themselves, or may take a prescriptive approach and become hostile to someone else who commits these sins.

	Festivals & Holidays				
1-4	Full Red Moon	28-30	Solar	65-66	Fifteenth Day
5-6	**Full Green Moon**	31-32	Astrological	67-68	**Thirtieth Day**
7-10	Full Blue Moon	33-35	**Crescent White Moon**	69-75	New Year
11-13	**Full White Moon**	36-38	Crescent Black Moon	76-80	**Mid Year**
14	Full Black Moon	39-40	**Eclipse**	81	None
15-16	**New Red Moon**	41-45	Solstice	82-85	**Lunar**
17-18	New Green Moon	46-50	**Equinox**	86-90	Monthly
19-20	**New Blue Moon**	51-52	First Day	91-92	**Crescent Red Moon**
21	New White Moon	53-54	**Second Day**	93-94	Crescent Green Moon
22-23	**New Black Moon**	55-56	Third Day	95-96	**Crescent Blue Moon**
24	Nightly	57-58	**Fourth Day**	97	Lunar Alignment
25	**Daily**	59-60	Fifth Day	98	**Birthday**
26	Sundown	61-62	**Sixth Day**	99	Deathday
27	**Sunrise**	63-64	Seventh Day	100	**Anniversary**

Festivals & Holidays

A primary aspect of religious observance is observance of rituals in a ritualistic fashion. Most religions mark certain times of day, of the month or the year with ritualistic significance. You can randomly determine when members of your religion have their holidays – though the details of these holidays are entirely left to your imagination. Are gifts exchanged & meals consumed with a larger group? Or are misdeeds lamented & solitary introspection expected? The details of your religion's holidays should flow from the time of their observance as well as the other features of the religion. The purpose of putting a date & a time to these observances is to allow you as a player or a referee the opportunity to have something to look forward to and a way to affix significance to the passage of time.

Performing a religious observance i.e.: a Prayer on a holiday counts as a free use of a holy symbol – even if your religion somehow proscribes the use of holy symbols.

You can generate as many or as few holidays as you like, the more you color these and flesh them out with details the more verisimilitude you'll be able to extract from your characters observance of these holidays.

Prayers

Regardless of the presence or absence of a deity – a religion is very likely to have a method of prayer – either a meditation or an incantation. Some prayers take the form of a conversation with the deity while others are ritualized supplication. In all cases the Game of the North assumes that Prayer has the potential to enact magical effects. Prayer is its own branch of magic & has a few basic effects. Like other magical systems, the rules for creating Prayers are provided here, along with a few examples for your use.

Unlike other magical practices, Prayer has the potential for unlimited use & is not governed by the level of the prayers themselves. Rather, prayers have a quid-pro-quo aspect in which a prayer of supplication must be offered along with sacrifices & other considerations, in exchange the deity grants magical ability to its worshipper. This system works in a religion without a deity just as well, assuming that mediation, fasting & sacrifice grant the devout a miraculous holiness that manifests as a magical spell.

In the rules as written, only Humans have innate access to Prayer as a form of magical expression since only humans have not come into existence through nature, but through the intervention of gods. At the very least this is the assumption of the basic game. Your experience may vary and there are certainly any number of methods by which a non-human can gain access to religious magic & religious participation. The Game of the North's assumption is that religion & religious practice are a human characteristic that is not innate to the other races. Those races may choose to adopt prayer & the Referee may well allow it – or disallow all prayers or allow members of any race to have an innate religion. These are matters for the referee & players to determine, the indications in this book are merely suggestions for a default setting.
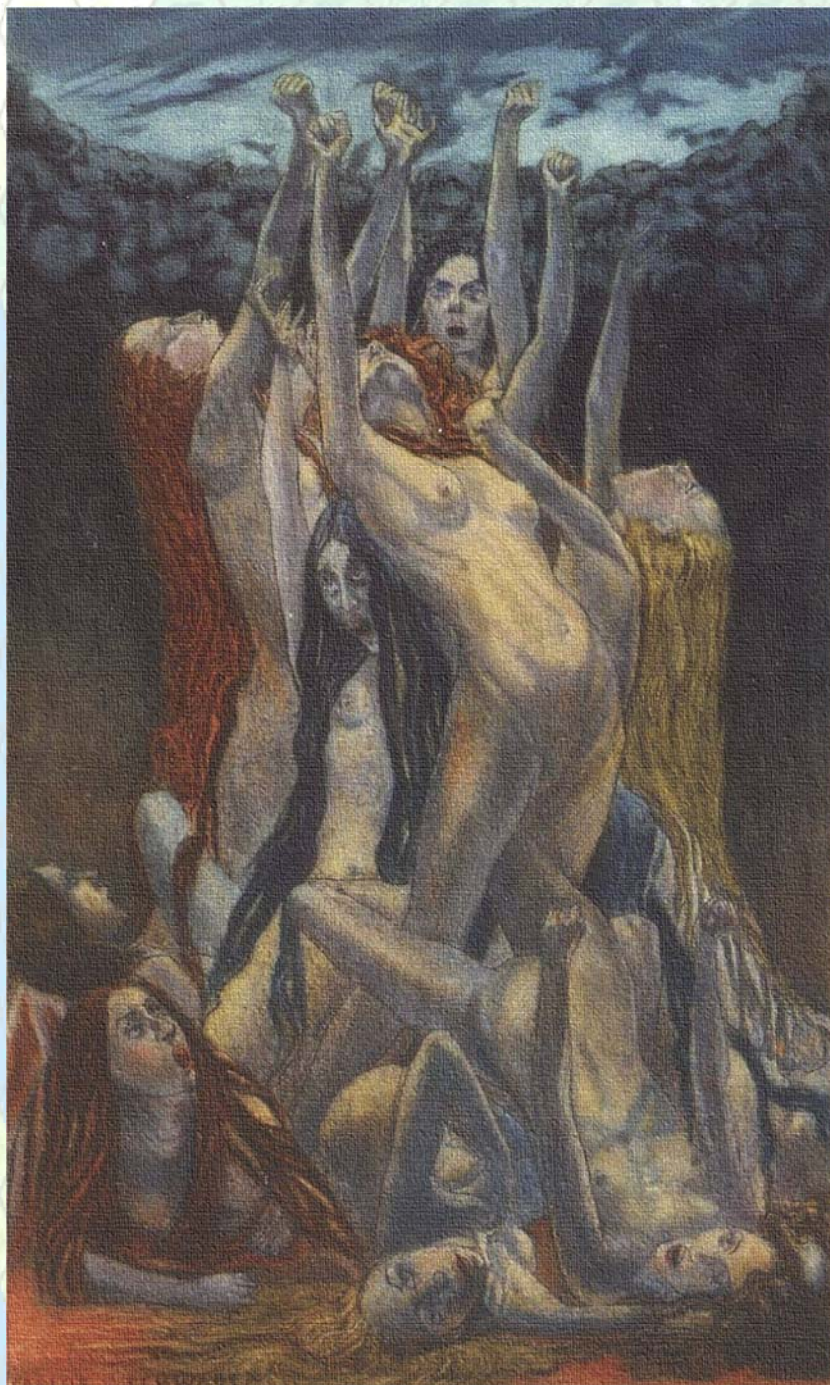
Pageant of the Beasts

As an example of a religion's creation & the development of prayers the Pageant of the Beasts is presented here.

The Pageant is a theatrical, performative religion in which masks & idols are used alongside dance & gymnastic performance to invoke the mystic presence of certain concepts & ideals which manifest in the performer. The symbols and the idols of the faith are based around The Four Noble Beasts – the Ape, the Dog, the Tiger & the Mouse. Each represents a variation on Patience, Compassion, Protection & Subtlety. The Noble Beasts abhor vanity and lust – preferring instead a state of chaste introspection & personal negation. The afterlife of the faith promises a total personal erasure, the oblivion of nonexistence coupled with the benefit of perception. The celebratory days of the religion focus on the passage of time as marked by the participants' birthdays & the presence of a Black Crescent Moon – which occurs every other month. The symbols of the faith are the masks & garb that are worn to evoke one or more of the Noble Beasts. Temples have ample room for physical performance & theatrical display but also house cult idols, which are a significant element of the religion.

Prayers that the Pageant's adherents might offer are provided alongside other prayers in the lists that follow, to give a sense of the nature of prayers using the Game of the North.

The aspects of the religion presented here are the tip of what might be a substantial iceberg. Further details & campaign notes are left to the imagination of the Referee – but should certainly offer considerations relating to Shamanism, Werewolves (or werewolf variants) & the presence or absence of other animal cults that are opposed to the Pageant.

Meanwhile an involved & interested player may choose to create their own masks or design their own dances as part of their participation in the game.

Supplication: **You submit to the authority and providence of the gods, offering them sacrifices and honeyed words in the hopes of winning their favor. You perform these acts of supplication in the prescribed method of your church with the goal of attaining a higher awareness of the deity's will and with the hope that the deity will offer you mercy. Your supplication fuels the ability to call the aid of your god. The level of the spell sets the amount of Invocations and Benedictions you can use before you must supplicate the deity again. Remember - Spell levels can never exceed 10 or be lower than 0.**

- ✶ Base spell – Prostrate yourself to the deity begging for compassion
- ✶ Base level - 1
- ✶ Base Duration – The Spell always requires 1 day for proper performance
    - ❖ +1 For each symbol of the faith used
    - ❖ +1 For each practitioner of the faith involved
    - ❖ +1 For performing the supplication in a holy place
    - ❖ -1 for every sin committed since your last Supplication
    - ❖ -5 if you have fallen into apostasy (neglect of your faith & its requirements)
    - ❖ -10 if you have become heretical (having false or non-sanctioned beliefs)
    - ❖ -1 per day since your last prayer of Supplication
    - ❖ +1 for every additional day devoted to the prayer
    - ❖ +1 for every day of fasting (or other abstention)

Weak Act of Contrition: You spend a day in prostration, pleading with your deity to forgive your trespasses. You make this act in your place of worship using at least two symbols of your faith. But your lack of regular devotion is insufficient to appeal to heaven. You gain no spell levels but prepare yourself to make a proper act of Contrition the following day.

Level: 0   **Duration:** 1 Day

Effects: Resets the count of your Supplications to 0.

Sincere Act of Contrition: Taking your faith seriously requires time and devotion, you take a second day to meditate, fast and contemplate the will of heaven. Again you make use of two holy symbols, but in this instance you take a day to fast & submit contritely for two days.

Level: 5 **Duration:** 2 Day

Effects: 5 Spell Levels gained

Meek Sustenance of the Mouse: While wearing the Mouse-Mask you contemplate its idol & engage in the dance of the mouse. This binds you to your idol and helps you to absolve all sins relating to Vanity, the deadliest of your faith's sins.

Level: 2 **Duration:** 1 Day

Effects: 2 Spell Levels Gained

Canny Sustenance of the Ape: While wearing the Ape-Mask you perform the appropriate routines & dances while reciting the Ape's charge to be wise & bold. You make this prayer free of sin and aligned to your religion's teachings

Level: 5 **Duration:** 1 Day

Effects: 5 Spell Levels Gained

Reluctant Sustenance of the Dog: While wearing the Dog-Mask you caper about the dog-tracked church and make your marking on each of the dog idols. The dog, that most loathsome of beggars, comes to the holy place in search of forgiveness & full of remorse. This is a prayer for the apostate & heretical, those who have been tempted away by other gods or faiths.

Level: 0 **Duration:** 1 Day

Effects: Resets the counter of your Supplications to 0

Vital Sustenance of the Tiger: While wearing the Tiger-Mask & Panoply, you perform the lumbering dance of the congregation in chorus, all together singing as you circle the Tiger Idol, king of the Noble

Beasts & most benign. You must gather together with at least three other practitioners & each must perform their part meticulously.

Level: 6 **Duration:** 1 Day

Effects: 6 Spell Levels Gained for each participant

Supplication Absolute: You and three other cultists join together on the consecrated savannah. You each perform the acts of supplication in turn & each of you performs the dance of your patron before its idol while under the black crescent moon. This act of devotion provides a communal sense of propriety & goodness that enriches your faith.

Level: 10   **Duration:** 1 Day

Effects: 10 Spell Levels Gained for each participant

The Sinner's Lamentation: Calling for forgiveness from an unforgiving god, you prostrate yourself for many days in your place of worship. This act of supplication effectively removes the stain of sin from you, purifying you for later, more proper supplication. The prayer absolves you from 5 sinful acts.

Level: 0 **Duration:** 3 Days

The Apostate's Return: *Having been seduced by lies, you repent in the company of your church's clergy.* You petition to a cleric of the faith to have your apostasy excused

Level: 0 **Duration:** 2 Days

Effects: Excuses your apostasy and resets the count of your supplications to 0.

Notes on Supplications
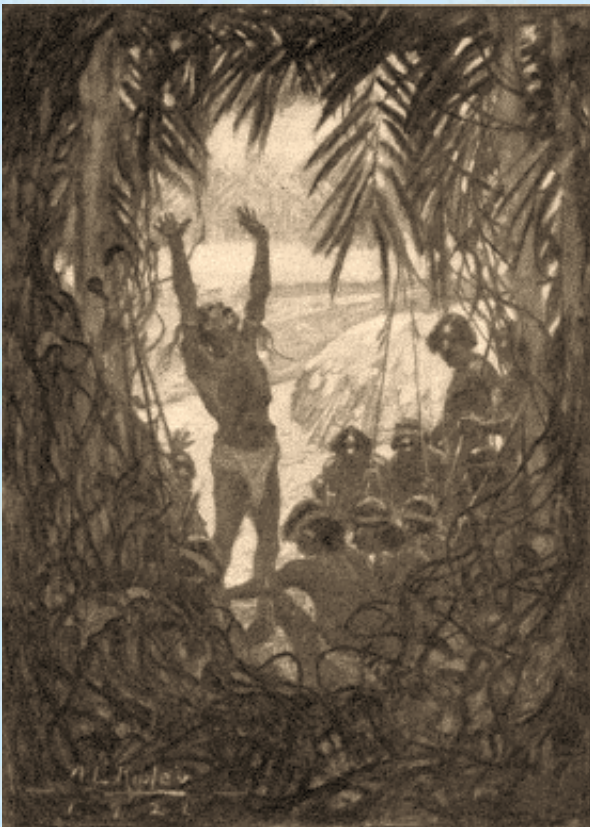
Often the Supplication is effectively your religion's regular religious practice. No one can gain access to the faith's more substantial blessings without following the   doctrinaire path – which requires regular observance of your religion's strictures, ceremonies & rules.

Some supplications are particular rites that must be performed in search of forgiveness and others are enacted to achieve a purified or sanctified state. Whether your religion is 'true' or not, these ritualistic acts have a powerful effect on the faithful. If your count of Supplications falls below zero – that is, if you've committed heresies or sins, you will need to get back into your faith's good graces through a supplication – to that end you will see that there are many supplications that offer no Spell Levels.

Other supplications do offer spell levels, though those with the largest benefit are always those performed during a specific holiday involving many participants. No Supplication offers more than 10 spell levels – but, a practitioner of the faith can accumulate many more than 10 spell levels by performing supplications day & night. It isn't practical to accumulate hundreds of spell levels and a fair rule to live by is that a Supplicant can only store up spell levels equal to their HD multiplied by 5.

Those supplications that absolve and purify may be prescribed by hierophants or elders within your religion – in some cases, anticipate that the Referee will be the one designing your supplication, and that it may deviate from the patterns described here.

Invocation: You invoke your god or pantheon to cast out the dark spirits that plague mankind. Dark spirits being the cause of all problems, strife, disease and suffering. You are justified by your faith in driving out the injuries and ailments that have been inflicted unjustly upon you and those to whom you must witness. And woe betide the demon, the unclean spirit, who would stand against your god – for the Invocation of the Deity will drive off the trespassing evil.

- ✦ Base score – 1 HD of healing or exorcism
- ✦ Duration – permanent
  - ❖ +1 for each HD healed
  - ❖ +1 for each HD exorcised
  - ❖ +1 for each affliction removed
  - ❖ +3 for healing if the subject is a different alignment
  - ❖ +1 for healing if the subject is not human
  - ❖ +2 for healing if the subject is of another faith
  - ❖ +2 for exorcism if the subject is the same alignment
  - ❖ -1 for exorcism if the subject is undead
  - ❖ +20 for healing to resurrect a prematurely dead member of the faith
  - ❖ +10 for exorcism to destroy an evil spirit
  - ❖ -1 for each holy symbol
  - ❖ -1 for sacred ground
  - ❖ -1 for every other Invoker

Abomination of the Unclean: *You hold aloft your religion's symbol, incant the name of the divine and drive off the evil minions of the darkness. You exorcise 4HD worth of supernatural beings of opposed alignment. These creatures are driven off & cannot approach you again unless they succeed on their Save vs. Spells.*

Level: 3 **Duration:** Permanent

Effects: Exorcise 4 HD worth of evil supernatural beings or 5 HD of undead. They are driven off & cannot meet your gaze.

Succoring the Blasphemer: *You offer your god's healing to the undeserving non-believer. This act of mercy is yours alone and your god allows you this use of your holy power out of divine benevolence.*

Level: 5 **Duration:** Permanent

Effects: Cure 2 HD & 1 affliction from one of your non-human allies. Or cure 3 HD & 1 affliction from an ally who is human but not of your faith. Or, cure 6 HD & 1 affliction from an ally who is human and of your faith.

Fierce Bark of the Dog: *You wear the Dog-Mask & caper in imitation of a dog's aggressive stance. Growling and snarling, you are inhabited by the guardian spirit of the dog, which drives away the wicked beings that prey upon the world.*

Level: 4 **Duration:** Permanent

Effects: You drive off & banish 6 HD worth of supernatural enemies. They depart to the limit of the sound of your voice & cannot approach you again without passing a Save vs. Spells.

Nurturing Gentleness of the Mice: *In the Mouse-Shrine you and your fellows wear your mouse-masks & invoke the compassionate healing of the Mouse. This healing falls upon all the congregants of your faith banishing the ill humors & wounds that plague them..*

Level: 1 **Duration:** Permanent

Effects: You and 2 other members of your faith perform the invocation which heals 6HD worth of wounds distributed among the gathered flock. You may choose instead to heal 6 afflictions from among the congregation.

The Tiger' Anathema: *Donning the Tiger mask you stand astride your fallen allies & bellow ferociously, condemning the powers of the earth & heavens- driving them away.*

Level: 10   **Duration:** Permanent

Effects: You brandish your mask & drive away 10 HD worth of creatures, whether friend or foe – your rage is so complete that you do not distinguish. All supernatural creatures must Save vs. Spells or withdraw from your gaze.

The Ape's Ministrations: *You wear the Ape mask & write his ineffable symbols upon the ground. You ask the untutored to walk the stations in imitation of the ape's gamboling stride – which gives even the unbelievers health & wholeness.*

Level: 4 **Duration:** Permanent

Effects: This invocation cure 4 HD from any combination of unbelievers & non-humans.

The True Pageant of the Four Beasts: *Your congregation gathers in their temple, one of the masks is worn by you and three others, the full pageant of the 4 beasts is performed in the presence of the prematurely dead. The pageant moves even the cold heart of the departed and life returns to the fallen.*

Level: 7 **Duration:** Permanent

Effects: This invocation returns one person from the dead. You must have 4 invokers & perform the full pageant in church during a crescent black moon.

Rage of the Four Beasts: *You and three other priests of the four beasts don your masks & perform the steps of the pageant. So inhabited, you are invincible against the adversary.*

Level: 10   **Duration:** Permanent

Effects: This invocation utterly destroys up to 6 HD of supernatural beings, or 7 HD of undead creatures, all of whom must fail their Save vs. Spells.

Notes on Invocations

When an Invocation has multiple participants only one of the invokers uses the spell levels. For example if 4 invokers gather to cast a level 5 invocation – the 5 levels are deducted from one of the invokers. If no invoker has enough spell levels stored up through supplication – the invocation can be performed, but it automatically fails.

Invocations to banish & destroy dark spirits & undead beings are resisted completely with a successful Save Vs. Spells. If you have double the HD of banishee in your spell e.g.: you invoke 4 HD worth of banishment against a 2 HD monster – you can demand that the spirit attempt to save twice. If you invoke 3 HD worth of banishment against a 2 HD monster you can only demand one save.

Invocations affect only monsters & creatures within the radius of the spell which is always centered upon you and which extends to the limit of your line of sight or the sound of your voice – whichever is greater.

Invocations directly reference undead, dark spirits & supernatural adversaries – what exactly these constitute is left to the referee to adjudicate, for example, in a campaign heavy with demons & light on undead the modifiers provided may be altered to player advantage. As a baseline, these effects should never apply to NPC people or animals.

Benediction: Used to call upon the deity to offer aid and assistance to the faithful in accordance with your covenant, Benedictions can apply as well to foreigners, heretics and the apostate. When you call upon the Deity to give its benediction you take on a blessing. A blessing tends to coincide with your deity's doctrines and in effect they provide you with a bonus to one of your derived statistics or actions for the duration of the spell. If your god's banner is one of defense, the blessing may apply to AC – while a martial divinity might grant a blessing on attacks or on damage rolls. A blessing's benefit is a numerical bonus equal to the recipient's HD, and its duration is in turns equal to the recipient's HD.

- ✶ Base spell – Gain a blessing
- ✶ Base Duration - Turns
  - ❖ +2 for each additional benefit
  - ❖ +2 for every other subject of the spell
  - ❖ +1 to aid a non-human
  - ❖ +3 to aid someone of a different alignment
  - ❖ +2 to aid someone of a different faith
  - ❖ -1 when using a holy symbol
  - ❖ +1 to increase the duration to Rounds
  - ❖ +2 to increase the duration to Minutes
  - ❖ +3 to increase the duration to Hours

Bounty of Plenty: *You call upon the god of life to instill you with greater vitality – gaining additional HP equal to your HD.*

Level: 1 **Duration:** HD in Turns

Effects: Gain 1 blessing to HP for a number of rounds equal to your HD. The blessing adds bonus HP equal to your HD.

The Ape's Wisdom: *You don the Ape Mask and gain Ape's sagacity – granting yourself wisdom & insight.*

Level: 5 **Duration:** HD in Hours

Effects: Increase two of your skills by your HD for a number of hours equal to your HD.

The Tiger's Hunt: *You don the Ape Mask and gain Ape's sagacity – granting yourself wisdom & insight.*

Level: 6 **Duration:** HD in Minutes

Effects: You increase your To-Hit bonus and that of two allies by an amount equal to your HD. This benefit lasts for a number of minutes equal to your HD.

The Mouse's Elusiveness: *Wearing the Mouse Mask you perform the dance-kata of the mouse & become evasive & impossible to harm.*

Level: 3 **Duration:** HD in Rounds

Effects: Increase your AC and reduce your Saving throws by an amount equal to your HD for a number of rounds equal to your HD.

The Dog's Charm: *You consider the Dog's qualities & emulate their companionability*

Level: 1 **Duration:** HD in Turns

Effects: Gain a bonus to your social tests for a number of turns equal to your HD. The bonus to your social tests is equal to your HD as well.

The Dog Pack's Unity: *You wear the Dog Mask and prepare for war. Those of like mind & body are aided by your pious resolve.*

Level: 8 **Duration:** HD in Turns

Effects: Increase all damage rolls made by you and any 3 allies with the same race & alignment. Improvements to your Damage rolls are equal to you HD & the effect lasts a number of turns equal to your HD.

Blessing of the Pageant: *On your birthday, you accept the blessing of the Pageant of Beasts, which causes you to have a healthier, better day once you have donned your mask & performed the dance of the beasts. The Pageant recognizes your ongoing existence as a blessing & a victory and grants you the power to see your potential.*

Level: 7   **Duration:** HD in Hours

Effects: You increase A Skill, Your Saves, Your HP & your AC each by an amount equal to your HD to a maximum of 18. This benefit lasts for a number of hours equal to your HD & you are entitled to any modifications & benefits that come of having higher HD during this time.

The Dark Crescent Pact: *You perform the Pageant of the Beasts under the Dark Crescent Moon, relating the story of the 4 beasts & their alliance.*

Level: 5   **Duration:** HD in Hours

Effects: You and 3 other worshippers of the Pageant gain a bonus to your Initiative equal to your HD for a number of hours equal to your HD.

Furious Vengeance of the Tiger: *Wearing the Tiger Mask, you conjure the Tiger's fierce benediction & become the terror of your enemies.*

Level: 2   **Duration:** HD in Turns

Effects: You gain a bonus to attack & damage rolls equal to your HD for a number of turns equal to your HD.

War God's Frenzy: *You and your brethren are driven to a holy fugue demanding blood – you each add your HD to attack and damage rolls.*

Level: 7   **Duration:** HD in Turns

Effects: You and two other subjects add your HD to your Initiative & Damage rolls for a number of turns equal to your HD

Notes on Benedictions

It is possible that a Benediction may improve one or more of the 6 Statistics, but this is a matter for the referee to adjudicate. It is not recommended that a Benediction never be powerful enough to increase a character's HD or XP.

Shamanism

Shamanism represents the mystical devotion to the biological world & the realm of nature that it comprises. Shamans are seemingly unsophisticated, seemingly primitive, and yet the complexity of their rites & the nuance of their mystic vision is of a type that seems ordinarily reserved for the most esoteric of wizards. Shamanism is the power of life itself, the strength & vigor of living things all of which prey & and are fed upon one by the other in a terrifying cycle of death & consumption, of birth & death. The shaman does not look away from the horror of nature – but rather commits to these forces fully, embracing a totem creature as a kind of guide to living within a world soaked in blood.

A character (most commonly an Orc) who takes up shamanic magic must first choose their preferred Totem. In the Game of the North there are 4 distinctive totems – each representative of one of the *Four Worlds*. Each of the four worlds represents a different color of *prana* – the vital force that shaman commune with & which grants them their power.

The four colors of prana each reflect a specific mode of life that is distinct from the others and which represents a unity of essential characteristics. Not incidentally do these colors match those of three of the moons.

Black Prana – is the energy of crawling insects, spiders & what can be termed bugs, generally. This force has a few characteristics that define it- The Multitude, The Mindlessness & The Miniscule. Bugs are numerous, they are not intelligent & they are small (mostly – there are of course massive insects of ludicrous size in the North, but these are outnumbered, even parasitized by their miniscule cousins). A shaman of the Black Prana is effectively a bug shaman, one who commands & communes with insect life. This sort of life has reflections in the world of people, however, owing to the principle of the Multitude. In cities people are organized in a manner similar to the ants & termites – which are large components of the Black Prana Shaman's purview. As a result Black Prana shaman frequently have gifts for social interaction & manipulation.

Green Prana – The power of plants and other photosynthetic organisms falls into the category of Green Prana. This energy is based around principles of enduring & growth – in

the manner of trees, of transformation of the physical landscape and of the much slower experience of the world than the other forms of life. The Green Prana is focused on longevity, growth & change and thus calls out to a certain type of soul. This is the slow, enduring power that can thrive in solitude & which requires only unseen sustenance.

Red Prana – The life energy, the Orgone, of animals & of people as well. The Red Prana reflects blood – which is common to all the creatures within this totem. All of these creatures have blood, and many shed blood – Red Prana is focused on consumption, hunting & survival – through speed, strength & a variety of arms & armaments. Where plants endure & bugs proliferate, animals bleed & kill. Shamans that become lost in the Red can shift to become savage monsters or they can become terrified of the billions of hungry mouths slavering for blood – taking up stealth & concealment as a technique for evasion.
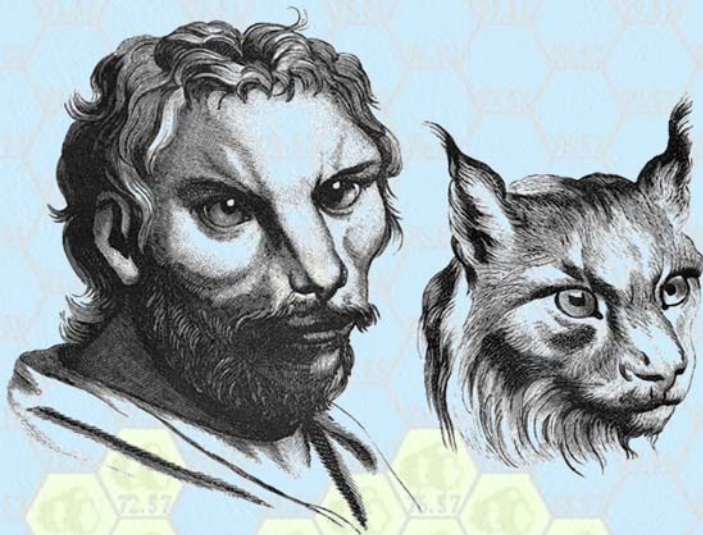
White Prana – Strangest of all the types of life is the White-Life-Od. The Odic Force of white life is generated & promulgated by those biomes that are not fed or influenced by the sun. In theory this power should be idiosyncratic & rare – the power of deep cave biomes- of fungus jungles & deep-sea creatures, in practice it is much more distressing – as these remote & strange sorts of life – the carrion feeders, the unlit, are allied to the animalcules, the microbe & the germ. Those invisible forms of life that permeate all others. Practitioners of White-Life shamanism are uncommon outside of totally subterranean societies (of which there may be thousands in the North) – but when they are found among surface natives they are the most elusive & alien of the totemists being preoccupied with division, extremity & the inchoate.

When a character acquires the Shamanism ability they must choose their totem, all the spells & abilities related to that shamanic calling are defined by the type of Shamanism that is pursued. Referees might allow that a PC be able to gain Shamanism multiple times, accessing each totem through a separate expenditure of Xp.

Black Prana Shamanism

The Black Life – that which crawls that which stings, that which builds. Black prana is hidden until it does not want to be, it is still until it darts, it is tiny until it builds. Shamans who are stung by the Black prana and undertake to follow it are gifted with mindlessness and spurred by community, they are privy to the secret goings on in the smaller scale, their world is unimaginably more vast and horrifyingly more mechanistic.

The Black prana is influenced by the Black Moon – which is full when the white moon is unseen, the Black Moon is the dark face of the white & so one waxes while the other wanes. If the Referee is tracking the phases of the moons they can indicate the current phase but if not, you should roll a d20 – On a 1 the black moon is New and on a 20 it is Full, with 10 being a half moon.

Following Black prana influences a character, but a character's identity determines how they will interface with Black prana in turn. This is reflected by the character's alignment – which dictates certain benefits & drawbacks the character experiences & sets the Totem for the character. Changing alignments is reflected in a shift in these powers.

Chaotic Shamans follow the **Spider** – Spider darts & scurries, hunts & kills, it has not pattern, until it chooses to, it builds its web & fishes until it chooses to leap, until it chooses to dig, until it chooses to dart about. Spider is versatile & menacing. Spider Shamans **Manifest** the traits of their spider totem (this can be as specific as an individual spider or as broad as a single species) when they use their shamanic magic. During the duration of any Black prana spell cast the Spider Shaman gains +2 to their skills by taking on characteristics & the appearance of a spider – inflicting a penalty of 2 steps on all social dice.

Lawful Shamans follow the **Ant** – Ant works to build, is ordered in its ways & knows unerringly what it is supposed to do and where it is supposed to be. Ant is mechanistic & steady. Ant Shamans **Manifest** the traits of the ant during the duration of any Black prana spells they cast. While a spell is active the Ant Shaman gets a step of improvement on all social tests but loses the ability to use one known language.

Neutral Shamans follow the **Crab** – Crab sometimes swarms & is sometimes solitary. It goes on land & water and is at home in both. Crab has both claws & a shell so it defends & attacks equally. Crab Shamans **Manifest** as the Crab gaining the aspect of the crab including a bonus of +2 to speed & AC while losing the ability to speak.

Good Shamans may follow the **Bee** – Bee is ordered and benign, it creates sweetness from hard work & the fruit of its toil is the ordered hexagon. It consumes beauty without diminishing it and only fights when peril is extreme, and yet its attack is the most vicious. Bee Shamans **Manifest** the aspect of the Bee when casting a Black prana spell – during the spell's duration the Bee Shaman improves social test dice by 2 steps only for peaceful interactions.

Evil Shamans may follow the **Scorpion** – Scorpion kills without consuming, It stings maliciously, pinches cruelly and stalks by night & day fearless of all adversaries. It is pure hostility. Scorpion Shamans **Manifest** the aspect of the scorpion. While manifesting the scorpion the character's social dice are improved by two steps only when engaging in a hostile confrontation.

The Black Prana grants the magic of **Calling** & **of Mastery**. These spells have their levels decreased by 1 when the black moon is full & decreased by 1 when it is not in the sky.

Calling: All the animals respond to cues and roles within their ecology. Because of your understanding of these matters you can command these creatures and call them to you. Whenever you command animals they must obey you implicitly, your will being greater than theirs. If you call upon the animals, they will appear as quickly as possible and remain in your location until the magic is spent or until you allow them to leave. Animals will fight on your behalf to the death; your command makes them utterly loyal.

❖ Base Spell – Summon 2 HD of your totem creature to your location, they arrive in 1d10 hours

❖ Duration – The creatures arrive and linger for a period of minutes equal to the Calling's level.
✦ +10 – Arrival – the creatures arrive on the scene instantly
✦ +6 – Arrival – the creatures arrive on the scene in 1d10 turns
✦ +4 – Arrival – the creatures arrive on the scene in 1d10 rounds
✦ +2 – Arrival – the creatures arrive on the scene in 1d10 minutes
✦ +1 –Duration increased to hours, the creatures stay in the area for hours instead of minutes
✦ +2 Duration – the creatures linger in the area for days
✦ +3 Duration – Weeks
✦ +4 Duration – Permanent – the creatures permanently inhabit the area
✦ +1 per 2 HD of animals called
✦ +3 to call a different Black Prana totem
✦ -1 if you use the totem's preferred food in the Calling

Mastery: By exerting your own bestial influence & manifesting a mesmeric magnetism you can control the actions & influence the behavior of creatures that abide within the Black prana. This is a formidable control that exemplifies the superior will of the Shaman over the creatures that fall under its totem.

❖ Base Spell – Up to 2 HD of your totem creatures will obey you.
❖ Duration – The creatures obey for 1 minute per level of the spell
✦ +1 – To Instigate – the creatures will fight aggressively on their own
✦ +2– Warrior –the creatures attack aggressively under your command
✦ +3 – Absentia – the creatures will act according to your instructions after you have departed
✦ +4 – Guardians – the creatures protect the shaman's allies & the shaman
✦ +2 –Duration increased to hours, the creatures obey for hours instead of minutes
✦ +4 Duration – the creatures obey for days instead of hours
✦ +8 Duration – Weeks, the creatures obey for weeks on end
✦ +10 Duration – Permanent – the creatures permanently obey the shaman
✦ +1 per 2 HD of animals controlled
✦ +3 to master a different Black prana totem
✦ +6 to master city-dwelling people
✦ -2 if you use the totem's preferred food in the Calling
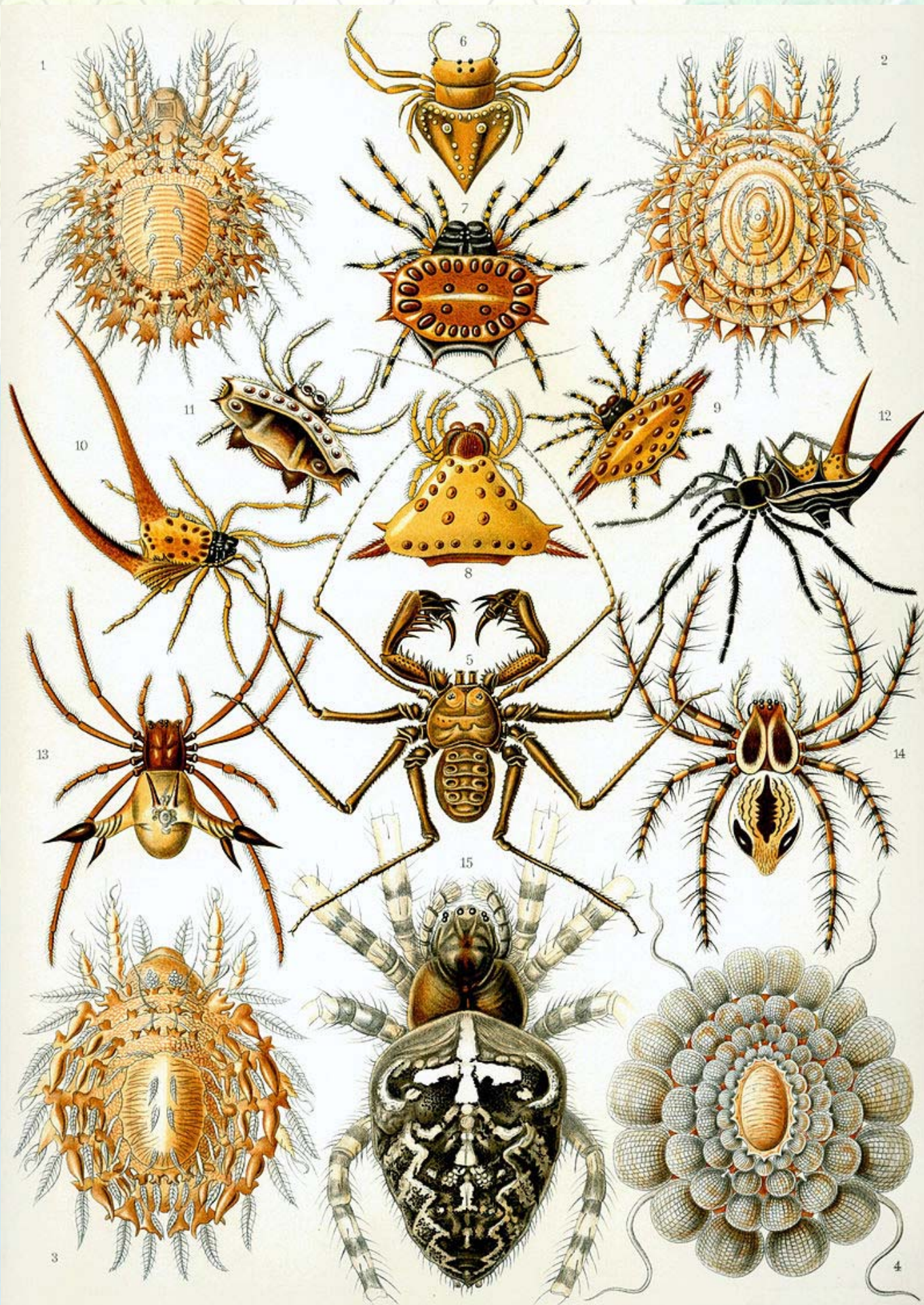
Green Prana Shamanism

The sun gives life to the patient tree, the tree endures, grows & flourishes. The grass grows over the tombs of the dead, the flower breaks the soil, the root breaks the rock – eventually. Green Prana is the power to endure seemingly without consuming. The Green Prana grows massive from the ambient strength of the world itself & it is insensible to pain, to cold & to suffering. It endures even death, returning each spring.

Green Prana is influenced by the Green moon's phases which the Referee may track. If the Referee does not, you can estimate the phase of the Green moon by rolling a d20. On a 20 the green moon is full and on a 1 the green moon is new. On a 10 there is a half-moon & the green moon's cycle is 20 days long. You can roll at the start of the session and track the changes if the session consists fo many days of adventuring.

PCs who follow the Green Prana distinguish themselves within the orgone based upon their own identity and what they bring to the green themselves. A character's alignment determines what types of power & the nature of the character's influence over the Green Prana.

Chaotic Shamans follow the totem of **Wildflower** - They go everywhere and are never particularly wanted and never particularly disliked. The Wildflower expresses in many locales & in an abundance of forms it is persistent and pervasive. Wildflower Shamans **Manifest** the wildflower aspect during the duration of any Green Prana spell they cast – they regenerate 1 HP per round while manifesting at the expense of having their speed halved.

Lawful Shamans follow the totem of **Crop** – Crop is useful, organized & planned out for years in advance. It is methodical and exclusive. The Crop emerges from out of a civilized impulse which is uncommon among shamans and the Crop Shaman **Manifests** the Crop during the duration of any Green Prana spells they cast, gaining 1 bonus HP per spell level when the spell is cast which remain until they are lost or the spell ends.

Neutral Shamans follow the totem of **Tree**- Tree is emblematic of the Green Prana & the tree shaman is one of the axiomatic shamanic personae. Tree is the enduring & implacable vital force that grows to immensity seemingly from nothing without appearing to consume anything. The tree Shaman **Manifests** the tree whenever casting a Green Prana spell & during the spell's duration. They cannot move any spaces while manifesting but they gain +2 to AC and heal 1 HP each round.

Good Shamans are adherents of the totem **Fruit** – The purely benign providence of the plant world that offers sustenance to all. The fruit shaman is generosity & acquiescence these shamans **Manifest** the fruiting plant when they cast & maintain a Green Prana spell. During the spell's duration a fruit shaman can heal any nearby ally for 1 HP per turn without taking an action.

Evil followers of the Green Prana follow the **Thorn** – the totem of mindless, passive danger, the cruel barb, the complacent brutality. Thorn Shamans **Manifest** the aspect of thorns, anyone within melee range of the shaman takes 1 point of damage on each of the shaman's turns during the duration of any Green Prana spell the shaman casts.

The Green Prana grants the magic of **Shaping** & **Communion**. These spells have their level increased by 1 during the green moon's new phase and decreased by 1 when the green moon is full.

Shaping: The mutability suggested by an unshaped board is manifest within all the Green Prana – it is a medium that can be manipulated into endless forms. The Green Shaman sees this potential in all things, not only the plants, and can take & give shape to the trees & the shape of trees to everything else.

- ❖ Base Spell – Slow transformation into the totem plant
- ❖ Duration – The Spell lasts 1 minute per level. Each minute of the spell causes the shaman to turn more fully into a plant – a total transformation requires 1 minute per HD. For every minute the spell continues the character loses 1 point of movement and gains 1 point of AC and heals 10 points of damage.
    - ✶ +2 – Duration – the spell lasts 1 hour per level
    - ✶ +3 – Duration – the spell lasts 1 day per level
    - ✶ +4 – Duration – the spell lasts 1 week per level
    - ✶ +5 – Duration – the spell is permanent
    - ✶ +2 – Reversal – the spell turns a plant into a person over the duration – creating a 4 HD NPC that only the shaman can communicate with.
    - ✶ +1 Sustaining – While in the plant form the character gains all nutritional needs for 1 day per minute of duration.
    - ✶ +1 Targeted – the spell affects a target who must resist vs. spell or be turned into a plant
    - ✶ +2 Cousin – the spell turns the target into a non-totem plant

Communion: The unknown languages of the plants are made known to the Green Prana shaman who is able to discern significant facts from the plants & to gain valuable insights into the topography & population of the larger world.

- ❖ Base Spell – You can communicate with a plant within range of your voice.
- ❖ Duration – This ability lasts for 1 hour per level of the spell
    - ✶ +2 – Topography – you also gain knowledge of the makeup & population of the hex you occupy
    - ✶ +6 – Survey – your topographical knowledge extends to all neighboring hexes
    - ✶ +10 – Mapping – your topographical knowledge extends to a three hex radius
    - ✶ +2 – Easing – you double your movement rate in any hex of which you have knowledge
    - ✶ +4 – Briars – you can halve the movement rate of enemies through hexes you've surveyed
    - ✶ +2 – Providence – you automatically find food and water in any hex you've surveyed
    - ✶ +2 – Insight – you succeed on searches more easily (+1) in all surveyed hexes
    - ✶ +1 – Parley – you improve social dice by 2 steps when influencing plant creatures
    - ✶ +1 – Concealment – you are more difficult to surprise in areas you have surveyed by 1 die step

Red Prana Shamanism

Blood is energy, it is the vital force that gives motion to the limbs & which sustains the whole organism. It is motion & strength. Blood is sustenance & it sustains, it can be heard within all creatures, it can be scented & its song is a miasma of subtle odors & pulsing movement. The Red Prana Shaman calls to the blood in beasts & the blood calls back, ready to obey and eager to serve.

Red Prana is influenced by the Red moon's phases which the Referee may track. If the Referee does not, you can estimate the phase of the Red moon by rolling a d20. On a 20 the green moon is full and on a 1 the red moon is new. On a 10 there is a half-moon & the red moon's cycle is 20 days long. You can roll at the start of the session and track the changes if the session consists of many days of adventuring.

PCs who follow the Red Prana modulate their interaction with the vital force based upon their alignment, different alignments manifest the Red Prana differently. When manifesting the Red Prana a shaman takes on the aspect of their totem – changing in appearance & demeanor. The shaman's totem is based upon their alignment.

Chaotic followers of the Red Prana follow the totem of **Predator –** They are the hunters, sometimes solitary, sometimes in packs, the creatures that hunt & eat, that stalk & strike. Red Prana Predator Shamans **Manifest** as their hunting totem. After casting a Red Prana spell & during the spell's duration a Red Prana shaman has their speed improved by 2 and their damage rolls increased by 1. During the spell's duration the shaman cannot make social tests.

Lawful Red Prana Shamans follow the totem of **Herd –** The unified front that is defense against predation, the force of many and the strength of the group. Herd Shamans are companionable and have an affinity for others the Herd shaman **Manifest** aspects of their totem beast when they have cast & during the duration of any Red Prana spell. While manifesting the totem the shaman increases the AC of all allies by 1. During the duration the shaman can only attack once per round.

Neutral adherents of the Red Prana follow the totem of **Forager –** those creatures that seek out fruit or flesh equally, that take what can be had and stay alive by consuming life without malice. These are the creatures that survive grow fat, grow & consume, above all. Forager shamans **Manifest** their totem during the duration of any Red Prana spell they cast. During the spell's duration they improve their movement speed by 2 and have their search threshold increased by 1.

Good Shamans of the Red Prana follow the totem of **Song –** Those creatures far above the fray, that are not hunted, are never prey – they are those few creatures that are fearless of predation, fearless of hunger & death. They live to see life continue, they sing to enchant & pronounce their strength. Song shamans **Manifest** the aspect of their totem during the duration of any Red Prana spell they have cast. While manifesting the aspect of their totem the song shaman's attack rolls are improved by 2.

Evil Shamans of the Red Prana follow the totem of **Scavenger –** Those unseemly creatures that feast on the carcasses of the dead, who feast un the unclean & are not preyed upon by virtue of their contemptibility. They feel no humiliation, no shame, they are pariah opportunists. Scavenger shamans

Manifest their totem when casting a Red Prana spell – during the spell's duration all of their saves are improved by 2.

The Red Prana grants the magic of **Shaping** & **Calling**. These spells have their level increased by 1 during the red moon's new phase and decreased by 1 when the red moon is full.

Calling: All the animals respond to cues and roles within their ecology. Because of your understanding of these matters you can command these creatures and call them to you. Whenever you command animals they must obey you implicitly, your will being greater than theirs. If you call upon the animals, they will appear as quickly as possible and remain in your location until the magic is spent or until you allow them to leave. Animals will fight on your behalf to the death; your command makes them utterly loyal.

- ❖ Base Spell – Summon 2 HD of your totem creature to your location, they arrive in 1d10 hours
- ❖ Duration – The creatures arrive and linger for a period of minutes equal to the Calling's level.
    - ✷ +10 – Arrival – the creatures arrive on the scene instantly
    - ✷ +6 – Arrival – the creatures arrive on the scene in 1d10 turns
    - ✷ +4 – Arrival – the creatures arrive on the scene in 1d10 rounds
    - ✷ +2 – Arrival – the creatures arrive on the scene in 1d10 minutes
    - ✷ +1 –Duration increased to hours, the creatures stay in the area for hours instead of minutes
    - ✷ +2 Duration – the creatures linger in the area for days
    - ✷ +3 Duration – Weeks
    - ✷ +4 Duration – Permanent – the creatures permanently inhabit the area
    - ✷ +1 per 2 HD of animals called
    - ✷ +3 to call a different Red Prana totem
    - ✷ -1 if you use the totem's preferred food in the Calling
    - ✷ +2 Affinity – the creatures are well disposed toward you when they arrive

Shaping: Animals of the Red Prana tend to follow a very similar pattern, four limbs, heads, sense organs & so on – all of these hint at a relationship that shamans of the Red Prana understand with uncanny clarity. The transformation of the details that fall within this basic plan are trivial for the shaman with full transformation being merely a matter of time.

- ❖ Base Spell – Slow transformation into the totem animal
- ❖ Duration – The Spell lasts 1 minute per level. Each minute of the spell causes the shaman to turn more fully into an animal– a total transformation requires 1 minute per HD. For every minute the character gains 1 of the creature's attacks, movement types, defenses or maneuvers.
    - ✷ +2 – Duration – the spell lasts 1 hour per level
    - ✷ +3 – Duration – the spell lasts 1 day per level
    - ✷ +4 – Duration – the spell lasts 1 week per level
    - ✷ +5 – Duration – the spell is permanent
    - ✷ +2 – Reversal – the spell turns an animal into a person over the duration – creating an NPC with HD equal to the original animal.
    - ✷ +1 Targeted – the spell affects a target who must resist vs. spell or be turned into a the totem animal
    - ✷ +2 Allied – the spell turns the target into a non-totem beast
    - ✷ +1 – Virtues – Add a spell level for every maneuver or attack of the totem you want to add

White Prana Shamanism

The life that exists without clear relation to all other life falls within the purview of the White Prana – this is the vital energy that exists outside of the influence of the sun and outside of expectations – these creatures, from the microbes to the mushrooms are domestic aliens, creatures seemingly unrelated by scale & ancestry to the living beings of black, green and Red Prana. The Referee may include many types of alien or abstract life within their campaign – often enough these fall under the White Prana orgone.

White Prana is influenced by the white moon & the phase of that moon can be determined, just as with the other moons if the referee isn't keeping track of the phases of the moon for you. The white moon's phases are exactly opposed to the motions of the black moon as these are two faces of the same body.

The different alignments of the shaman are allied to different totems within the White Prana.

A White Prana shaman who is Chaotic follows the **Formless** totem – these are the amoeba, the shapeless and amorphous creatures that can occupy any space, consume anything, overwhelm & engulf. Formless Shamans lose coherence as they **Manifest** the White Prana. While the shaman has a White Prana spell in effect they gain the amorphous aspect which allows them to alter their appearance significantly during each minute of the spell's duration. The shaman can completely modify his or her appearance within the parameters of their base species. Any changes committed remain until they are changed further.

Lawfully aligned White Prana shamans follow the **Colonial** totem – the sophisticated arrangements of molds & slimes into larger, sometimes ambulatory forms, sometimes enormous & always organized these are the forms that mimic the organs that are arrangements of clonal cells into regular shapes. Colonial Shamans **Manifest** the White Prana by budding while casting a White Prana spell. During the duration of the spell a number of clones of the shaman pop into existence during the duration of the spell. Each of the clones is statistically identical to the shaman save that it has 1 HP. Each of these acts on the shaman's turn. Spells produce a number of clones equal to the level of the spell cast.

Neutral shamans of the White Prana follow the **Fungus** totem – the lightless rot, the consumption without light, the consuming body & the endless expanse. Fungus totem shamans endure outside of normal conditions. During the duration of a White Prana spell they cast such shamans do not need to breathe, eat or sleep.

Good aligned shamans who follow the White Prana are allied to the **Rot** totem – the beneficent animalcules that consume the dead & replenish the earth, that eradicate the wreckage of lost life & make the remains wholesome for the furtherance of other life. Rot Shamans **Manifest** the continuation of life by taking on the form of rotting consumption. During the duration of a White Prana spell the rot shaman receives HP in healing & in bonus hits equal to half of all damage that they deal.

Evil aligned shamans of the White Prana follow the terrible **Parasite** totem – the ugly intruder that consumes from within, that twists the mind & controls other life without a thought that takes without giving. Parasite Shamans **Manifest** the insidious form of parasites & viruses so that during the duration

of any of their spells anyone within the radius of their spells must save vs. spells or become randomly sickened. This affects friends & foes alike within 20 spaces of the shaman.

The White Prana grants the magic of **Mastery** & **Communion**. These spells have their level increased by 1 during the white moon's new phase and decreased by 1 when the white moon is full.

Communion: Invisible and alien worlds are made known the white shaman who is able to communicate with the animalcules & spores that ride upon the wind & seep into the blood. The White Shaman is able to learn & know much of the world & its people without seeming to do anything at all.

- ❖ Base Spell – You can communicate with your white-life totem creature within range of your voice.
- ❖ Duration – This spell lasts for 1 hour per level of the spell
    - ✴ +2 – Microbiome – you gain absolute knowledge of a character in range
    - ✴ +4– Ailment – you can instigate sicknesses within a target in range
    - ✴ +4 – Poison – you can poison a target in the range of the spell
    - ✴ +1 – Parley – you improve social dice by 2 steps when influencing white creatures
    - ✴ +2 – Chronic – the spell lasts for 1 day per level of the spell
    - ✴ +4 – Lingering – the spell lasts for 1 week per level of the spell
    - ✴ +8 – Permanent –the spell lasts indefinitely

Mastery: The White Prana permeates other life and your command of the microbiome & the unlit life within all creatures allows you to puppeteer those people by controlling the creatures inhabiting them. Sometimes this magic is undetectable, as the mind is influenced by the creatures within, sometimes it is more horrible and the target is aware of their actions but unable to resist.

- ❖ Base Spell – You control the actions of one target of up to 2HD you can see that are sickened, poisoned or that are part of the White Prana biome natively.
- ❖ Duration – The creatures are controlled for 1 minute per level of the spell
    - ✴ +1 –Collapse – the creatures collapse & fall still for the duration
    - ✴ +3– Frenzy –the creatures mindlessly attacks everyone nearby
    - ✴ +4 – Flee – targets do anything they can to get away, running recklessly in a random direction
    - ✴ +2 – Chronic - Duration increased to hours
    - ✴ +4 - Enduring – Duration increased to days
    - ✴ +8 - Lasting – Duration extends into weeks
    - ✴ +1 per 2 HD of targets controlled
    - ✴ +2 to control more than one target
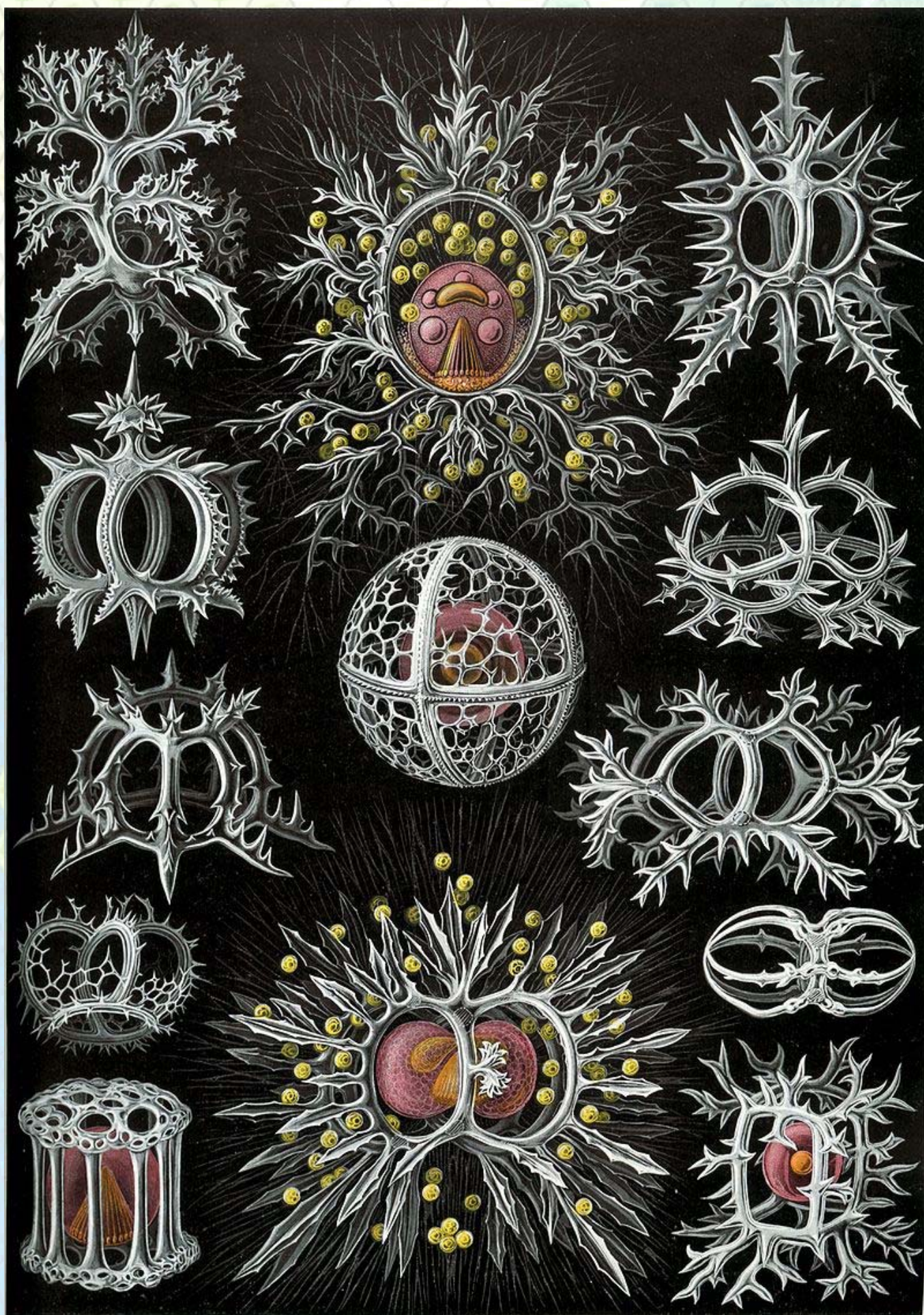
Blue Prana Shamanism

It is speculated that the blue moon influences a kind of life that remains unknown & unseen. In your campaign the Blue Prana could be used. Two variants are suggested for the role of the Blue Prana.

The most straightforward & perhaps obvious role for blue life is the life of the waters – in this case Blue Prana shamanism would roughly correspond to the Red Prana save that it is focused on aquatic & marine life. If you choose to employ the Blue Prana in this way, simply expand the ideas present within the Red Prana to govern sea-creatures. This use of Blue Prana does ultimately limit the Red Prana – which could otherwise be intuited to include fishes & cetaceans & the other life of the waters.

A less obvious but possibly more interesting use of the Blue Prana is to make it the shamanism of information – of memes & languages. In this variant the Blue Prana influences belief & ideas. In this respect the Blue Prana will likely resemble religious magic fairly closely – you may decide to adapt the magic of prayers by excluding the requirement for supplication – given the shamans superior role in this mental ecology.

Sample Shamanic Spells

The spells presented here are each based upon one totem with the statistics for the totem creatures presented as a basis for the magic.

Red Shamanism – Tiger Totem - Tigers are robust and dangerous creatures.

Tiger

HD – 4d10   AC – 16   Saves – 17   Skills - 5   Stats – 16   Move – 20   Initiative - 16

Attacks – 2x **Claws** +6 to-hit 1d8+3 damage each; **Bite -** +6 to-hit 1d10+3 Damage

Maneuvers – Ambush – the tiger attacks with all of its attacks on surprise rounds & when it is first.

Movement – The tiger can move very quickly at double its speed when running, it can swim & climb at its base rate.

Black Shamanism – Centipede Totem - Centipedes are horrifying.

Centipede Swarm

HD – 1d6   AC – 14   Saves – 19   Skills - 1   Stats – 6   Move – 10   Initiative - 11

Maneuvers – Engulf – the centipede swarm crawls all over the target who must save vs. paralysis. On a failed save the target is either frightened or poisoned, target's choice – as they can either run or be bitten.

Green Shamanism – Oak Totem – The oak is a large & long lived tree.

Oak Tree

HD – The Oak tree can probably endure hundreds of points worth of damage, it is easy to hit but it can't do much besides stand still and accept harm.

White Shamanism – Amoeba Totem – Amoebas are impossibly miniscule, they cause diseases.

Amoeba

HD – The amoeba probably can be killed with a slight touch. It is essentially impossible to hit with an effective AC in the hundreds.

Tiger's Claw
Level 1 Red Shaping

You manifest the retractable claws of your Tiger-Totem granting you the tiger's attacks for the 1 minute duration of the spell you gain a tiger's claw attacks.
 (+1 Base spell)

Tiger's Leap
Level 2 Red Shaping

For two minutes you manifest the tiger's leaping musculature & ferocious claws allowing you to use the beast's Claw attacks & Ambush maneuver.
(+1 Base Spell, +1 for added virtue)

Tiger Form
Level 3 Red Shaping

For 3 Hours you take on the form of a tiger. Replacing your statistics with those of a tiger This transformation requires only 4 minutes and lasts for 3 hours.
(+1 Base Spell, +2 for hours of duration)

Brother Tiger
Level 8 Red Shaping

Over the course of a few minutes a tiger takes on the form of a person who's species is the same as yours. The tiger becomes a 4HD NPC permanently.

(+1 Base Spell, +2 for reversal, +5 for permanent duration)

Tiger Call
Level 5 Red Calling

You brandish fresh, bloody meat & call upon a tiger – which appears in d10 rounds.
(+1 Base Spell, +1 for 4HD beast, +4 for quicker arrival, -1 for using meat)

Tiger Companion
Level 7 Red Calling

Hanging the carcass of a gazelle you call upon nature to send you the perfect tiger, a companion & friend.
(+1 Base Spell, +1 for 4HD beast, +4 for permanent duration, +2 for friendly creature, -1 for using meat)

Green Silence
Level 6 Green Shaping

You cause an enemy to experience the silent patience of the trees, transforming them into a tree. The subject becomes more and more treelike as they change- transforming into a plant at the rate of 1 HD per minute until they become the totem plant for a 6 days.
(+1 Base Spell, +4 for days of duration, +1 for targeted)

Sun's Sustaining
Level 3 Green Shaping

You gain your daily needs as regard to food & water & rest by becoming a plant for 3 hours. You spend a few minutes (1 minute per HD) becoming your totem plant – after which you linger in that form for 3 hours – receiving all your daily needs.
(+1 Base Spell, +1 for hours of duration, +1 sustenance)

Centipedes Activate!
Level 1 Black Mastery

Swarms of centipedes champ at the bit, ready to obey your whim. Up to two swarms of centipedes obey you, performing any activity short of
attacking your enemies, they infest an area by your command for a minute.
(+1 Base Spell)

Centipede Bomb!
Level 6 Black Mastery

You command 2 swarms of centipedes to swarm & attack within a designated area a few minutes following your departure. The centipedes attack whomever you designate.
(+1 Base Spell, +3 Absentia, +2 Warrior)

Centipedes, Attack!
Level 6 Black Mastery

You command 4 swarms of centipedes to attack – which they do aggressively for up to 6 hours.
(+1 Base Spell, +1 for 2 more HD, +2 for hours of duration, +1 for instigate)

Centipedes, Kill, Kill, Kill!
Level 6 Black Mastery

Six swarms of centipedes overwhelm an area and attack for 5 days following your offering of centipede food. .
(+1 Base Spell, +2 for 4 more HD, +4 for days of duration, +1 for instigate, -2 for food offering)
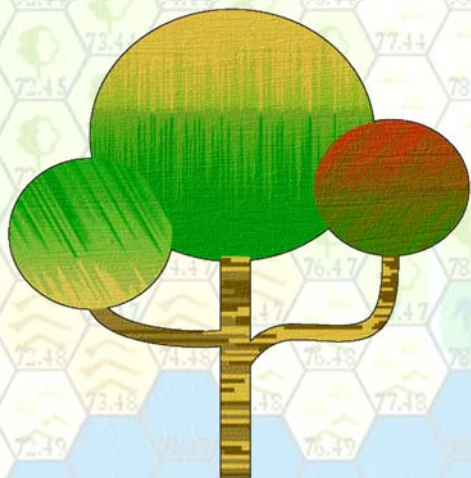
Centipedes, Swarm!
Level 10 Black Calling

Four swarms of centipedes instantly appear, covering your enemies as you cast centipede food at them.
(+1 Base Spell, +1 for 4 more HD, +10 for instantaneous appearance, -1 for food offering)

(+1 Base Spell, +2 for Topography, +2 for Insight, +1 for Concealment)

Web Fort
Level 7 Black Shamanism

You call upon thousands and thousands of spiders to appear and command them to erect a structure of webs. They spend 5 days spinning according to your command
 (+1 base calling spell, +1 for base mastery spell, +2 for days of duration, +3 for spiders instead of centipedes)

Disease
Level 5 White Communion

You compel the microbes within a weak target to riot, rebel & sicken the subject, who immediately falls ill.
 (+1 base spell, +4 to add a disease)

Fevered Assault
Level 4 White Mastery

A sick person rises up, enraged, against his allies in a frenzy of raving bloodlust.
 (+1 base spell, +3 to add frenzy)

Plant Conversation
Level 1 Green Communion

For the next hour you can carry on conversations with representatives of your plant totem.
(+1 Base Spell)

Green Reconnaissance
Level 6 Green Communion

You gather vital information regarding your surroundings, improving your ability to sneak within your current hex and all adjacent hexes. The plants within this area speak to you, informing you & offering you the best hiding spaces.

Some notes on Shamanic spells –

It is possible to use two of the spell seeds together to create a single spell – each of the base seeds adds to the spell but duration is purchased only for one of the spell seeds – so a spell combining Mastery & Calling would, without any other modification, have a level of 2 for both base seeds. Adding duration to the spell can be done by adding to the spell's level by adding only the modifications for duration from one of the two seeds. If the cost for increased duration is different between the seeds – choose the higher.

A shaman can potentially gain access to more than one of the prana – if that happens assume that they have the ability to cast spells not normally related to one of their totems. A shaman with red & Green Prana could cast, for example, a Communion with animals instead of plants. Mind - the effects may be altered significantly based upon the changed targets.
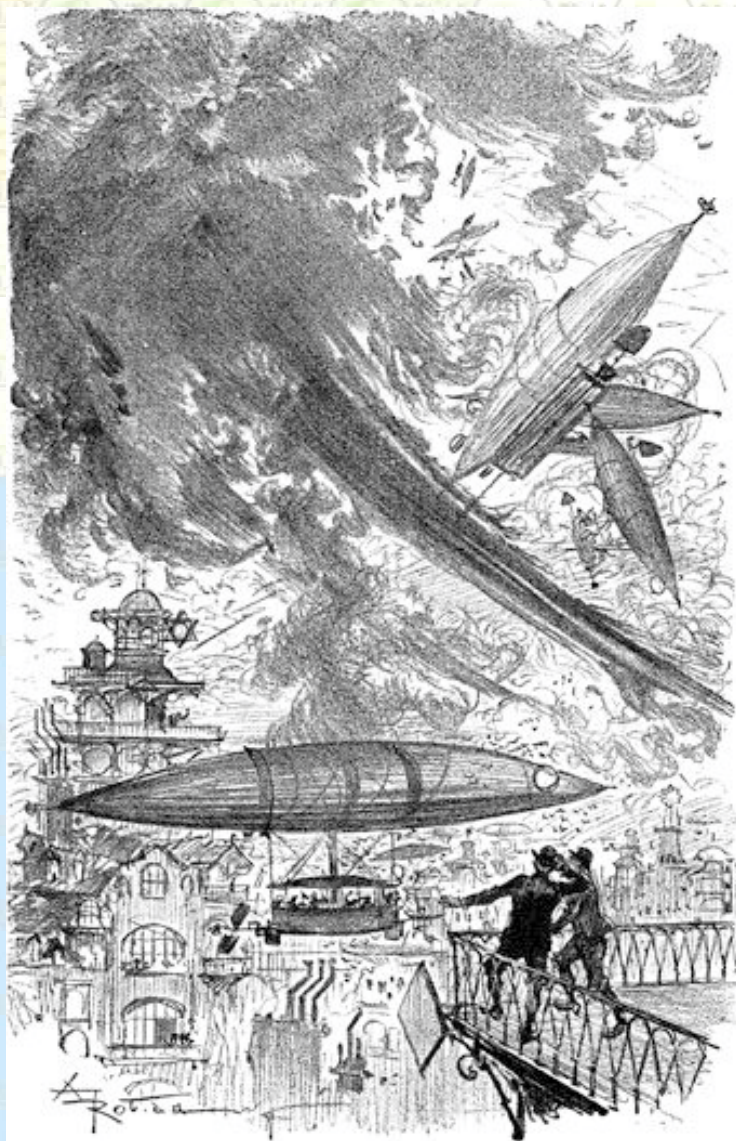
The Magic of the Goblins is not so esoteric as the mystical practices of the other races. It is much more mysterious, however, in that it is impossible to say why or how it works. Goblin magic is not an expression of the will, it seems to occur haphazardly as if by chance, It is not a function of an external power, it happens when no one expects it. The Goblins themselves call this magic – tinkering, when they call it anything at all, and it is a magic of objects. Unlike the other spells, or magical traditions, Tinkering does not have spells, or really even the ability to cast spells. Rather, it is a menu of attributes that it tacked on to the Goblin's possessions as well as its own extremely mutable body. Things left with a goblin tinker are retrieved later and tend to seem more… Gobliney. As if the goblin tinker's essence were able to enter and alter an object.

Augments – A Tinker augments his or her gear over time and through use. This is always represented by an increase in the functionality of the equipment at the expense of Xp. Increasing the damage of a sword (it becomes more pointy, more jagged & dangerous) or increasing the defensiveness of armor (it 'grows' frills & hair & scales) are the supernatural order of this magic.

Endowments – A Tinker can change itself to be more… gobliney, as well. Over time the Tinker Goblin takes on attributes and appearances that make even other goblins regard it as a paradigm, an idealized goblin. The teeth double in number, and change so some are bone and some are wood, some are iron, the nose elongates, the chin juts out, the ears grow upward and out, the toes curl up like corkscrews. The voice crackles and the tongue splits. These modifications are made at the expense of HP. The Tinker sacrifices its own health to evolve itself.

Inventions – The Tinker is able to manufacture bizarre devices, strange equipment that perform, though just barely and not often. These devices, often enough appear on the Goblin's person, and the Tinker exclaims "I dreamed it! The invention fairy visited me!" Best not to look too closely at these, and best not to handle them if you are not the inventor yourself. Inventions require the expense of SP & woe betide those who entrust their wealth to a goblin for safekeeping.

Augments – These are modifications that are made to a goblin's gear. It seems that by proximity and use the Goblin's equipment becomes more suited to the wielder and more dangerous to use for others. These changes happen over time, and require the expenditure of Xp on the part of the Tinker. Augmented gear that has a bonus to attack, damage, AC and so on can only have a bonus value up to or equal to the Goblin Tinker's HD. A 5 HD Goblin can have Armor with a +5 augmentation

✶ Base Augmentation – Heavy weapons & armor become Medium, Medium becomes Light as pieces of equipment re-size to fit the Tinker's size & stature.
✶ Xp Cost – 50 per change per piece of equipment
  ❖ +1 Damage – For 2,000 Xp, the weapon deals added damage
  ❖ +2 Damage – For 4,000Xp, the weapon deals added damage
  ❖ +3 Damage – 8000 Xp
  ❖ +4 Damage – 16,000 Xp
  ❖ +5 Damage - +8 Damage – double the Xp cost per enhancement
  ❖ +1 to AC – 1,000 Xp
  ❖ +2 to AC – 3,000 Xp
  ❖ +3 to AC – 9,000 Xp
  ❖ +3-+8 to AC – triple the Xp cost per enhancement
  ❖ +1 to an adventuring skill – 100 Xp per +1 bonus to a skill
  ❖ -1 to a saving throw - 2,000 Xp, doubled for every -1 to a save
  ❖ Poisoning – 2,000 Xp to make a weapon poisonous
  ❖ Flaming – 5,000 Xp to make the object spout flames (flames ignite flammable objects and continue burning for 1d4 rounds – dealing d6 damage per round)

Adding multiple types of modifications is possible – in fact this is the chaotic strangeness of the magic. A Cloak of knives that gives the Goblin a bonus to saves vs. Fire Breath & deals 1d6+3 damage would be a typical sort of Goblin accoutrement – but if the knives were poisoned, and the cape made of spiderwebs – this would be the archetypal Goblin garment.

No Goblin yet, it should be noted, has been able to improve a weapon's chance to hit an opponent, and no Goblin yet has been able to enhance its gear so that it will work for others.

Endowments –

These are modifications that are made to a goblin's body. These changes consume the Goblin's existing form and require the expenditure of HP. HP deducted for the creation of these Endowments don't grow back, Keep track of how many HP have been sacrificed to Endowments so that this total will be deducted whenever you add HD. It is entirely possible, that when rolling your HP after gaining Hit Dice that the Tinker will die – as a result of its Endowments – such a Goblin has flown like Icarus, too close to the ideal.

- ✳ Base Augmentation – Gain a bite attack that deals 1d8 Damage.
- ✳ HP Cost – 1 HP for the first change
  - ❖ -2 HP – the Bite attack deals d10
  - ❖ -3 HP – the Bite attack deals d12
  - ❖ -1 HP - Elongated Ears – improves Intelligence by 1
  - ❖ -1 HP – Pointier Nose – improves Wisdom by 1
  - ❖ -1 HP – Jutting Chin – Improves Dexterity by 1
  - ❖ -1 HP – Extra Fingers – Improves Strength by 1
  - ❖ -1 HP – Twisted Back – Improves Constitution by 1
  - ❖ -1 HP – Screeching Voice – Improves Charisma by 1
  - ❖ -3 HP – Bite attack becomes poisonous
  - ❖ -4 HP – Forked tongue is a ranged – whip attack, deals 1d6 Damage
  - ❖ -4 HP – Noxious Spit – ranged attack deals 2d4 Damage

A very well endowed Goblin might have a back nearly twisted to a corkscrew, a nose that meets it's chin and rows of teeth like a shark. Of course All of this takes a toll on the Tinker's body – the more changes and the more Gobliney it becomes, the less and less capable of surviving in the world it will be. It's fellow Goblins will lament – "Why do the best of us die so young?"

It is possible that your conception of a Goblin is different than the archetype presented here. You may wish to field a gremlin or a gnome – a boggart or a chupacabra – feel free to modify the descriptors here to suit your vision of the goblin so that it suits you best. There is no one way to be a Goblin, though all the Goblins agree when they see one, what makes a Goblin well endowed.

Inventions – In the strange and fevered dreams of the Goblins terrible machines clash and break and are built up from the scraps of the world around them. As if paying for these dreams, the Goblin Tinker goes to sleep with a full bag of coin and wakes with an empty one. Where does the money go? The Tinker will say that the Machine-Ghosts needed it, that it was payment for the great ideas that have come in the night. Inventions mimic the spells cast by other magical traditions. When devising an invention the Tinker must devise a spell – using the rules and guides for spell-making elsewhere in this section. The insight for creating the objects that allow these effects to occur is paid for in coin, the amount of which is determined by the power of the effect. A Tinker can only invent an invention if the spell-effect mimicked is equal to or less than its HD. Inventions of a Tinker will only ever operate for the Tinker who devised them. No one else can use these inventions.

Spells that can have their levels decreased by the sacrifice of expensive components or a longer casting time can be built into Inventions – the materials required and the casting time then become necessary to the functioning of the invention. This holds true for any other effects – such as a Somatic or Verbal component – which may mean that the inventor must swear and kick the invention.

- ✴ Base Invention – An invention that is capable of generating a 1st level magical effect for the goblin wielder – and which fails one time out of 6.
- ✴ SP Cost – 100
    - ❖ Level 2 Spells – 400 SP
    - ❖ Level 3 Spells – 1,600 SP & quadruple the SP cost for every level afterward
    - ❖ Level 10 Spells – 26,214,400 SP…
    - ❖ Fails one time out of 8 – 1,000 SP
    - ❖ Fails one time out of 10 – 3,000 SP
    - ❖ Fails one time out of 12 – 5,000 SP
    - ❖ Fails one time out of 20 – 10,000 SP
    - ❖ Single Use – halves SP cost
    - ❖ Fails one time out of 4 – Reduces the SP Cost by Half.

Note – halving the SP cost twice does not remove the cost, half the cost once and then halve the result – for a total of ¼ the original SP cost.

Inventions are not obviously or purely magical – they will tend to have a mechanical or chemical component that is obvious. A machine that transforms lead into gold, for example, might have a vast footprint, occupying a large area and guttering smoke, or it may take the form of a complex series of mirrors and rays that focuses the moonlight. No Invention ever lacks for moving parts or bizarre justifications.

Wizardry

Whereas Glammer is the magic of seemings and misdirection and Shamanism speaks to a kinship of the blood, and while Prayer is an appeal to the ancient gods' capricious whims – Wizardry is the art of the Magician – it is the True Mastery. A Wizard exerts tangible power over matter itself by sheer force of will. The Wizard's boundless imagination and powerful intentionality is sufficient to leash the unthinkable force of magic and contain it within. Whenever a character gains the ability of Wizardry, he or she gains a focus and mental clarity that allows them to consciously alter reality. This is no trivial sham, it is a tremendous power that is all but unthinkable to the vast majority of folk. An adventurer, screwing up their determination becomes a container of force, which is unleashed in a potent, focused stream.

A character pays the Xp tax to gain Wizardry and is able to form the will into a 'shape' based upon the 8 schools of magic. This ability represents a wizard's ability to focus his or her will and intention briefly in order to cast out the magic in a predetermined form. A character must pay the Xp tax for every level of spell that they are able to cast.

A wizard cannot cast a spell on the fly, rather, the magic itself must be planned in a painstaking way beforehand – this is the function of a Spellbook. A character must create and record a spell in a spellbook, designing a magical recipe to be later cast. A spellbook can contain 100 levels of spells before it is filled, at which point, a character must pay the Xp tax on a Spellbook once again in order to bond the book to themselves, through study and notation. Once the spellbook is bonded, any of the spells in it can be cast, and a wizard can fill up as many spellbooks as he or she likes, so long as the Xp tax has been paid.

Casting the spells requires that a character possess the Wizardry ability, and that they possess the proper 'slots' per day available to let the magic they have invented go free.

Wizardry, because it is so broad and potent, has its own set of universal modifiers which apply to all of the 8 spell seeds:

Wizardry

- ✶ General Modifiers
    - ❖ -1 For Verbal & Somatic Components
    - ❖ -1 Per 100 SP of Material Components
    - ❖ -1 Per 10 HP sacrificed
    - ❖ +3 for 1 Turn of Casting Time
    - ❖ -1 for 10 Minute Casting Time
    - ❖ -2 for 1 Hour Casting Time

Transform:
The fullest expression of the aesthetic and material needs of a wizard, the Transformation seed grants the ability to completely change one object into another for a brief period of time. Transformation effects can modify any given substance into another, so long as sufficient force is applied.

* Base score – 3 cubic feet of material is transformed
* Duration - Minutes
  * ❖ +3 for transforming organic to inorganic
  * ❖ +2 for transforming inorganic to organic
  * ❖ +4 for transforming living to nonliving
  * ❖ +5 for transforming nonliving to living
  * ❖ +1 for every 3 cubic feet of material
  * ❖ -1 to change only material states / temperature
  * ❖ -1 to change less than 2 cubic feet of material
  * ❖ +1 – Hour Duration
  * ❖ +2 – Day Duration
  * ❖ +3 – Week Duration
  * ❖ +4 – Month Duration
  * ❖ +5 – Year Duration
  * ❖ +10 – Permanently change anything into anything else

Sample Transformations

Feet of Clay
Level 2 Wizardry

You transmute a living beings' feet into inert clay, they fall to the ground, incapable of walking or even standing for a few minutes.

(+1 Base spell)(+4 for transforming living to nonliving, -2 for verbal and somatic components)(-1 for a smaller volume)

False Wealth
Level 1 Wizardry

You transform an amount of gravel and rock into pure silver, becoming fabulously rich, if only briefly.

(+1 base spell)

Breath of Life
Level 6 Wizardry

You consider a statue, a fierce, indomitable figure, you demand that it live, and it lives.

(+1 base spell)(+2 inorganic to organic)(+5 for 15 additional cubic feet) (-2 for Somatic and verbal components)(-3 for 1 hour casting time)(+3 for week duration)

Vanishing Sword
Level 1 Wizardry

An adversary turns toward you with weapon drawn, glinting steel, you wave your hand and it vanishes in an instant as steel turns to air.

(+1 base spell)(+1 for 1 turn casting) (-1 for somatic component)

Cure:
The simple and essential magic of healing. Cures are the great balm of the world and the truest, surest sign of a wizard's power. As well, cures provide the wizard with an easy method of dissipating the hostility that their great power often engenders.

- ✦ Base score – Restore d6 HP
- ✦ Duration – Permanent
  - ❖ +1 per d6 restored
  - ❖ +1 per additional target affected
  - ❖ +1 die increases to d8
  - ❖ +2 die increases d10
  - ❖ +2 Cures Poison
  - ❖ +1 Add bonus temporary HP
  - ❖ +2 Add a bonus HD
  - ❖ +3 Cures Blindness or Deafness
  - ❖ +3 Cures any one Disease
  - ❖ +5 Regenerates a Limb
  - ❖ +10 Resurrects the Dead
  - ❖ -1 if the Spell heals a specific type of damage (fire, slashing, piercing etc…)

Sample Cures

Instant Cure
Level 1 Wizardry

You lay your hands upon your ally, mutter the word of power and healing is done.

(+1 Base spell)(-2 for verbal & somatic component)(+1 for 1 turn casting)(+1 for 2d6)

Restorative Shout
Level 4 Wizardry

You bellow a forceful command and those around you are healed.

(+1 base spell)(+4 for 5 targets)(-1 for Verbal component)

Call of Return
Level 9 Wizardry

You demand that the fallen return to life.

(+1 base spell)(+10 for resurrection)(+3 for affecting 4 targets) (-2 for Somatic and verbal components)(-3 for 1 hour casting time)

Fountain of Life
Level 8 Wizardry

You focus on the energy within all things and fill yourself with it, in vast abundance.

(+1 base spell)(+4 for 4 additional dice) (+2 for d10)(+1 for adding temporary HP)

Curse: The vigorous application of hostility by a wizard takes many forms, in its most profane form, the curse simply inflicts harm upon those who have earned the wizard's disdain.

* Base score – inflicts d4 damage on 1 target
* Duration - Instant
  * +1 per +1 dice of damage
  * +1 per 10' affected
  * +1 for fire effect – burns flammable materials
  * +1 for cold effect – slows living targets
  * +1 for electric effect – arcs to secondary target
  * +1 per die-step increase
  * -1 for no damage
  * +3 for lingering effect that does not heal naturally
  * +2 Inflicts Blindness or Deafness
  * +3 Inflicts disease
  * +5 to sever limbs
  * +10 for instant death

Sample Curses

Murderous Demand
Level 1 Wizardry

You point at your enemy and command it to suffer.

(+1 Base spell)(-2 for verbal & somatic component)(+2 for 3 dice)

Plague Curse
Level 2 Wizardry

You shed your own blood and sacrifice your treasure to expiate your wrath upon the corrupt town that shunned you.

(+1 base spell)(-1 for no damage)(+3 for lingering effect)(+10 for 100' area)(-1 for 10 HP sacrificed)(-10 for 1000 SP sacrificed)(-3 for hour long casting time)(+3 for inflicting disease)

Fireball
Level 7 Wizardry

You curse your adversaries and allies alike to burn!

(+1 base spell)(+3 for 4 dice)(+1 for d6) (-2 for Somatic and verbal components)(+1 for fire effect)(+2 for 20' radius)

Freezing Ray
Level 1 Wizardry

From your stern eyes spring lines of frost that harm your enemies.

(+1 base spell)(+1 for cold effect) (+3 for 4d4)(-2 for verbal & somatic components)(-1 for using diamond dust)

Summon:
The power of conjuration grants you access to the phantasmagoric realms of the dimensions beyond, you call upon these angels and demons, these elementals to appear and, if you wish it, to aid you. The nature of the being you summon tends to reflect your demeanor. A Lawful character summons Monsters, a Neutral character summons Elementals and a Chaotic character summons Demons. An Evil character summons the Undead while a Good character summons Angels.

- ✱ Base score – Summon a 1HD monster
- ✱ Duration – Round
    - ❖ +1 per increment of duration
    - ❖ +2 Duration – Minutes
    - ❖ +4 Duration – Hours
    - ❖ +6 Duration – Days
    - ❖ +2 to exert command
    - ❖ +2 per HD of the summoned creature(s)
    - ❖ +10 for a permanently bonded creature

Sample Summons

Otherworldly Aid
Level 5 Wizardry

You call up a creature from some netherworld that matches your disposition. It appears and obeys, briefly.

 (+1 Base spell)(+2 for minutes duration)(+2 to exert command)

Bind Familiar
Level 4 Wizardry

You generate a manifestation of your demeanor and will. It is bound to you in perpetuity

 (+1 base spell)(+6 for 4 HD)(-10 for 1000 SP sacrificed)(+10 for permanently bound monster)(-3 for 1 hour casting time)

Dimensional Invasion
Level 5 Wizardry

You call upon many of the least and smallest of the creatures from your plane of affinity.

 (+1 base spell)(+6 for 4 HD)(-2 for Verbal & Somatic components)

Call Down the Paragon
Level 10 Wizardry

Marshalling your resources & your will, you conjure the paragon of your spiritual demesne.

 (+1 base spell)(+10 for 6 HD) (+3 to exert command)(-3 for 1 hour casting time)(-5 for 500 SP in jewels powdered) (+4 for hours duration)

Animate: This magic is the capacity to grant motion and a semblance of life to the unliving – including to the bodies of the dead. At the height of its power this seed resembles the Cure seed, in that it can grant life to the unliving. When applied to a corpse, however, this magic does not resurrect the dead, but rather, creates a gruesome, ever-living monster.

* Base score – Cause a handheld object to come alive with 1 HD
* Duration – Round
  * ❖ +2 for every 9 cubic feet of object size
  * ❖ +1 Minute duration
  * ❖ +2 Hour duration
  * ❖ -1 for turn duration
  * ❖ +1 per additional HD
  * ❖ +1 to levitate or move object (telekinesis)
  * ❖ +10 To grant life to the object

Sample Animations

Knifebite
Level 2 Wizardry

Your adversary's blade turns on him, attacking vigorously and relentlessly for a few minutes.

(+1 Base spell)(+1 for 1 turn casting)(+2 for a 3 HD knife)(+1 for Minute duration)(-2 somatic and verbal components)(+

Zombie Rat
Level 1 Wizardry

Magic moves the smallest the easiest, the body of the rat shambles up in a mockery of life.

(+1 base spell)

Create Wight
Level 9 Wizardry

You give unwholesome life to a corpse. It attacks ferociously

(+1 base spell)(+2 for 9 cubic feet)(+6 for 7 HD)(-2 for Verbal & Somatic components)(+2 for Hours duration)

Call Sword
Level 2 Wizardry

Your blade comes to life, leaping into your hand.

(+1 base spell)(+1 for levitation)(+1 for turn casting)(-1 for turn duration)(-1 for verbal component)

Motion:
The movement of objects through space is something that can be manipulated and accelerated, enhanced or diminished, time itself becomes irrelevant to the wizard as movement through any distance becomes instantaneous.

- ✦ Base Spell – Double your movement speed & your action per turn
- ✦ Duration – Turn
  - ❖ +1 – Spell affects an ally
  - ❖ +1 – per doubling of movement speed
  - ❖ +3 –per doubling of your actions per turn
  - ❖ +3 – You can fly at the increased speed
  - ❖ +5 – Move the distance indicated instantly (teleport the distance you could travel at the enhanced speed)
  - ❖ +1 – To halve movement speed
  - ❖ +1 – to reduce actions to 1 per round
  - ❖ +2 – Per subject of the effect
  - ❖ +1 – Round Duration
  - ❖ +2 – Minute Duration
  - ❖ +5 – Hour Duration
  - ❖ +10 – Traverse any distance instantly

Sample Movements

Rush
Level 1 Wizardry

For a few turns you race at twice the speed you'd ordinarily move

 (+1 Base spell)

Miraculous Leap
Level 3 Wizardry

You race so quickly that you leap into the air and do not fall down, you take to the air, flying.

 (+1 base spell)(+3 to Fly)(-2 Verbal & Somatic Components)(+2 Minute Duration)

Warlord's Acceleration
Level 6 Wizardry

You cause your allies to rush into battle with a tremendous speed, doubling their attacks

 (+1 base spell)(+4 for 2 affected allies)(+1 for round duration)

Lead Limb
Level 2 Wizardry

Your adversary stumbles as if wading through mud with your stern command.

 (+1 base spell)(+1 to halve movement speed)(-1 verbal component)

Perception: The capacity to see and sense the unseen and inconceivable is the very essence of wizardry.

- ✱ Base spell – Add an additional sense
- ✱ Duration – Rounds
  - ❖ +1 Minute duration
  - ❖ +2 Hour duration
  - ❖ +2 per additional sense added
  - ❖ +1 to double an existing sense
  - ❖ +1 per subject affected
  - ❖ +1 for improving AC or a Save by 1
  - ❖ +1 for improving Attack by 1
  - ❖ +1 to improve adventuring skills by 1
  - ❖ +10 For full sensory remote perception

Sample Perceptions

Wizard Eye
Level 4 Wizardry

You gain the ability to see in complete darkness, and to see the invisible creatures and forces around you.

(+1 Base spell)(+2 for additional sense)(+1 for minute duration

Heighten Potential
Level 5 Wizardry

You grant your ally supernatural senses that vastly improve their survivability.

(+1 base spell)(+4 to improve AC by 4)(+3 to improve Saves by 3)(-2 verbal & somatic component)(-1 for using an expensive mirror in casting)

Witch Sense
Level 10 Wizardry

Peering into your crystal ball you see what lies far away. Whether in the dark of night or bright of the sun, you sense all normally.

(+1 base spell)(+10 for full sensory remote) (-3 for hour casting)(+2 for added senses)(+2 for hour duration)(-2 for using 200 SP crystal ball)

Delver's Balm
Level 3 Wizardry

Your senses enhanced, you temporarily improve your ability to survive in dungeons.

(+1 base spell)(+2 for improving skills by 2)

Imbue: Know a wizard by their accoutrements. The capacity and skill for creating magical goods equipment and gear is a hallmark of the wizard and this ability is the essence of the Imbue school of magic. A wizard who is gifted at Imbuements can use even an unbonded spellbook as a guide for creating wands and rings and the like that generate magic effects that the wizard could not actually produce themselves. Using an imbued item always takes one round and the effects begin on the following round, as if the spell were being cast.

✴ Base spell – Inscribe another 1st Level spell into written matter that only you can read
✴ Duration – Permanent
   ❖ +2 Per level of the spell to be imbued
   ❖ +3 To imbue a consumable item with the spell (potions, breads, oils)
   ❖ +4 To imbue the spell into a reusable artifact (wand, staff, ring)
   ❖ +2 to limit the ability to use the spell
   ❖ +5 for imbuing a spell you cannot cast
   ❖ +6 for imbuing a second effect on an imbued item
   ❖ +10 for imbuing three spells on a single item

Sample Imbuements

Wizard Eye Potion
Level 4 Wizardry

You create a potion that grants the Wizard Eye spell.

(+1 Base spell)(+8 for original spell level 4)(+3 for a consumable item)(-5 for 500 SP worth of materials)(-3 for 1 hour casting time)

Ring of Speed
Level 2 Wizardry

You create a ring that vastly increases the speed of its wearer for a brief interval.

(+1 base spell)(+2 for a 1st level spell)(+4 for reusable item)(-2 verbal & somatic component)(-3 for using a fancy gold ring)

Flying Carpet
Level 3 Wizardry

You weave your magic into the weft and the warp of an expensive carpet, giving it the ability to fly over distances.

(+1 base spell)(+6 for 3rd level Motion)(+4 for 2nd level Animation)(+4 for reusable artifact)(-3 for hour casting)(-5 for 500 SP rug)(-4 for sacrificing 40 HP)

Scribble Spell
Level 1 Wizardry

You copy another's spell into your spellbook.

(+1 base spell)

Dwarfsmithing

Though not a magical practice, the skill of the Dwarfs tends toward the preternatural. Given an excess of skill & an abundance of talent a resourceful Dwarfsmith wields an ability that defies all expectations.

The Dwarfsmith possesses the ability to fashion almost anything out of almost anything else. The Dwarves favor inorganic materials, but are not limited to them. Stone, and metal are the preferred media but wood, cloth, rope, even bone is a viable starting place for the works of the skilled dwarf crafter.

The main effect of Dwarfsmithy is that a Dwarf with the ability is able to produce *any* tool or implement, anything that is not alive can be crafted by a dwarf with this ability out of virtually anything. A sword can be fashioned from rope – a gauntlet from a skull – a boot from an axe… The Dwarfsmith must have a fertile imagination in order to best take advantage of this proficiency, but in the end any material of an equivalent size can be transformed into any tool of the Dwarf's desiring.

The second effect of Dwarfsmithy is that the plain can be made beautiful, and the beautiful can be made truly exquisite. A Dwarf with this ability can increase the value of anything they work on by 5 times the value of invested materials. If a dwarfsmith wishes to adorn her axe, she can expend 100 Sp in doing so, which in turn increases the value of the axe by 500 Sp. So sublime is the skill of the Dwarfs that even the most rudimentary of all riches provide sufficient provender for the most elaborate adornments.

The use of Dwarfsmithy requires time, tools, or both. Without tools, time is the main object, with tools, the time can be mitigated – with both time & tools, a Dwarfsmith can craft any number of wonders. A Dwarfsmith can create one object per HD per week – or improve 1 object per week, per HD that the smith possesses. With tools, this time is reduced by half.

A Dwarf who wishes to craft a jewel bedecked shield of surpassing luster, who begins with only a rusty shield and a handful of shabby gems is able to do so – even without tools, in only a week.

Whistling

Not a magical skill, the Halflings' facility for whistling is a legendary aspect of their history & culture. It is a trait of all their most significant heroes, and legendary kings. This talent is considered sometimes a blessing of the Halfling gods & sometimes a talent stolen by the Halflings from the indifferent deities.

While not supernatural in any discernable sense, the Halfling whistle is a notable, significant component of the wee-folks' repertoire. A Halfling Whistle can be heard in a range of miles equal to the whistler's HD. It can be used to communicate non-specific information such as a warning, a welcome or a threat – to anyone and anything. The whistler is allowed a social test or a reaction roll – as appropriate – to everyone within the radius determined by the Halfling's HD. This test's difficulty is mediated by the Referee, but it is never so difficult as to be impossible – a Halfling always has a chance.

Animals, particularly birds can be entranced by a Halfling whistler's calls and can be coerced into limited service, provided that the social tests involved determine that the relevant friendliness has been established.

The Whistler's talent is not merely an idle amusement either- it encourages & inspirits comrades and strangers alike- a Whistler's skill speaks for itself, and a Halfling with the talent is able to offer a sweet musical entertainment with no instrument at all.

A Whistler is able to mimic the sound of any bird, any wind, any cricket or calling insect. Any whistling sound can be replicated by the Halfling with this skill.

Most notably, those Halflings of great experience & practice – that is, those who have achieved the maximum HD – have a gift for whistling up, not just birds and friends, but stones & clouds, rain & storms. A Whistler with maximum HD can attempt to communicate, persuade & otherwise charm the heavens & the earth into behaving according to his whistled requests.
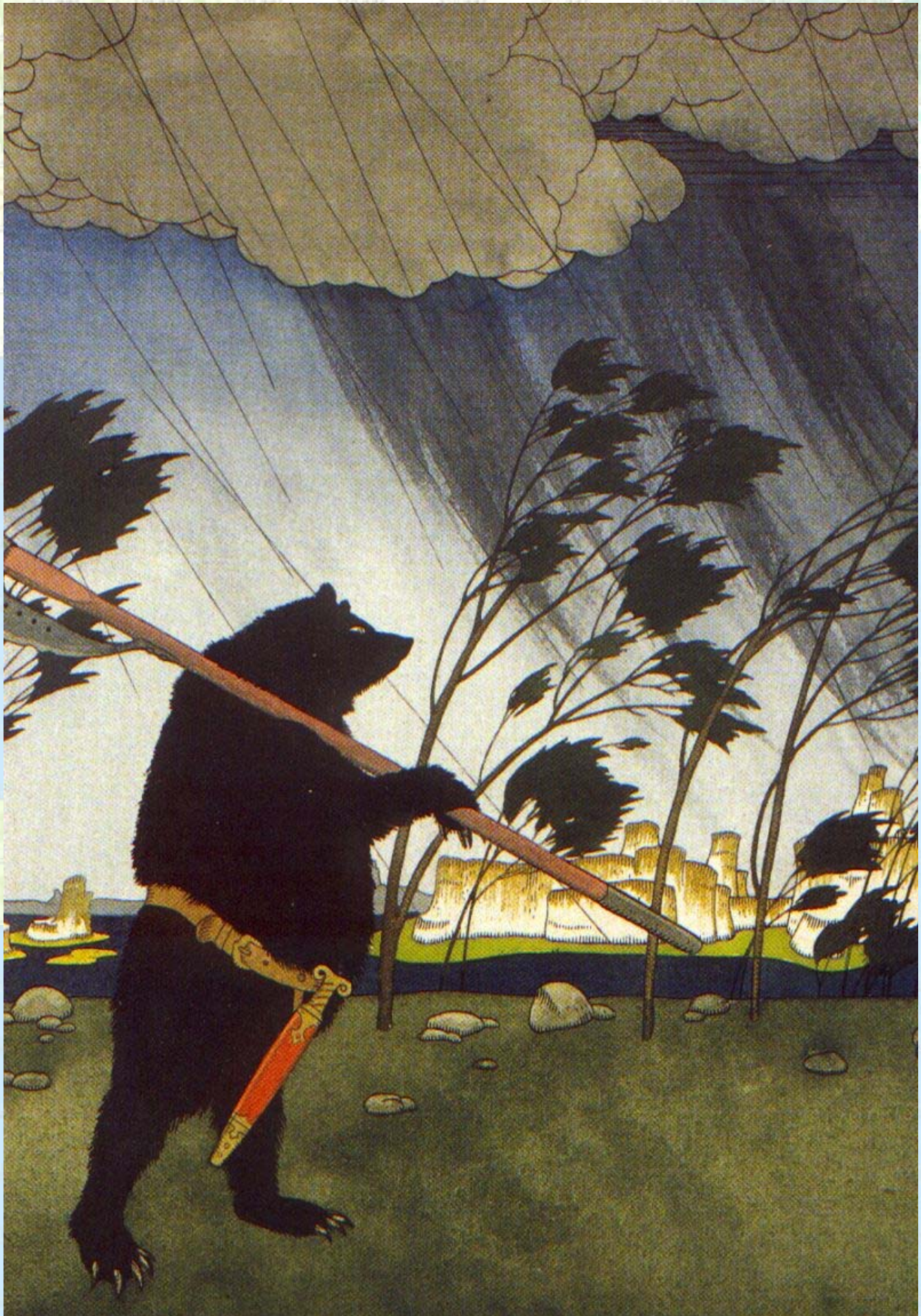
Act Three – In The Party

A hero is just one against the many, who tilts at outrageous fortune in pursuit of the greater good. The one, lone hero is a nice image, but it does not usually or effectively lend itself to collective storytelling. Rather, the team of heroes, each with their strengths & weaknesses, growing in trust & camaraderie. These are the kinds of stories that the Game of the North is focused upon. It is certainly possible to play a game with a central heroic figure, but the other players must willingly concede that they are that hero's assistants & confederates; subordinating their stories to the Hero's tale. No recommendations are made here, save that you manage your experience & expectations to please yourself & your fellow players as equally as possible.

An adventuring company has certain traits & qualities that are relevant to all its members, it has strengths & attributes that enhance & unlock the potential of the individual characters. The party, company or compact is entirely a construct of the players' consensus – & must exist in line with the collective intentions of all of the players. The traits of the party, which may begin as an unspoken agreement, become a part of the game itself only after the Referee deems that the party has achieved the relevant & requisite cohesion. Once this is done, the Party – as a game mechanic, must be defined.

Unlike a Character, the Party is not a role, but rather an institution devised by the characters to encompass & enhance their ongoing activities. All parties have certain common traits, & these need to be established. Once they are, these traits inform the later choices & developments of the Party.

1st – the Company requires a name. This can reflect the adventures of the characters so far, or be purely descriptive of their collective goals. Or else the name can be based upon a token or symbol common to the characters. *The Ogre-Slayers*; *The Tamers of the Unknown* or *The Diamond Rings* are all serviceable names.

2nd – Membership should be determined. Ideally all PCs will be members of the troupe, but it is possible that there could be multiple overlapping party memberships, & as well, a player may choose to opt out of the Party. Just as well, NPC's may be members along with hirelings & allies, pets & familiars. Any of these can be members, but the players are always the officers of the organization. Assess who will be offered & granted membership in the party.

3rd – Objectives need to be established. A clear goal is important. The Referee should not allow players to incorporate into a party without one or more clearly defined goals. Once the goals are established, every member of the party should be obliged to attempt to fulfill the goals. Good objectives are grand, great objectives are complex. Examples include – *Establish a new kingdom, Reinstate the Worship of a fallen god, Eliminate a particular faction, Defend against a particular threat.* The objectives will tend to establish the opposition that the party will face & will functionally codify the party's enemies. Establishing a kingdom in a particular area will antagonize the existing kingdoms & neighbors, for example. A bad goal is one that can be accomplished incidental to a grander scheme. "Getting Rich", for example, is a poor goal, since it can be accomplished incidentally to another, more ambitious goal.

4th – The company's alignment needs to be addressed. Do they operate within the law? Outside the norm? In secret or openly? A vigilante posse is not the same as a mercenary battalion. Lawful companies will work as agents of another organization – a city, a religion or a king are just examples. A Neutral party will work toward its own ends without regard for law or order. Chaotic troupes will tend to be focused on overthrowing existing order & fomenting revolution. Determine if your adventuring band is an agent of another power, a rising power in its own right, or a band of revolutionaries. A party is neither good nor evil, except that the Referee determines this based on its activities. A purely Lawful party working for the despotic warlord, executing civilians & enslaving people would be Evil, for example, while a party trying to overthrow the same warlord might be Chaotic, but could be considered good, depending on the methods they employ.

5th – The default organization of an adventuring company is one in which each Player who is a member of the party is an officer, while NPCs are subordinate. You can experiment with this formula, or you could chose a single party member to be a leader for the entire enterprise. You may choose to establish a radically democratic system involving coin flips & the drawing of straws, whatever you chose, make a note of the existence & order of any hierarchy in your gang. This is a good place for a character to acquire a title. Your party can use officer ranks, royal titles or the trappings of a financial organization.

Once these preliminaries are established, the Party gains access to some mechanical effects & systems that offer new options for the member players. These exist along three different paths of advancement.

Principally the party will thrive by the remunerative rewards of adventuring. Earning great sums of money for a party is an essential element of its ongoing concerns. All of the money that members of a party earn count toward the Party's Xp tally. The Party's coffers, however, are totally dependent upon the players' willingness to contribute financially. For example – the 5 members of a party break the back of the local goblin warband. Taking the goblin treasury for themselves, they split 1,500 SP 5 ways. The PCs gain whatever Xp – individually, that they normally would. The Adventuring Company gets 1,500 Xp regardless. The individual members may choose to contribute their plunder to the Company's coffers as well. So if 3 of the 5 members wish to surrender half their earnings to the Party – while the other members contribute nothing – the Adventuring Company has 1,500 Xp & 300 SP.

A party spends its Xp to gain qualities, & it uses its SP to fund these qualities. Beyond Xp & SP – which will be familiar to members of the Party long before they chose to band together officially – the Party has reputation tracks. These are indicators of what is known, believed & suspected about the Party by outsiders.

A party's behavior & discretion establish its reputation, its actions & accomplishments determine its experience & wealth & are used to purchase its abilities & accoutrements.

Like a Character, a Party has 6 statistics which roughly correspond to a character's 6 statistics. Each of the statistics reflects a different aspect of the Party's reputation. Unlike a character's statistics, the Party's stats increase & decrease over time, based on its accomplishments & actions.

Glory = Charisma = the greatness & heroism of the party

Reputation = Constitution = the team's notoriety or infamy

Secrecy = Dexterity = the subtlety & stealth of the guild

Influence = Intelligence = the importance of the compact

Membership = Strength = how many are in the gang

Devotion = Wisdom = the loyalty & focus of the organization

Devotion

A guild's Devotion is an indication of how focused & loyal the members of the guild are to the organization & it's tenets & aims. Devotion tends to be of particular significance to guilds & covens that have a religious or spiritual basis. In this case it improves the rites that are performed within the guild. Devotion to esoteric ideologies is not the whole story though, & loyalty to the guild is particularly important when there are many NPC members.

Starting Devotion – A guild's beginning Devotion is based entirely on its makeup. The starting devotion is the average of the PC member's HD.

PC Devotion Benefits – A high devotion score can help PCs to feel more invulnerable & capable, if a party's devotion is high enough the PCs gain added HP per Hit Die – which are lost if the Party's devotion falls.

NPC Devotion Modifiers – NPC members of a party are profoundly influenced by the party's devotion statistic. NPC stats are determined by the devotion of the party & their HD are increased or decreased by this level. Devoted NPCs give their all, while those who are merely biding their time until something better comes along barely make an effort. If an NPC's HD drop below 1 they are considered to have 1 HP.

Modifying Devotion – PCs can increase or decrease devotion through their actions. Benevolent actions & successful quests will improve devotion while betrayals & failures will erode it. Modifications to devotion based on PC actions are purely the province of the Referee. Devotion can be increased by performing successful Glory operations.
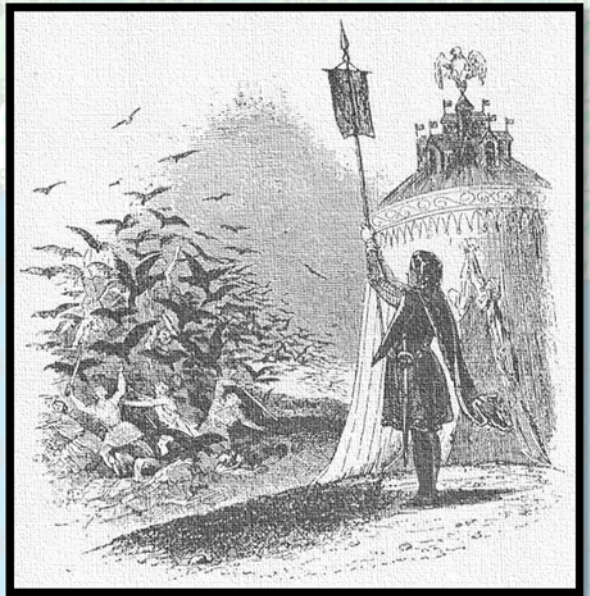
Devotion		
1-4	1d10 NPC Stats, -3 NPC HD	-3 Income
5-7	1d12 NPC Stats, -2 NPC HD	-2 Income
8-9	2d6 NPC Stats, -1 NPC HD	-1 Income
10-13	6+d6 NPC Stats	
14-15	6+1d10 NPC Stats, +1 NPC HD	+1 Income
16-17	8+1d10 NPC Stats, +2 NPC HD, +1 PC HP/HD	+2 Income
18	10+1d8 NPC Stats, +2 NPC HD, +2 PC HP/HD	+3 Income

Glory

A party's glory is a measure of how successful it has been at accomplishing stated goals & achieving results when called upon to do so. A high Glory score indicates that the party's reputation is one of heroic & noble action.

Starting Glory – When the Party forms its Glory statistic is equal to the HD of the most dangerous creature or NPC that the PCs have defeated.

PC Devotion Benefits – Great glory tends to carry its own dazzling aura of potency. PC party members have their AC increased if the party's Glory is sufficiently developed.

NPC Glory Benefits – Glorious parties tend to survive where others would not – NPC members of the party have their Saves reduced if the party's glory is high. Likewise they are penalized if they are in an ignominious party without Glory.

Modifying Glory – Defeating very powerful NPCs or monsters increases the party's glory. Whenever defeating a threat with HD greater than the HD of the party member with the highest HD – the difference is awarded as Glory. Glory is also improved through successful Membership operations. Finally, the Ref can award or deduct Glory if it is determined that the party has performed gloriously or ignominiously.

Glory		
1-4	+3 NPC Saves	-3 Income
5-7	+2 NPC Saves	-2 Income
8-9	+1 NPC Saves	-1 Income
10-13	No Modifications	
14-15	-1 NPC Saves	+1 Income
16-17	-2 NPC Saves, +1 PC Armor Class	+2 Income
18	-3 NPC Saves, +2 PC Armor Class	+3 Income

Influence
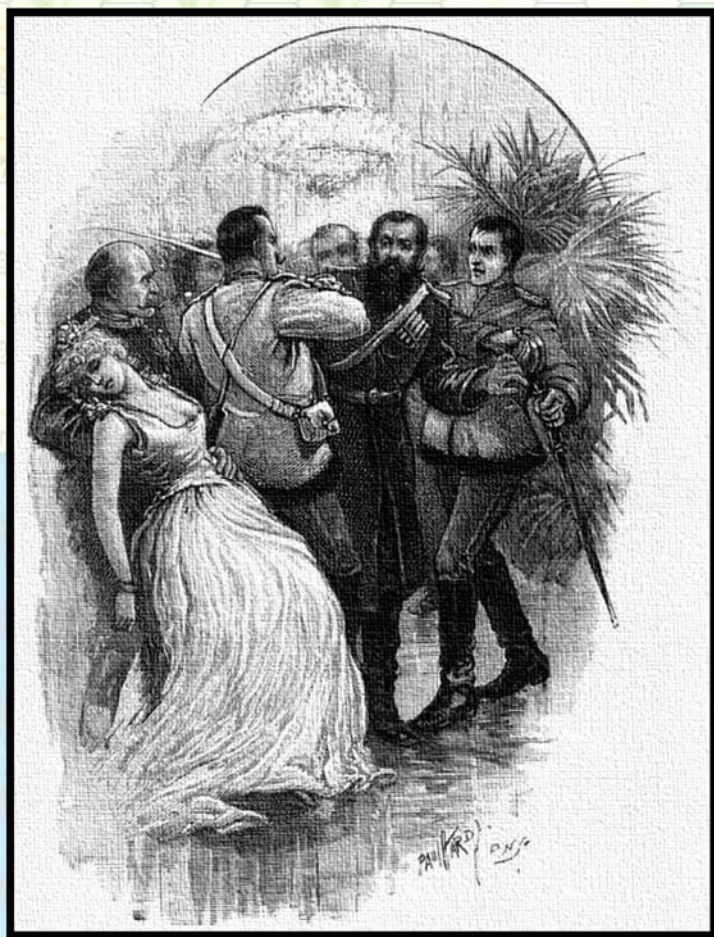
Influence is the measure of how significant the Party is considered to be by the other powers & organizations in the region. Whereas Glory will tend to impress adversaries, influence will tend to impress & inform notables & lords in a region. A party with a high Influence can effectively wield that influence to coerce bribes, demand concessions or demand particular actions within the area that they operate. Very influential parties may tip the balance of power in a particular region or topple it entirely.

Starting Influence – When the party is formed its influence is 1 but can be increased here at the beginning by spending Sp. For every 1,000 Sp spent by the PCs the party's influence increases by 1.

PC Influence Benefits – Influence opens doors & hearts alike. PC party members get a bonus to all of their social tests if their Influence is high enough.

NPC Influence Benefits – Influence is what is used to outfit your NPC party members – new members gain resources based upon influence & the PCs needn't supply their NPC followers with gear. Parties without much influence must outfit their NPCs out of pocket & cannot commit their followers to as many operations as more influential parties.

Modifying Influence – Influence is altered by party members almost entirely by Referee rulings. Alliances with other parties & strongholds increase Influence while gaffes, failures & reversals can decrease influence significantly. Each ally the party gains improves influence & losing an ally reduces influence.

Influence		
1-4	-3 Party Operations	-3 Income
5-7	-2 Party Operations	-2 Income
8-9	-1 Party Operation	-1 Income
10-13	No Modifications	
14-15	+1 NPC Equipment, +1 PC Social Tests	+1 Income
16-17	+2 NPC Equipment, +2 PC Social Tests	+2 Income
18	+3 NPC Equipment, +3 PC Social Tests	+3 Income

Membership

A party's Membership is a pure measure of its numerical strength. It indicates not just the principal members like officers – the PC members, or the rank & file, which are lower tier members of the party.

Starting Membership – When the Party is formed every PC and NPC on the roster adds 1 to the initial membership statistic.

PC Membership Benefits – PCs gain from their access to the training & skills of their subordinates & partners. If there are many members in the party PCs may gain new languages as they become acquainted with different cultures represented in their unit.

Membership		
1-4	-3 NPC Morale, -3 NPC Damage	-3 Income
5-7	-2 NPC Morale, -2 NPC Damage	-2 Income
8-9	-1 NPC Morale, -1 NPC Damage	-1 Income
10-13	No Modifications	
14-15	+1 Party Operation, +1 NPC Maneuver, +1 PC Language	+1 Income
16-17	+2 Party Operations, +2 NPC Maneuvers, +2 PC Language	+2 Income
18	+3 Party Operations, +2 NPC Maneuvers, +3 PC Languages	+3 Income

NPC Membership Benefits - NPCs gain the benefit of their cohort's varied experience & abilities – a high membership statistic grants all NPC members of the party knowledge of some new tricks – in the form of Maneuvers. Large parties can accomplish more – and the party's Membership statistic indicates how many operations the party can take on each week.

Modifying Membership – Gaining new members can be as simple as hiring new retainers. Hirelings & slaves make poor party members though and it takes 5 compensated NPCs to increase the Membership of the party by 1. More often the Party's membership can be increased through recruitment drives which are types of operations performed using Glory & Reputation. Members are commonly lost through battlefield attrition – either by death or abandonment. In some cases members can be poached by other organizations – and likewise your party may snatch away other partisans.

Reputation

Reputation indicates how pervasive knowledge of the Party is in the world. The higher the reputation, the more people know about the Party. Good or bad, the Reputation statistic doesn't really differentiate, rather it indicates how far & wide the reputation of the party is broadcast. An evil party with a high reputation will be well known for evil – not mistaken for being good.

Starting Reputation – When the party forms its reputation score is established by how many different parties & strongholds the founders have interacted with before. This is the built in standard for a party's reputation – what other influencers know & think. Each stronghold in the setting adds 2, each other party in the setting adds 1 – so long as the PCs have made any impression at all.

PC Reputation Benefits – A good reputation fills PCs with confidence & daring, they have more to prove & more to dare – they gain added maneuvers if the party's reputation is sufficient.

NPC Reputation Benefits – Reputation in the party improves the combat performance of its NPC members as they, like their officers, have more to prove and a standard to live up to.

Reputation		
1-4	-3 Party Range, -3 Party Operations	-3 Income
5-7	-2 Party Range, -2 Party Operations	-2 Income
8-9	-1 Party Range, -1 Party Operations	-1 Income
10-13	No Modifications	
14-15	+1 NPC Attack & AC	+1 Income
16-17	+2 NPC Attack & AC, +1 PC Maneuver	+2 Income
18	+3 NPC Attack & AC, +2 PC Maneuvers	+3 Income

Modifying Reputation – Reputation is strongly influenced by PC actions & Referee fiat. When the party operates according to expectations – whether good or bad, reputation is likely to increase. When the party operates in opposition to their established standards - e.g.: a guild of thieves functioning as law enforcement – they will lose reputation. Party Reputation cannot be improved through any specific operation, but successful operations can improve reputation. Reputation is easy to squander & difficult to attain.

Secrecy
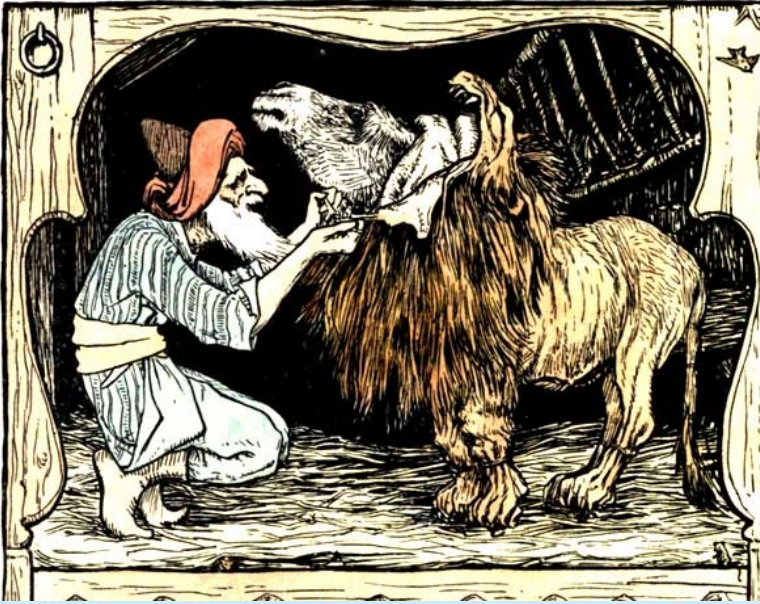
Secrecy is relevant to certain bands of adventurers as it allows them to operate undetected & unknown. A band's Secrecy grants them plausible deniability & the capacity to undertake clandestine operations without arousing suspicion. Bands that engage in illegal or revolutionary activity will tend to rely upon & require more secrecy than others. Some bands will forgo secrecy altogether. Having a high level of Secrecy does not mean that a band is unknown or unable to acquire Glory or Influence – rather, it indicates that the band can still carry out sub-rosa adventures without drawing suspicion.

Starting Secrecy – A chain is only ever as strong as its weakest link. Starting Secrecy is equal to the lowest Hit Die value of the party's membership. A party of 10 HD Player Characters and a 1 HD retainer starts with a Secrecy statistic of 1.

PC Secrecy Benefits - Parties that focus on the clandestine help to enhance their officer's abilities, a high secrecy rating improves the skills of all member PCs.

Secrecy		
1-4	-3 Party Range	-3 Income
5-7	-2 Party Range	-2 Income
8-9	-1 Party Range	-1 Income
10-13	No Modifications	
14-15	+1 NPC Skills, +1 Party Operation	+1 Income
16-17	+2 NPC Skills, +2 Party Operations, +1 PC Skills	+2 Income
18	+3 NPC Skills, +3 Party Operations, +2 PC Skills	+3 Income

NPC Secrecy Benefits – The NPC members of a party gain the benefit of experience when making use of their adventuring skills. Secrecy grants NPCs improved adventuring skills. High secrecy also grants the opportunity to perform more operations. A low secrecy will hinder significantly the operational range of the party – as people will be well aware of the group's movements and may try to hinder them.

Modifying Secrecy – Secrecy alone can modify & improve itself – secrecy operations can be carried out to improve the security of the party. Secrecy is reduced when Influence fails and patrons can no longer shield the party from the inquisitive eyes of others. Secrecy can potentially be improved by PC interventions – if leaks are eliminated or turncoats are exposed, just as likely though Secrecy can be seriously compromised by betrayal of PC and NPC members- if a PC betrays the party secrecy is reduced to 1 and if an NPC betrays the party secrecy is reduced by half.

How to Play With & Within a Party

The Party increases the effectiveness of an adventuring group fairly substantially. **First** – a well appointed party will improve Player-Character statistics. **Secondly –** NPC party members, including those who travel with the Players and provide assistance will benefit and gain serious improvements that can make all the difference in an encounter. **Thirdly –** The party can function without direct PC intervention – meaning that the players gain a kind of 'b-squad' that can carry out missions & accomplish goals on the players' behalf.

Effectively, forming a party increases the scope of the players' ambitions in The North. A Party can begin to control territory & to influence countries & settlements in a way that even the most effective of PCs cannot.

Players within a party still play the game, more or less the same as they had before. The few benefits they gain from having a party may influence matters significantly but the day-to-day scope of their adventures will remain the same – searching for treasure & fighting monsters will still be business of adventurers. At the same time, the PCs have a larger scope for their activities. While the PCs act in detail, the larger picture is modified by their NPC surrogates. This is reflected by the party's operations – activities that the party pursues in the larger world.

Operations

An operation is a mission undertaken by NPC members of the party without the direct intervention of the PC leadership. Often it will come up that the PCs are spread thin & unable to pursue all of the opportunities that have been presented to them. An operation represents the Party itself going into the field to adventure on the PCs behalf. There is no fine manipulation in such operations, rather the PCs must hope that their followers are up to the task and can achieve without their supervision.

Without modification applied through high statistics a party can perform a single operation each week.

The party's operational range – that is, the distance in hexes that it can traverse is also based upon its statistics. An operation can travel a number of hexes equal to the party's Influence or Secrecy scores-depending on the type of terrain being covered. The referee and the PCs determine which, depending on whether the area is under someone else's control or not. For instance- an operation running deep into the wilds to stake a claim on an abandoned mine could use either Secrecy (traveling unmolested by monsters & possibly under cover of darkness) or Influence (getting the assistance of influential backers & their logistical support) – while an operation meant to snatch away the treasury of an opposing group would strictly require secrecy & establishing an embassy with that group would strictly utilize Influence.

Statistical modifiers can expand or collapse operational range and in particular low Reputation & Secrecy will hobble a party's operational theater.

The minimum range for a Party is always 1 however. The origin point for the Party's operational range is either the location of the PCs or the location of headquarters – for the latter see the section on Traits later in this section.

Operations are as difficult or as easy as the Ref determines, each operation requires that a certain number of statistics checks are passed, and each check is provoked by a different circumstance & has a different outcome.

A simple operation requires success on one stat check – a very difficult operation may require up to 10 stat checks. Each stat governs a few types of checks.

Operations can be self-contained in the sense that they reference & reinforce party statistics. They can also be plot based – in the sense that they are carried out in the furtherance of the game's story arcs. Finally, an operation can be a surrogate effort – in this case the NPC party members will undertake an adventure in the place of the party. A dungeon on a map left unexplored by PCs can be scoured by their party.

When the Party does the work of the PCs the PCs still gain XP and SP almost as if they had gone on the adventure themselves. Add all of the Party's statistics – this is the percentage of the available SP & XP in the mission that the players receive (to share between themselves & the party equally).

Devotion Operations Checks

Devotion Operations Checks – Devotion checks are made by party members when they must resist harm and remain a coherent unit.

    Incidental – Environmental dangers & longer journeys. Roll for each additional month that the operation requires.

    Defense – After failing an attack using Membership. Failure reduces Reputation by the difference.

    Offense – When attempting to subvert other groups or recruit new members. Failure provokes a Glory check. On a successful check the Membership is increased by the difference.

Devotion Operations	
Defense Loss	Reduce Membership
Defense Rolled	from failed Membership
Offense Win	Increases Membership
Offense Loss	Defend with Glory

Glory Operations Checks

Glory Operations Checks – The party makes glory checks when they must enhance their reputation or rely upon it to gain passage

    Incidental – Circumventing random encounters & uninvolved settlements. Roll whenever attempting to repeat a previously failed check.

    Defense – After failing an offensive devotion check. Failure reduces party devotion by the difference.

    Offense – When attempting to coerce other groups or to intimidate populations. Failure provokes a Secrecy check. On a successful check Devotion is increased by the difference.

Glory Operations	
Defense Loss	Reduce Devotion
Defense Rolled	From failed Devotion
Offense Win	Increases Devotion
Offense Loss	Defend with Secrecy

Influence Operations Checks

Influence Operations Checks – Influence is used to engage with other parties & strongholds & to secure favors.

    Incidental – Entering occupied & controlled areas. Roll when trying to perform an operation with negative party income.

    Defense – After failing an offensive secrecy check. Failure reduces party's secrecy by the difference.

    Offense – When attempting to gain access to a location under the control of another group, when attempting to join a stronghold or when attempting to extort favors. On a failed check the party defends using Reputation. On a successful check the party's income is increased by the difference in the result.

Influence Operations	
Defense Loss	Reduce Secrecy
Defense Rolled	From Failed Secrecy
Offense Win	Increases Income
Offense Loss	Defend with Reputation

Membership Operations

Defense Loss	Reduce Reputation
Defense Rolled	From Failed Reputation
Offense Win	increases Glory
Offense Loss	Defend with Devotion

Membership Operations Checks – Use membership as a test of the party's raw numerical power in battle & in peace.

Incidental – Controlling a location or a resource that isn't otherwise controlled. A mine or an island or an abandoned fort.

Defense – After failing a Reputation check the party rolls Membership, on a failed roll reduce Reputation by the difference.

Offense – When waging battle against a location, group or an individual creature. Particularly large engagements may require multiple checks to succeed (generally other parties must be beaten 2 times, Strongholds 3 times & Monsters either 2, 4 or 6 times – based on their liminal tier). On a failed check the party defends with Devotion, on a successful check the Party's glory is increased by the difference.

Reputation Operations

Defense Loss	Reduce Membership & Influence
Defense Rolled	From Failed Influence
Offense Win	Increases Influence
Offense Loss	Defend with Secrecy

Reputation Operations Checks – Use Reputation to bring people to you. Reputation allows you to draw operations into your own territory (as far as that is feasible).

Incidental – Occupying & controlling an area, claiming a location.

Defense – After failing an Influence check the party defends with reputation. On a failed check reduce the party's membership by the difference.

Offense – When trying to draw another Party or monster into combat, or when trying to bring about a pitched battle with another group of NPCs that isn't part of a party. On a successful check the party's Influence is increased by the difference. On a failed check the party defends against bad results by making a Secrecy check.

Secrecy Operations

Defense Loss	Reduce Reputation
Defense Rolled	From failed Reputation
Offense Win	Increases Secrecy
Offense Loss	Defend with Influence

Secrecy Operations Checks – Secrecy is used to move without informing others of your movements & to carry out clandestine operations.

Incidental – Performing an operation undetected.

Defense – After failing a Reputation check, use Secrecy to defend against the loss. On a failed secrecy check the party's reputation is reduced by the difference.

Offense – When attempting to steal, infiltrate or otherwise gain access to guarded locales use Secrecy. Secret operations can reveal map locations & successful checks increase secrecy by the difference. Failed checks are defended against using Influence.

Income

A functional, effective party earns money. A dysfunctional party, or one with many blind spots or weaknesses loses money. This simple calculation is the fulcrum on which success or failure of the party hinges. Ensuring that the Party produces income is a primary goal for the leaders of the party – that is, the PCs who are in charge of the Party & who must pay for any shortfalls to the party's treasury themselves.

The Income of the party is strictly based upon the party statistics, each statistic gives a modifier to the party's income score, a positive income score means that the party produces money on its own without PC intervention, and that PCs gain money (and Xp) through the party's efforts. A negative score indicates that the party is losing money, costing the PC leadership to either pay the difference or disband the party.

Parties use a weekly time scale. The income listed is the amount in SP that the party produces for every Player-Character member every week. If the number is negative that is the amount that Player Character members must pay each week to keep the party solvent.

Negative Income reflects paying the upkeep on members & resources without receiving anything in return, Positive income reflects the work of party members to earn their keep & to pay dues.

Different traits can modify or even multiply the Party's income as well.

Party Income is distinct from the results of successful operations & when operations have a payout – the percentage taken by the PCs and the NPCs is a discrete amount gained unrelated to income. For instance, if the party raids the treasury of an enemy city gaining 2,000 Sp – this amount is gained irrespective of the positive or negative income of the party.

Party Traits

The Party's 6 statistics correlate to the 6 statistics of an adventurer, but they are not the sum of a Party's abilities. Rather, a Party is defined by what it intends & what it accomplishes. The available traits are rooted in the alignment of the party, and the commitment of the Party's officers. Traits are purchased with Xp – just like character abilities. The Party itself does not earn Xp, rather, members of the party must donate an amount of Xp that they earn to the party. A PC can hoard Xp until the Party is formed and then spend all of it at once, should he or she choose, but more sensibly, all party members will agree on a Party Tax of Xp earned such as 10% or 50% etc… Party Xp must be kept track of separately from Player Xp.

The Party's alignment determines, in some part, what traits are available to be purchased by the party. Chaotic and Lawful parties both take into consideration the law of the land they function within & so tend to have narrowly defined traits that dictate their relevant traits – Neutral parties can operate even in a political vacuum or outside of civilization entirely and have a broader scope. The referee may determine that your Party qualifies for a trait that would normally run counter to its alignment – given the circumstances. As with all the rules presented in this book – these rules are meant to guide the experience of play, not to define it completely.

Chaotic – a party that operates outside the law can gain some or all of the following traits:

Syndicate – Insurrection – Heresy – Coven – Vigilante – Pirate

Lawful – a party that obeys & upholds the law and maintains order can gain these traits:

Caravan – Agency – Sect – Inquisition – Knighthood – Trade Guild

Neutral – such parties have the most leeway in their activities can gain the following traits:

Thieves Guild – Posse – Nomad – Pact – Apostle – Carnival – Prospector – Surveyor – Vagabond

Universal – all parties can gain access to the following traits:

Rite – Initiation – Mystery – Hierarchy – Code – Technique – Cant – Badge – Emblem – Banner – Headquarters - Orders

Traits are not usually exclusive and are additive. A Party can be, for example – an Inquisitorial Knighthood, or a Hierarchical Mystery Vagabond Carnival.

Agency - An agency is a lawful & clandestine organization of spies that operates in secret for the furtherance of an existing power. An Agency is an instrument of state (lawful) power and within its bounds officials will routinely cover for the party's activities.

* ✦ **Acquisition –** Must make 2 successful influence tests & pledge fealty to a settlement. If either of these checks fail, the party becomes an Insurrection instead – see below.
* ✦ **Benefit –** Use lower dice to test Influence when trying to defend secrecy. Party Secrecy improves by 1.
* ✦ **Income –** Increased by 1
* ✦ **Operation –** Agencies can perform a Counterintelligence operation that improves their Secrecy & reduces that of another group.

Apostolic - An apostolic party follows a religious order or has the blessing of an entire pantheon. Apostolic parties may choose to either proselytize or not, but all members, new & old must be part of the same religion.

* ✦ **Acquisition -** All members must follow the same religion & pledge to do so forever. They must all have the same alignment as well. If either or both of the required checks fail the party becomes a Heresy (see below).
* ✦ **Benefit –** Party devotion increases by 2. Increases the effectiveness of Prayers used by members. Reduce the level of Benedictions cast on members by 1.
* ✦ **Income** – decreased by 1.
* ✦ **Operation** – Apostles can perform a Holy Day operation that can grant every member absolution & grant each member 5 points of Supplication.

Badge - A party can style its own badges of rank and membership. Badges always have qualities and grant specific bonuses which are defined by the membership of the party when designing them. This process is not dissimilar from the invention of spells and is intended so that every Party's badge be unique and distinct. Badges tend to be most meaningful to the existing members of a party as they encompass things like campaign medals, rank insignia and so on. Specific details & benefits of badges are detailed below.

Banner - A banner is the standard that a party bears into battle and which festoons their territorial claims. Banners provide distinct benefits which are defined by the party when this ability is gained. The banner must be designed in a manner similar to spell-making. The benefits provided by a Banner are intended to be idiosyncratic & distinct to the Party. A banner may also be referred to as a flag, coat of arms or colors. The specifics of creating a banner are found at the end of this section.

Cant - A party with the Cant trait has developed its own secret language. When the Cant is devised all current members of the party know it. New PC members must learn the cant it as they would another language through the individual expenditure of Xp. A Cant may or may not have a written form.

* **Acquisition** – The party must pass a Secrecy & a Devotion check & all members of the party must expend 500 Xp to learn & create the language.
* **Benefit** – Increases party secrecy by 2. Grants secret communication between party members using signs, passcodes & ciphers.
* **Income** – Not affected
* **Operation** – Parties with a cant can perform the Code operation which will provide secret information to party members, reducing the die used for search checks by 1 step for party members within a single hex.

Caravan - A caravan is a lawfully sanctioned party that transports goods for a price. A caravan adds incidental income & allows for faster travel.

* **Acquisition** – A successful Influence & Membership check is required as well as the outlay of 1,000 Sp for wagons, boats & so forth.
* **Benefit** – +3 operational range
* **Income** – Improved by 2.
* **Operation** – The caravan can perform the Transport operation. On a success the operation pays out 100 Sp multiplied by the sum of the difference on all successful rolls.

Carnival - A Neutral party can move successfully between any populated region without harassment by offering entertainment and amusement. Carnivals are good at traveling unchallenged as people or even creatures capable of being entertained will not hinder the movements of entertainers.

* **Acquisition** – Successful Reputation & Membership checks are required as well as the outlay of 1,000 Sp.
* **Benefit** – Increases Operational range by 1. Increases Secrecy & Reputation by 1.
* **Income** – Improved by 1.
* **Operation** – Carnivals can perform the Amusement operation. On a success the operation pays out 10 Sp multiplied by the sum of the difference on all successful rolls. The operation also increases reputation by 1 when it succeeds.

Code - Whether modeled on Chivalry or Bushido or the like, a Party with a Code establishes a standard of behavior. The party's code can offer unique benefits & burdens, usually relating to the party's reputation & glory stats. Like Badges & Banners & Spells – a code is defined according to parameters established later in this section.

THE NEGRO COMPELS UDEA TO WALK

Coven - Normally the bending of universal laws of nature is a chaotic act and a party of wizards will tend toward chaos. A Coven mingles the magical abilities of party members and uplifts those members not normally capable of magic.

* **Acquisition** – 3 Successful checks made between Devotion & Glory. Additionally, at least one member of the Party must be able to cast spells. An expensive ritual is also called for that costs 100 Sp multiplied by the party's membership score per level of the spell. If this test fails the party becomes a Pact instead
* **Benefit** – All members of the party gain the ability to cast a single spell determined when this trait is gained. The trait can be acquired more than once and will allow the casting of a different spell. The spell that party members gain must have a level equal to or less than the HD of the member with the lowest HD. Every member gains the ability to cast the spell without the use of a spellbook.
* **Income** – Reduced by 1.
* **Operation** – Covens can perform the Mystery operation, the success of which

allows for the creation & later use of the Mystery party trait.

Emblem - An emblem is a symbol that a party is known by. This may be a simple rune carved in a conspicuous place or a notorious mark carved on the bones of fallen foes. The Emblem is a conspicuous marking that helps a Party spread its reputation. Like a Badge, the Emblem must be devised by the Party using guidelines presented hereafter.

Headquarters – A party can have a headquarters that is unaffiliated with a stronghold. Parties that control or that are based out of a stronghold may still have a headquarters and it needn't lie within the territorial bounds of the stronghold. A headquarters acts a second nexus for party operations.

* **Acquisition** - Any 2 successful trait checks are required & an initial outlay of 1,000 Sp must be spent to acquire a location. Typical locations are taverns, houses and reclaimed facilities. If any of these tests are failed the party becomes instead, nomadic.
* **Benefit** – The operational range of the party is figured from both the location of the party's leadership & from the headquarters – creating at least two separate theaters of operation.
* **Income** – Reduced by 2.
* **Operation** – The Headquarters can be moved using the Retrench operation. If the operation succeeds the Headquarters moves to a new location. If this operation is forced – that is, the Headquarters is lost or compromised, a failed operation means that the headquarters is lost and the party becomes nomadic.

Heresy - Heretical parties defy the religious conventions of the lands they traverse. They may be demon-worshippers, pagans or atheists.

* **Acquisition** – This trait is gained when a party fails the rolls required to become Apostolic.
* **Benefit** – All party members saves vs. Spells are improved by 2.
* **Income** – No effect.
* **Operation** - Heretical parties follow a religion imperfectly. They can perform the Apostasy operation. This operation, when performed can increase the Membership stat of the party, so long as it successfully targets members of the original religion.

Hierarchy - A hierarchical Party has clearly defined structures of leadership that resemble a church, military or government. In a hierarchical organization a party's members are all assigned ranks and these ranks will define a chain of command and establish orderly operation in the field. When the Hierarchy trait is purchased a Party must establish the chain of command, & issue titles & ranks.

* **Acquisition** – A successful Membership & Reputation check are required.
* **Benefit** – Increase operations by 1. NPC party members have their HD increased by 1.
* **Income** – No modification.
* **Operation** – A hierarchical party can perform an operation to create Sealed Orders. When the Sealed Orders operation is successfully performed the party gains access to the Orders trait detailed below.

Initiation - An initiation is a party defined ritual that is used for inducting new members. Initiations can be created using the Initiation rules at the end of the section. Once established, no members can join the Party without completing the initiation, and very exacting

initiations may exclude (or even kill) many potential members.

Inquisition - An inquisitorial party has been given the task of rooting out heretics & apostates. Such a Party must be ordained by a religious order or by a secular authority with the authority to indict thought crimes. A party of Inquisitors is able to discern & censure heretical behavior.

* **Acquisition** – The party can gain this trait only if they are already an Apostolic party. The party must pass two additional devotion checks else they fail and become Heretical, losing the benefit of Apostasy as well as access to this trait.
* **Benefit** – Members of the party gain a bonus of +1 to all attack & damage rolls against people who do not follow their religion.
* **Income** – Increases by 2.
* **Operation** – An inquisition can Expose heretical parties. When performing the Expose operation the Inquisition is able to pry details from the faithful and heretics alike. When successful the Secrecy of all other parties in the campaign is reduced by half. This operation can only be performed once per year.

Insurrection – An insurrectionist party is one devoted to overthrowing the existing social order. Insurrections often have popular support but not the support of the best or the brightest.

* **Acquisition** – Fail to become an Agency (see above).
* **Benefit** – The Party's membership & devotion both increase by 2.
* **Income** – No modification
* **Operation** - The party can perform the Sabotage operation. When this check operation is successfully performed against another organization – either a party or a stronghold both the income and operations of the target is reduced by half for the next month.

Knighthood

Knighthood - A knightly order is ordained by a noble and chartered to function as his or her proxies. As such, members of a Knightly party are considered to be nobles and their requests for information & aid must be answered within the area ruled by their patron.

- ✶ **Acquisition** – Pass an influence & a reputation test.
- ✶ **Benefit** – Glory is increased by 2. Any time Glory is awarded to the party it is increased by 1. Any losses to glory are doubled, however.
- ✶ **Income** – Increases by 2.
- ✶ **Operation** – Knights can engage the Courtly Affairs operation which stakes glory as a gamble to improve reputation. When the operation is first prosecuted the Knighthood states an amount of glory to wager, on a successful operation the party's reputation is increased by the staked amount, on a failed check the doubling of glory losses knighthoods are liable for causes a loss of double the staked glory.

Mystery

Mystery - Mysteries are magical rituals that members of a coven are able to perform. A Mystery is based upon the coven's spell. When performed as a Mystery the magic is augmented substantially. Each mystery must be gained separately, and every Mystery is defined by the players when the trait is taken, as with any other spell. The details of the Mystery can be established using the guide later in this section.

Nomad - Nomadic Parties wander the land. Because they do not settle in one place their Reputation follows them.

- ✶ **Acquisition** – This trait is gained when a party fails to establish a headquarters or loses their headquarters. Parties who later gain a headquarters lose this trait.
- ✶ **Benefit** – A nomadic party is diffuse and travels as a unit. Nomadic parties replace their Reputation score with the average of the 5 other party statistics.
- ✶ **Income** – Decreased by 2
- ✶ **Operation** – Nomadic parties can perform the Forward Post operation. When the operation is successful the party creates a temporary headquarters within their normal operational range that persists for one week (that is another operational turn).

Orders

Orders – Lower ranking members of a party can be trained to follow orders. Orders are functionally similar to maneuvers but they require multiple participants to engage. Orders are very specific and every order must be created discretely using the guide to Orders at the end of this section.

Pact - A Pact is a failed coven. Members of a party that is a Pact don't gain the benefit of a shared magical spell nor the potential to devise a mystery.

- ✦ **Acquisition** – This trait is gained when a party tries & fails to form a coven, see above.
- ✦ **Benefit** – Members of a pact benefit from a close, quasi-mystical relationship. Spells cast by magically capable members have their beneficial effects doubled when cast upon other party members.
- ✦ **Income** – No modification
- ✦ **Operation** – Pacts can disrupt & influence magic on a large scale. When performing the Desecration operation the party interferes with and spoils any ritual, rite or mystery performed by a rival party.

Pirate – Parties that try and fail to become Knighthoods still retain some of their organization & sanction, though they lose the virtues of nobility they might have aspired to. Such parties must make their own way in the world.

- ✦ **Acquisition** – A party turns pirate when they fail to become a knighthood.
- ✦ **Benefit** – The party's reputation is increased by 2 & any awards to reputation are increased by 1. Losses to reputation are doubled.
- ✦ **Income** – Improves by 3
- ✦ **Operation** – Pirate parties can perform the Piracy operation. Whenever this operation is carried out successfully the party subverts all other (known) parties in the setting, halving their income for the week. The pirates gain half of the loss as income for this week.

Posse - A Posse is a party assembled to pursue or discover a single individual or another party. When a Posse is formed the target of the hunt must be declared.

- ✦ **Acquisition** – The trait can be gained when the party choses to pursue a known enemy including a monster or an NPC (or a PC).
- ✦ **Benefit** – Members of the party inflict bonus damage to anyone affiliated to the hunted party and the target of the posse itself. Damage rolls are increased by 4 for all party members participating in the hunt.
- ✦ **Income** – Reduced by 1
- ✦ **Operation** – A posse can carry out the Manhunt operation. When this operation succeeds it causes the posse to re-focus its aims and declare a new enemy. This is usually done when a prior hunt has ended.

Prospector - A prospecting party is one specifically formed to search out treasure. The Prospecting Party is good at deducing the location of potential treasure hoards.

* **Acquisition** – 2 Successful checks of Secrecy or Influence.
* **Benefit** – Increase Secrecy by 1
* **Income** – Increases by 2
* **Operation** – Prospecting parties can take the Treasure Hunting operation which, when successful reveals the location of the two most valuable locales in the operational area. This will include things like treasuries and dragon hoards as well as natural resources

like mines and plantations.

Rite - A rite is a bonding ritual that the Party performs to deepen its devotion. Since many religious artifacts and orders call for rites to be performed, and many locations within the North require ritualistic bonding as well, the Rite has a significant effect on the fortunes of the PC's who found the party.

Syndicate – A party that functions as a syndicate is an ambitious extortion & protection racket. These parties act as 'protectors' in exchange for exorbitant fees.

* **Acquisition** – Must have defeated another party or significant threat. Must pass a Reputation & a Membership test. Failing this test means the party becomes a Thieves' Guild – see below.
* **Benefit** – The Syndicate gains +2 Reputation. Syndicates can use their party's reputation score in place of their influence for influence checks.
* **Income** – Increased by 4
* **Operation** – Syndicates can perform the Shakedown operation – this is a series of Membership test that, when successful yield 100 Sp multiplied by the difference on all successful die rolls in the operation.

Technique – A technique is a signature maneuver that all members of the party learn & can use. This maneuver becomes the calling card of the party.

* **Acquisition** – Spend 100 Xp per party member (on top of the normal Xp cost for acquiring traits).
* **Benefit** – All members of the party gain a specific maneuver.
* **Income** – No change
* **Operation** – The Honing the Edge maneuver becomes available for one time only. This operation is pursued by the most fanatical martial artists who have the technique – after successfully completing the operation (only one attempt is allowed, this operation cannot be repeated), the Technique is improved – so that attack bonus or damage bonuses of the technique are doubled per the Ref's discretion.

Thieves' Guild – A party that operates in secret & which sets up the rules of theft & infiltration. Thieves' guilds are parties that function as an underhanded business.

* **Acquisition** – This trait is gained when a party tries and fails to become a Syndicate.
* **Benefit** – Secrecy & Influence are both increased by 1.
* **Income** – Increased by 2
* **Operation** – Thieves Guilds have recourse to the Crime Spree operation – when performed this operation increases one of these statistics – Influence, Income or Glory. If the operation fails Secrecy is reduced by 2.

Trade-Guild – Trade guilds are parties of artisans or professionals who practice the same or allied arts. They principally function as a business.

* **Acquisition** – Every member must have the same tools and the party requires some facility for transacting business which can be loosely defined or strict – based on your setting. A reputation check must also be passed.
* **Benefit** – The income of the party, when converted to Sp each week is multiplied by 10, though any Xp gained this way is not multiplied.
* **Income** – Increased by 4
* **Operation** – Trade Guilds can carry out the Corner the Market operation. When performed the trade guild loses 2 points of influence & 2 points of reputation and for the next 10 weeks all income is multiplied by 100 instead of 10, though Xp awards are still not multiplied.

Vagabond – Most parties seemingly default to being vagabonds, especially at their inception. Vagabond parties are rootless and have both a poor reputation & an unseemly quality that makes them unwelcome.

* **Acquisition** – None, this trait can be gained without Xp cost.
* **Benefit** – The vagabond party uses d12 to check Glory & Secrecy as no one expects much of them. Their Reputation & Influence are reduced by 5. If Reputation or Influence ever rises beyond 10, this trait is lost.
* **Income** – No modification
* **Operation** – Vagabond bands can effectively claim a territory through the Vagrancy operation. This operation is difficult for such a party to carry out but when it is successful the Vagabond party gains the benefits of the Headquarters trait without actually having a headquarters. This false headquarters is set up in the city or settlement where the Vagabond band operates. This operation always requires Reputation & Influence checks.

Vigilante – A vigilante party is a party that hunts other parties, and in particular those that are criminal, or occult and which pose a danger to society at large.

* **Acquisition** – Commonly acquired when the party fails to become a Posse, or when a Posse doesn't succeed at the Manhunt operation.
* **Benefit** – The vigilante party declares another party their adversary. All attack and

damage rolls against members of that party are improved by +2.

* **Income** – Reduced by 1
* **Operation** – Vigilantes can perform the Outflank operation – which, when successful, will remove one of the opposing party's

traits, removing any advantages or income they would ordinarily gain from the trait.

Creating Badges

A badge or insignia is a symbol of status within a party. Badges only have a useful effect if every member of the party is issued one. Badges indicate rank or specific achievements so they are mostly used in parties that have the hierarchy trait.

A party's badge confers certain benefits which are in line with how expensive or difficult each badge is to acquire. Formulating a system of badges, including the design, appearance and so on is entirely up to the players & creativity & craftsmanship is encouraged.

- ❖ **The Basic Badge** – *This is a simple token that has come to be recognized as a symbol within your party.* The basic badge purely indicates rank within the party, useful for identifying the achievements of other party members. **Base Cost –** Reduces Party income by 1.

  - ✶ **Officer Insignia -** The Badge of officers is distinct and well adorned. It signals the importance of the PCs to their subordinates. This type of badge grants the party a free Order. **-1 to party Income.**
  - ✶ **Subordinate Insignia -** Varied by rank, these badges conform to the themes of the party & their hierarchical rankings. With this Insignia the Party gains a free Technique. **-1 to party Income**
  - ✶ **Distinctive Adornments** – the Badges are of exceptional craftsmanship and beauty – subordinate members of the party have their Loyalty scores increased by 3. **-1 to party Income.**
  - ✶ **Service Medals** – there are added adornments to the badges that indicate a role in a particular adventure or operation. Such badges grant a 10% Xp bonus applied to all of the Xp awarded in the adventure. **-1 to party Income.**
  - ✶ **Distinction Medals** – worn by particularly valiant members of the party. Such badges grant a free bonus HD to the characters to whom it is awarded. **-1 to party income.**

Creating Banners

A Banner is a flag or standard that is used to indicate a Party's territorial boundaries, and is often carried into battle as a signal and a sign of the company's success. A banner must be carried and displayed by a specific person – the Standard-Bearer, who only carries the banner and performs no other actions save for brandishing the banner. Banners can have the appearance of totems, flags or standards, and Players are encouraged to design & craft models or replicas.

- ❖ **The Basic Banner –** A basic banner is a flag or ribbon which hangs from a staff or spear which is dedicated to this purpose. At its most basic the Banner marks off a Company's territorial claims. **Base Cost – 1,000 SP** for the design and a collection of 5 replicas.

  - ✱ **Claimant Banner –** A banner modified with a sign indicating a territorial claim gives a bonus to reputation when it is used to stake a claim on territory. A party can defend their claims in absentia by making a Glory test.
  - ✱ **Battle Standard –** A battle standard is a symbol of the Party in combat. It is useful for guiding the course of battle and focusing attention. Parties that employ a Battle Standard increase their initiative by rolling a d8 instead of a d6 when calculating individual initiative scores. **-5,000 Sp**
  - ✱ **Dread Banner –** A banner that acts as a warning to the enemies of the Party, the Dread Banner decreases the damage that such enemies deal in combat by 1 point per attack. **-5,000 Sp.**
  - ✱ **Regimental Colors –** A set of 3-6 additional banners, all carried into the field by dedicated bearers. The Regimental Colors grant all combatants within the party a bonus of 2 to all damage dealt on each attack so long as the Colors are flying. **-10,000 Sp.**
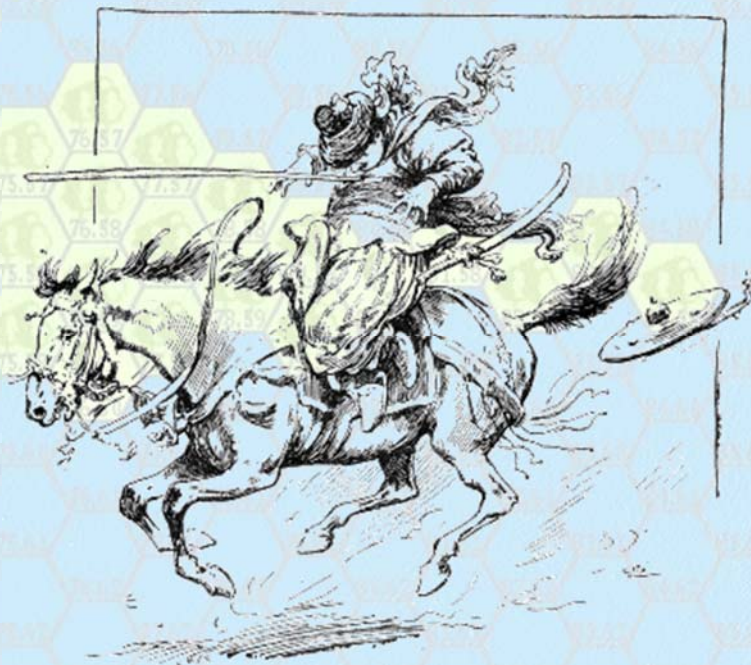
Creating a Code

A Code is a statement of intention and a standard of moral & ethical behavior that the members of a Party are required to follow. The Code reinforces the Glory, the prestige and the Dedication & Influence of the Party – when it is stringently observed. The Code is an instrument of Honor and the more narrowly and carefully defined it is, the more impressive those who follow it. The Code of Honor should be written out by a Player and kept with the records of the Party. It should include the virtues members are to uphold and the vices they must avoid. It should also include the punishments for transgressing the code & whether or not dismissal & reinstatement are allowed by the Code. A code effectively allows you to trade down your party's membership score in order to increase your other statistics.

- ❖ **The Basic Code –** The Basic Code defines which of the 3 alignments cannot join the Party, and establishes a minimum number of HD for any member. **Base Cost – 1 point of Membership**

  - ✦ **Restricting Alignments –** If you restrict all the Party Members to one of the 3 basic alignments (Law, Chaos or Neutrality) you improve the Devotion score of the Party by 2. **-1 Membership.**
  - ✦ **Restricting Levels –** If you restrict the HD of the Party Members to a minimum number of HD greater than 3 – you increase the Influence of the Party by 2. **-1 Membership.**
  - ✦ **Establishing Virtues –** For every 3 virtues your Party is vowed to uphold you increase the Glory of the Party by 1. **-1 Membership for each set of 3 virtues**
  - ✦ **Establishing Vices –** For every 3 vices that your Party is vowed to avoid you increase the Secrecy of the Party by 1. **-1 Membership for each set of 3 vices**
  - ✦ **Establishing Punishments –** When you establish a punishment for transgressing the Code, the Party's Glory by 1. **-1 Membership for each punishment**
  - ✦ **Upholding of Standards –** If you restrict membership in the Party according to one of the acquired alignments (good or evil) you Increase Devotion, Glory and Influence by 2 each. **-3 Membership**

Creating an Emblem

A Party's Emblem is a potent symbol of the Party itself. It may be a piece of graffiti, a heraldic crest or a signature weapon. A Player is encouraged to design and possibly craft a model of the Emblem. Emblems help to distinguish members of the Party from members of other organizations & guilds.

❖ **The Basic Emblem** – The Basic Emblem is purely a symbol. It serves to identify party members. **Base Cost – 1,000 SP to design and produce the Emblem.**

- ✦ **Uniforms** - The uniform helps to improve discipline and helps to enhance the Party's influence. Uniforms add 1 to a party's reputation score and 1 to glory. **100 Sp multiplied by Membership score**
- ✦ **Coins** – The Party issues its pay and settles its debts with coins of its own mint & manufacture. Using these coins improves the Party's Reputation score by 1 and Income by 2. **200 Sp multiplied by Reputation score**
- ✦ **Signage** – The party develops what amounts to tags, which are useful for demonstrating their penetration into a territory. Signs improve the party reputation by 1. **50 Sp multiplied by Reputation score.**
- ✦ **Coat of Arms** – The party has a symbol that appears on weapons, armor & especially shields. This improves Reputation by 2. **300 Sp multiplied by Reputation score**
- ✦ **Weaponry** – The party has a distinctive weapon that all members carry & which they are trained in – this improves Membership by 1 and increases NPC attack and damage rolls by 1. **200 Sp multiplied by Repuation score.**
- ✦ **Mounts** – The party is known for their specific style of mount which every member rides & is trained in using. Improves Party Range by 5 & increases party initiative by 1 die step.

Creating an Initiation

An initiation is a challenge that sets a baseline level of competence required for joining the Party. An initiation should be established as a ritual, codified & written out to be kept with the Party's records. Once the Initiation is established it will potentially, and possibly severely limit membership in the Party. It is ultimately possible that a Party Initiation could become so demanding that it would exclude even Player Characters, in such a case, the Player Characters who are excluded must leave the Party.

❖ **Basic Initiation** – The basic initiation is a test defined by the Party's Founders. The test is whatever they choose it to be, but mechanically, it takes the form of a Statistic Test.

✶ **2nd Degree** – making the test of initiation require a test of two statistics counts as a second degree initiation. Any NPCs who are recruited, and who pass the initiation gain 1 HD.

✶ **3rd Degree** – an additional Statistic is tested and successful NPC candidates have their HD increased by 2.

✶ **4th -6th Degrees** – By including more and more tests, each based on another of the 6 Statistics, a successful NPC applicant will enter the Party with up to 6 added HD – up to their normal maximum.

✶ **7th – 12th Degrees** – Further grades of initiation can be established. Each of these will require added tests of an already tested statistic. Such added initiation ranks do not add HD to NPC candidates, but instead improve another of their traits – attack bonus, saving throws or the size of the Hit Die itself.

Using Initiation – Initiations don't have an added cost to the party per degree, rather, whenever the party's membership score would normally increase, you must make the rolls indicated by the initiation using the statistics for a random follower. If any of these rolls do not result in a success – the membership score remains unchanged instead of increasing.

Creating a Mystery

A Mystery is a spell that a coven casts in unison. All mysteries must be created as spells first, before they can be made into a Mystery. Once the spell is crafted, making it a Mystery improves the effectiveness of the spell through the cooperation of all the party members.

- ❖ **Basic Mystery** -the Basic Mystery is a spell that more than one member of the party knows and is able to cast. The Mystery improves the spell by adding a Party Statistic Test to the spell, improving its effect.
    - ✶ **Range** – Once the spell is cast, a Reputation test allows the spell to be targeted at any hex location within the party's operational range.
    - ✶ **Scope** – The spell effects all members of the party if a successful Membership test is passed upon the casting of the spell.
    - ✶ **Power** – The Spell has its effects – such as damage, duration or number of targets doubled so long as a Glory test is successfully passed upon the casting.
    - ✶ **Implacability** – The Spell cannot be resisted by any means, so long as the Party successfully tests against Devotion when the spell is cast.
    - ✶ **Subtlety** – No one can tell that a spell has been cast and its effects cannot be discerned as magical, if a Secrecy check is passed by the party after the casting.
    - ✶ **Trigger** – The Spell can be cast with no immediate effect. With a successful Influence test, the party can establish a circumstance that would cause the magic to be released.

A party can use multiple mysteries to improve the spell. A mystery only affects the spell that the coven knows. If every member of the coven is somehow able to cast another spell, that party can gain the Mystery trait again – and in fact, may attain this trait for every spell that all party members can cast. Each added spell requires gaining the Mystery trait an additional time.

Creating a Rite

A rite is a task or performance that a party creates to reinforce and rededicate itself to its principle motivations. Because a Rite, or the performance of multiple rites is essential to the development and activation of the magical artifacts and locales littered throughout the North a Rite serves to bond a party to a purpose, a faith or a source of power. Rites should be devised, scripted and retained with records relevant to the Party.

- ❖ **The Basic Rite –** A simple activity, like a salute or a handshake that reinforces the bonds of the party and helps to affirm the Party's allegiance to a task.
  - ✳ **Adding a Challenge –** Every challenge added to the Rite entails the administration of some kind of test of nerve or resolve. Trust Falls and the holding of a hand to fire, brandings and the like are all viable as a challenge. The execution of a Rite causes a character to make a Saving Throw – on a failed save the Rite is still performed but there is no benefit granted. With a successful save, the individual Party member gains some benefit. The saving throw to be used is based on the activity involved in the Rite. Drinking a noxious concoction would be a save vs. poison, spending a night in a coffin is a save vs. death and so on. Each Rite is meant to invoke some feeling in the Party member that will serve to strengthen their commitment to the Party. The challenges listed here are for PC members & their cohorts. NPC members with only one saving throw do not individually test the rites - rather, whenever the Party's membership score would normally increase – make a saving throw- if the save fails then the stat does not improve.
  - ✳ **Save Vs. Devices –** Brandings and Tattoos are common – on a successful test the member's AC increases by 1.
  - ✳ **Save Vs. Breath –** Leaping a distance, walking over hot coals etc... - on a successful test the member's Movement speed increases by 2.
  - ✳ **Save Vs. Death –** A beating, a night spent in a coffin & so on – on a successful test the member receives 5 bonus HP.
  - ✳ **Save Vs. Petrification –** Trust Falls, Mock Hangings etc... - on a successful test the member's attack modifier increases by 1.
  - ✳ **Save vs. Spells –** Actual magic being cast, illusions, trickery – on a successful test the member improves one Saving throw by 1.

Using Rites – Rites have the virtue of affecting Player Character party members, so long as they pass the requirements of the Rite. The rite & each of its supplemental parts all have Xp costs and each rite must be purchased separately using Xp – so a Rite involving a Save vs. Devices is 1 party trait, while another Rite with a save vs. petrification counts as another distinct party trait. Parties can only gain each benefit offered by a Rite once each.

Creating an Order

Orders are collective maneuvers that require more than one character to carry out. The strength of an order is set by the Membership score of the party. There are a few basic sorts of orders that a party may gain. Each order counts as a distinct trait for the purpose of calculating Xp costs to the party.

Orders, like Maneuvers can be entirely player created – options & variations are listed below – each of these can be the basis of an order. When an order is created a PC officer can take a turn to issue the order, in which case it takes place immediately.

Orders require that the party be identically equipped. Subjects to these attacks may be entitled to a saving throw to resist – but Armor is usually ineffective against mass tactics.

- ❖ **The Attack Order –** This is a general order to attack a single target given by one of the party's officers, NPC members forgo their turn and attack the enemy dealing damage equal to the party's Membership score.
- ❖ **Ranged Barrage –** If the party is equipped with uniform ranged weapons they can take an order to make a ranged attack in unison. The ranged barrage requires an entire round to carry out. Every member attacks the indicated target and the order inflicts damage equal to the weapon damage that would normally be inflicted multiplied by half of the number of party members participating in the attack.
- ❖ **Man-to-Man** - The party disperses and each member squares off against another opponent. Every member acts on the same initiative & attacks & defends independently.
- ❖ **Pincer –** The party split in half and tries to engulf a target or a group of targets. Half of the party then make attack rolls & damage rolls as normal, while the targets take additional damage equal to the Party's Membership score.
- ❖ **Covering Fire –** The party restricts movement by creating a wall of covering fire – targets moving through the designated squares (designate a number of squares equal to the party's membership score) take damage equal to the party's membership score.
- ❖ **Ambush –** Party members lie in wait, anticipating the arrival of enemies. When the party surprises the opponent each member attacks individually. Everyone who takes damage during these attacks takes an added amount of damage equal to the Membership score of the party.
- ❖ **Flying Wedge –** If the party is equipped with mounts they charge in a wedge formation striking everything in the path of their charge. This attack deals damage to every target in the path equal to 2x the Membership score of the party.

Creating a Technique

Techniques are signature maneuvers that every member of a party knows. Techniques requiring specific weapons or equipment can be devised but cannot be used by party members lacking the gear they need to carry it out. Once a technique is created a PC member of the party gains it as well, if they don't already have the maneuver themselves.

As with maneuvers there is a default technique –

❖ **Flank Attack –** Using your ally as a pick, you make a covert attack. As long as you have an allied party member helping you your attack deals +4 damage as you are able to strike a vital spot.

Typical techniques involve the armaments or other uniform accessories of the party.

Intermission – Followers & Allies

At every level of the Game as a player you will have access to NPC allies. As an adventurer these allies take the form of hirelings and supporters – followers who join you personally. As you adventure and gain prestige & form your own party, they become a force in themselves, a cohort of retainers able to perform functions for your cause without direct supervision. At the pinnacle of your ambitions, when you found a stronghold these supporters become the backbone of your operations, the captains of your armies, the majors domo of your households. This section goes into detail about what you can expect from a hireling and how you can make the most of their abilities in service to your cause.

A stronghold needs services & the capacity to support itself. This all starts with the followers. Followers are a breed of NPC that fall somewhat short of being complete characters. They are narrowly defined and ordinary, they are not Adventurers and they do not have Adventures. Followers begin to appear whenever the referee deems it sensible. Players and Parties can recruit followers from bands of refugees, from their Homelands in the South, from the wilds of the North or by stealing them away from another stronghold. There is rarely a lack of regular folk with prosaic skills.

Followers do not adventure. They may fight, but not in an adventuring capacity, they are not heroes but rather the rank & file. When followers do fight, it is in ranks and files, as a militia.

Individual Players can purchase the services of followers, and they can hire mercenaries or buy slaves and the like from the very beginning of their adventures. Such people ordinarily do not count as NPCs in a Party as they don't have any HD. Rather they have a single Hit Point. These followers are unskilled helpers who carry loot, cook meals & stand guard. Skilled NPCs are available as well, a skilled NPC will not simply follow a PC though, they must be paid and they may negotiate for a portion of the loot – skilled NPCs can be members of a Party – a follower is a much less capable, much less expensive sort of person, and an NPC is able to recruit and command followers just as well as a PC can. If Avalon is Arthur's stronghold and the Knights of the Round Table are the Party (composed of other PCs and NPCs) the serfs and peasants that keep Avalon running are followers.

Followers

NPC Followers are regular, run of the mill types who follow a PC (or an NPC) because they are exceptional, heroic, rich or simply because they have a plan. Followers are not useless, but they are not adventurers. They have different skills & talents that certainly support an Adventurer or a Party of Adventurers, but on their own, followers are not solving quests or leading armies.

Followers have basic statistics and are focused on a few skills. These skills may not be basic, they may be elaborate & important but they are not adventurous. A follower may be an excellent accountant, brewer or tailor, but statistically they don't hold a match to an Adventurer. Every Follower has a skill or ability they are assigned by the Referee. It is assumed that under normal conditions the Follower carries off this routine without hindrance. For example- a PC hires a Follower as a bearer – it can be safely assumed that the bearer does not lose or discard or somehow fail in hauling his load. At the same time – specific events, notably those involving adventure – violence, magic & so on – can disrupt the Follower's normal performance. A PC should look at a Follower then as a resource and a responsibility – someone providing a service who must be protected.

Follower Statistics are calculated differently than those of a PC – they lie between 7 & 12 on the normal scale & the Follower's best statistic suggests his or her aptitudes as a follower.

Followers	
	Follower
CHA	d6+6
CON	d6+6
DEX	d6+6
INT	d6+6
STR	d6+6
WIS	d6+6
HD	0*

HD -   A Follower has no HD and is considered to have a single HP. Any attack that strikes a Follower is considered a fatal hit. Followers may be allowed to absorb the defeated condition (per the Ref's fiat) in which case they can become crippled and still survive attacks.

Sp – A follower typically costs 1 coin per day. This is the basic cost of an adequate follower, though the prevailing wage may be lower – a slave, for example, is not paid at all, while a courtesan in high demand may command a preposterous salary. Without negotiation a Follower costs a single coin per day.

Acquisition – How you come by your followers matters to their loyalty and disposition. If you rescue a crowd of people from a despot's dungeon and gain them as followers, they may all follow you and fall into roles determined by their statistics. On the other hand, if you are in a city and looking for a local guide – you may end up paying a silver piece per day for their services.

Numbers – A character can effectively manage only a number of followers equal to their Charisma score. This doesn't limit the number of followers that can be hired – but numbers of followers in excess of the PC's charisma will need additional guidance & leadership to function properly.

Jobs & Duties – The appropriate roles for followers by top statistic:

> - **Charisma:** Major-Domo, Butler, Concierge, Guide, Translator, Courtesan
> - **Constitution:** Bearer, Messenger, Teamster, Carter
> - **Dexterity:** Barber, Tailor, Locksmith
> - **Intelligence:** Scribe, Cook, Physician, Accountant, Lawyer
> - **Strength:** Laborer, Miner, Farmer
> - **Wisdom:** Doctor, Confidant, Fortuneteller, Confessor, Missionary

Equipment – Followers equip & feed themselves but a PC can certainly outfit them with whatever gear they choose, at their own expense. All Followers have a base AC 11 and deal d4 damage with their unarmed attacks – this is assuming they don't immediately run off if faced with danger. Any equipment that they need to perform their job functions, they are assumed to have, but again a PC can absolutely procure superior equipment for their subordinates.

Retainers are subordinate adventurers, officers in the Player Character's armies, trusted lieutenants & capable people in their own right. A Retainer may certainly join a PC for money, but more often, they will be drawn to the character's cause based upon their reputation & actions. Retainers come in different grades & these grades reflect the relative skill & talents of the retainer.

> ➢ **Experts –** An expert is skilled at one or more aspects of the adventuring life. They come in great variety but can generally be classified as one of the following: **Apprentice – Deacon – Footpad – Guard – Hostler – Musician – Scribe**. These are broad categories that are meant to encompass a series of skills & abilities associated with Adventuring. Each of these strains of expertise can take on many forms – A Guard could just as easily be a hulking Orc berserker sworn to a player's cause as a sleepy Halfling watchman. Don't be too consumed with the categories as absolute descriptors, but likewise don't assume that an Apprentice is going to be particularly effective as a front line combatant.

> ➢ **Professionals –** A Professional is an NPC that could very well adventure on their own but who, for whatever reason, is available for hire as a mercenary or is ready to swear allegiance to a PC's quests. Professionals are simply better than most people at surviving danger and achieving glory. They are still not at the level of most PC Adventurers, but they tend to be highly competent in their own right. They come in varieties, like experts, that indicate broad fields of ability, rather than specific roles. **Adept – Cutpurse – Minstrel – Sage – Sergeant – Squire – Vicar.** A Professional Sergeant is a trained soldier with some command ability – such a character could conceivably be dog trainer or a military officer – in either case their function is similar, but the specifics of their service are variable.

Experts							
	Guard	**Musician**	**Deacon**	**Apprentice**	**Footpad**	**Hostler**	**Scribe**
CHA	d6+6	d6+10	d6+10	d6+6	d6+6	d6+10	d6+6
CON	d6+10	d6+6	d6+6	d6+6	d6+10	d6+6	d6+6
DEX	d6+6	d6+6	d6+6	d6+10	d6+10	d6+6	d6+6
INT	d6+6	d6+10	d6+6	d6+10	d6+6	d6+6	d6+10
STR	d6+10	d6+6	d6+6	d6+6	d6+6	d6+10	d6+6
WIS	d6+6	d6+6	d6+10	d6+6	d6+6	d6+6	d6+10
HD	1	1	1	1	1	1	1

Expert statistics are based on their specific skill sets.

HD – Experts have a single HD. They typically roll d8 for their HP. Professionals begin with 2 HD, they can gain HD through adventuring & are able to advance in HD based on their race. Their base HD is likewise determined by their race.

Sp –Experts cost between 2 and 10 Sp per day of service. This price is usually negotiable and may certainly be waived altogether depending on the relationship with the PC. Professionals earn either 20 Sp per day of service or can be negotiated with to work for a share of the treasure that a PC obtains with their help. Professionals can certainly be bartered with, and may barter on their own behalf as well. Any day in which the Professional or Expert follows the PC, whether there is danger or not, counts as a day of service.

Numbers – Experts count against the number of Followers a PC can effectively command. Professionals, however, increase the number of Experts & Followers a PC is able to command. Professionals can command their own cohorts as a PC's lieutenants and are able to take control of a number of Experts & Followers equal to their own charisma scores.

Professionals

	Sergeant	Minstrel	Vicar	Adept	Cutpurse	Squire	Sage
CHA	d6+6	d6+12	d6+10	d6+6	d6+6	d6+12	d6+10
CON	d6+10	d6+10	d6+10	d6+6	d6+10	d6+10	d6+6
DEX	d6+10	d6+6	d6+6	d6+10	d6+12	d6+6	d6+6
INT	d6+6	d6+10	d6+6	d6+12	d6+6	d6+6	d6+12
STR	d6+12	d6+6	d6+6	d6+6	d6+6	d6+10	d6+6
WIS	d6+6	d6+6	d6+12	d6+10	d6+10	d6+6	d6+10
HD	2	2	2	2	2	2	2

Equipment – Retainers are typically quipped on a par equal to a starting PC – however, it is possible that they will require other kit & goods in order to effectively adventure alongside their leaders, in these cases it is incumbent upon the PC to provide amenities – such as horses, wagons or tents. These costs are obviously negotiable and sharp dealing PC's may be able to find professionals who will equip them instead. These relationships are dynamic and complex & tend to be based upon an anticipation of equivalence.

Xp – Professionals earn Xp equal to their share of any loot that they take. They are professional adventurers & mercenaries after all, and their only measure of true achievement is the acquisition of wealth. By earning 10,000 Sp – an Expert can be promoted to a Professional.

A Familiar is a unique type of follower that is magically bound to the PC. Usually such an NPC is an animal of superior intelligence (for an animal) that is bound to the PC through magic. A familiar may also take on the form of a magical presence – such as an elemental, or a demon – which guides and aids the PC it is bound to. In some cases a Familiar may be an object – such as an important weapon or emblem relevant to the Player Character – or possibly even, another person. Familiars may take on many forms, but very few Player Characters can receive them, and all Player Characters can only ever have one. If your familiar is killed or destroyed, you can never gain another, and if you dismiss or otherwise abandon your Familiar, you cannot gain a replacement.

HD – You and your familiar share HD. Your familiar has the exact number of HD that you have and gains HD when you gain them. The familiar rolls for HP based on their creature type – animals roll HP based upon their size – use the Pets or Mounts tables to determine them. People roll HP based upon their race. Demons & Elementals & objects roll d10 when calculating HP.

Stats – A familiar's stats are based upon their species – animals have animal statistics that are not equivalent to humanoid stats. Typically they are much quicker, stronger and perceptive than PCs, but much, much less intelligent & tough. Animals only succeed a stat check against INT, CHA or CON on a roll of 1. They only fail their checks against STR, PER or DEX on a roll of 20. Demons & Elementals have stats identical to the PC who they serve, though they may be mixed up and switched around. A PC with a DEX of 18 may find his familiar has a PER of 18 instead. Finally Objects have no statistics to speak of.

Benefits – A Familiar grants additional daily spell-levels to a spellcasting character equal to their HD. A Familiar is permanently loyal, cannot be routed and will not willingly abandon a player. Familiars and their masters can communicate with a limited telepathy – they are able to convey any thoughts, impressions and share their senses, briefly, if both master and familiar succeed a Charisma check. In a Party, a familiar gains all the benefits of party membership applicable to the Player and those that apply

Behavior		Appearance	
1	Antagonistic	1	Attractive
2	Avuncular	2	Bald
3	Brave	3	Creepy
4	Cowardly	4	Dirty
5	Cruel	5	Fancy
6	Depressed	6	Fat
7	Greedy	7	Hairy
8	Gregarious	8	Loud
9	Hopeful	9	Muscular
10	Humble	10	Plain
11	Impetuous	11	Quiet
12	Kindly	12	Roll 2
13	Manipulative	13	Short
14	Meek	14	Skinny
15	Pacifistic	15	Smelly
16	Prejudiced	16	Stutters
17	Reckless	17	Stylish
18	Creative	18	Tall
19	Sloppy	19	Thin
20	Stubborn	20	Ugly

to a follower or retainer. A Familiar knows all of the maneuvers that the character they are bonded to know.

Gaining a Familiar – A Familiar is normally gained through a magical ritual and a skillful wizard may be able to conjure a familiar for another person. Certain other circumstances can cause a familiar to join a character – these are to be determined by the Referee.

Cost – A Familiar imposes a 20% penalty on earned Xp – as it consumes some of the experiences & spiritual force of the PC it is bonded to.

Your allies & cohorts always act on the initiative turn directly after yours. They always gain as many turns in a round as you receive & they normally act according to instructions that you issue.

➢ It is possible that you can create a Maneuver for your character that incorporates this delay – and as well, you can designate a Maneuver to be a Command – such a Maneuver counts against your total number of available choices and may not provide your character with any specific benefit, indeed the Maneuver may require you to stand by idly, commanding your followers. A reasonable example of such a maneuver is a command to fire or charge a specific point, to protect a certain objective or to dog-pile onto a single target.

➢ You can only command a number of NPCs as determined by your charisma in a turn.

➢ NPC Followers & Retainers have attack, defense and HP based upon their individual equipment & statistics. A Follower begins with +0 to-hit, an Expert has a to-hit of +1 and a Professional has a to-hit of +2. Familiars have a to-hit bonus equal to your own.

➢ All followers will disband and leave the group if you are killed. They will likewise abandon you if you cease to pay them or you cannot persuade them to accept renegotiated terms or extend you credit. They absolutely will turn on you if you become hostile to them & such hostility will likely result in you having a hard time gaining new retainers as you adventure onward. Word spreads of traitorous commanders.

➢ In the case of Player Character death it is often completely appropriate for a player to take on the role of one of the remaining NPC cohort. In this case, the NPC is immediately promoted to Adventurer and can begin gaining Xp and spending it accordingly – though the stats do not change.

➢ In all cases NPCs have poor saving throws. They succeed on any save on a roll of 18 or better as a base and cannot improve them save through high statistics.

➢ NPC's must test their morale when they are injured, they flee or surrender whenever you fail a Charisma check following a turn in which they are reduced to half their HP total or less.

Act Four – The Stronghold

A party is just a gang of indigents without a base to operate from. In the 4th Act of your life in the North, you can create your own headquarters and evolve it into your own kingdom.

This starts when the Players find themselves a base to operate from and then prove that they are able to hold it against the local predators. A party that captures an ancient lost temple may think that they're ready to start their own religious civilization – but if they cannot defend against the neighboring kingdoms, roused to action by their temerity, their fourth act has not really started yet.

A stronghold has Statistics just like a party and a character do – the 6 Statistics of a Stronghold relate, somewhat to the statistics of the Character & the Party as well.

Character	Party	Stronghold
Charisma	Glory	Diplomacy
Constitution	Reputation	Fortification
Dexterity	Secrecy	Reconnaissance
Intelligence	Influence	Development
Strength	Membership	Might
Wisdom	Devotion	Justice

Unlike a Party or a Character, the statistics for a Stronghold are entirely in the Players' hands & can be increased. These statistics range between 0 and 20 & will be tested just like the statistics of a character or a party by rolling a d20 and attempting to get a result below the statistic.

The initial statistics for a Stronghold are based upon matters that entirely lie within the Player's control. They are based upon, Location, Governance & Investment.

The Stronghold begins as a single hex on the map. This is just the beginning, but the beginning has a great bearing on the finished product.

Look at the map and consult with the Referee – who will indicate what is present at the location of your Stronghold. The Statistics are set by the terrain and resources at the hex.

Terrain Features	Statistics					
	Diplomacy	Development	Reconnaissance	Justice	Might	Fortification
Farms	0	2	0	1	1	0
City	4	4	3	4	4	2
Forest	0	1	2	0	0	1
Fortress	2	0	-1	0	3	3
Hills	0	0	1	0	0	1
Jungle	0	-2	1	0	-1	1
Mine	0	2	0	1	1	1
Mountain	0	-2	1	0	0	1
Palace	1	-2	0	0	1	1
Pasture	-1	2	0	1	0	-1
Road	1	1	1	1	1	-1
Swamp	0	-2	1	0	0	1
Temple	1	1	1	1	1	1
Town	2	3	1	2	1	2
Waterway	1	1	1	0	1	-1
Workshop	1	2	0	1	1	0
Village	1	2	1	1	-1	1

So a Stronghold built on a Farmed pasture with a small town and a road would have

Diplomacy: 2 **Development:** 8 **Reconnaissance:** 2 **Justice:** 5 **Might:** 3 **Fortification:** 0(1)

At this phase, it is possible that your Statistics fall to a negative value. If at the end of constructing your Stronghold the value is still negative, it is rounded up to one.

As your Stronghold accumulates territory, the values indicated on the chart are added in – for example if the Stronghold used as an example above annexed a hex of forested hills the base statistic would be recalculated to reflect this.

Diplomacy: 2 **Development:** 9 **Reconnaissance:** 5 **Justice:** 5 **Might:** 3 **Fortification:** 2

Every annexed area adds to these base values. Certain of these features are not naturally occurring, roads & farms for example. You will have the chance to construct these features, but this phase of the chart purely examines how the Stronghold profits from existing terrain & construction when it is formed.

Once the Stronghold is located on the map, the Players need to determine how their Stronghold will function – what is will be the social order under which the Stronghold is governed? Systems of economics and governance can be chosen from the list or devised whole cloth and presented to the referee for adjudication.

Social Organization	Diplomacy	Development	Reconnaissance	Justice	Might	Fortification
Authoritarian	2	-1	-1	0	4	2
Anarchic	0	0	5	-2	-1	1
Autarky	0	3	0	-1	2	2
Capitalistic	2	2	0	-2	2	0
Chaotic	-1	0	4	-2	0	-1
Communistic	0	0	1	3	-1	0
Democratic	-1	0	1	3	0	-1
Egalitarian	-1	1	-1	3	0	1
Evil	-4	0	0	4	2	2
Good	2	0	-2	4	-2	-2
Hierarchical	2	0	-1	-2	1	2
Imperialist	-2	0	3	2	4	0
Isolatonist	0	0	2	0	-2	4
Lawful	3	1	1	2	1	1
Legalistic	3	1	-2	2	0	0
Mercantile	0	3	0	-3	1	0
Militaristic	2	-2	1	-2	5	4
Neutral	2	0	-2	1	0	0
Oligarchy	5	2	0	-5	0	0
Parliamentary	2	1	1	1	0	0
Syndicalist	0	2	0	5	-4	-4
Theocratic	-3	0	3	2	1	2

These systems will not be excessively detailed here. When you found your Stronghold, simply choose a few descriptors that you feel will define your Stronghold. Choose as many as your referee will allow, but more than 4 will lead to a particularly baroque & confusing social order. Once chosen, apply the statistical modifiers indicated to the existing Statistics.

For example – if the Stronghold from above were to be declared an Authoritarian, Militaristic Empire – its statistics would begin to look like this:

Diplomacy: 4 **Development:** 6 **Reconnaissance:** 8 **Justice:** 5 **Might:** 16 **Fortification:** 8

Ideological choices regarding your society can be applied twice each – indicating a particularly powerful devotion to the ideology or system. A stronghold can be double-good or double-Hierarchical for example, gaining double the benefits & penalties that these traits would indicate.

The meaning and application of these statistics is discussed individually.

Diplomacy

Your Stronghold's Diplomacy corresponds to your character's Charisma. It is not just a measure of how well liked your Stronghold is by its rivals and peers, but a measure of how capable it is of accomplishing its goals without resorting to violence.

You can test Diplomacy to **Contact** a neighboring Stronghold or a Contacted Stronghold becomes aware of your Stronghold & vice-versa. Every successive Test will provide one of the following benefits:

-**Treaty** – the Stronghold will never attack you unprovoked
-**Alliance** – the Stronghold will aid you in attacking another Stronghold
-**Protectorate** – the Stronghold will not attack another Stronghold without your blessing.
-**Pacify** – the Stronghold will discontinue its attacks against you

Diplomacy can be used to **Absorb** a neighboring hex, so long as it is not allied with or part of another Stronghold.

Every Diplomacy test requires 1 month to perform & whether or not the attempt is successful, it drains your treasury. When testing diplomacy you must spend 10,000 SP times the result on the d20 check. If you can't afford the price after the test is rolled – it fails no matter the result.

Development

Your Stronghold's Development is a measure of how well supported it is, and how industrious it is. A high Development indicates a Stronghold marshalling its resources to improve & enhance its infrastructure, a Stronghold with a low Development indicates a Stronghold that has gone to seed, whose citizens are left to fend for themselves.

Successful use of Development requires time and money. You may test your Development once per month, and every test imposes a cost to your finances equal to 10,000 SP times the result of the d20 roll on the test.

You can test Development to **Improve** your stronghold. This test indicates that resources and materials are martialed & made ready to improve the territory. Once a successful Improvement is made you are able to make successive checks to add features to your territory. You Improve and develop these resources one hex at a time.

- **Roads –** You add roads to a Hex
- **Farm –** You add farms to a Hex
- **Mine –** You add mines to a Hex
- **Canal –** You add a waterway to a Hex
- **Town –** You add a town to a Hex

Certain features require multiple successful tests to develop.

- **City –** Requires 12 Successful tests – 6 if built on a Town
- **Fortress –** Requires 12 Successful tests
- **Palace –** Requires 5 Successful tests
- **Temple –** Requires 5 Successful tests

Justice

Your domain's justice score indicates the general level of happiness and well-being among your subjects, or possibly, the level of fear & oppression that keeps your subjects docile. A high Justice score indicates citizens or peasants who are loyal to the Stronghold. A low Justice Score indicates that the populace has become disillusioned and restive. A very high Justice score will help you to recruit more citizens & followers.

Justice must be tested every month and the result of the d20 roll x 1,000 SP is the cost of maintaining your Stronghold's institutions for a month. On a failed test you must still pay the amount indicated by the roll but one of your hexes, determined randomly, will mutiny and abandon your Stronghold. You can forgo making this test by instead paying 20,000 SP per month in upkeep and maintenance.

You can test your Justice to change the course of events in your territory. If you want to change your system of governance by adding or altering the systems already chosen, you must make a successful Justice test, paying 10,000 x the test result on the d20 to do so. You can institute new social policies that aren't reflected by any rules as well. The adoption of a religion, a new language, weights & measures & new coinage would require a successful test of Justice.

When increasing the size of your Stronghold by adding Hexes, you must make a Justice test and pay 10,000 SP times the test result in order to **Assimilate** the hex. If this test fails, the hex and its properties are not calculated into your Stronghold's statistics.

Reconnaissance

Your Stronghold's Reconnaissance of a Stronghold determines how effective it is at spying, at gathering information on outlying regions and on influencing other Strongholds & Colonies clandestinely A high Reconnaissance statistic can help your Stronghold to find & identify opportunities & threats in the region. A low Reconnaissance can make your territory susceptible to surprise attacks & clandestine actions by your rivals.

You test your Stronghold's Reconnaissance every month. This test costs nothing. On a successful test, you ae aware of everything occurring within the Stronghold – for example you would know if a new thieves' guild were moving in, or if a local rebellion is forming or a new source of income is discovered. Essentially this test allows the Referee to open up plots and developments for you.   If this test fails, you are blind to circumstances in the Stronghold and have no reports of events within your boundaries.

You can choose to test your Reconnaissance as well. The test requires 1,000 SP x the result of the die roll. You can use Reconnaissance to perform a number of actions and you may perform up to 4 of these per month.

- **Scouting –** On a successful test you survey a hex & have a high quality map & documentation of everything in it including enemy troops, monster lairs, dungeons and the like.
- **Spying –** On a successful test, you learn the attributes of a rival Stronghold.
- **Incite –** With a successful test you reduce the Justice score of another Stronghold by 1.
- **Sabotage –** With a successful test you reduce the Military or Fortifications score of another Stronghold by 1.

If any of these test fail – you may find yourself in very deep trouble. A failed test indicates that your agents have been compromised, killed and will not return. On a failed Reconnaissance test your Reconnaissance score is reduced by 1.

Might

The strength of a Stronghold, often enough, lies in its military. Your Stronghold's military is one of its main means of gaining territory & of interacting with other Strongholds. War is as likely in the North as rain, given the number of upstart kingdoms vying for the easiest territory. Conquest is expensive, however and no military action can be taken lightly. A very good military score indicates that the people of your Stronghold are ready for war and able to prosecute war on multiple fronts. A low Military score indicates that your Stronghold is focused on other matters & does not aim for conquest.

You may test your Military once per month. Doing so is very expensive & requires an expense of 20,000 SP. On a successful test, you reduce the Fortification score of an adjacent Stronghold or Colony by 1. Once a territory's Fortification is reduced to 0 an adjacent hex is **Annexed**. On a failed or a successful test your Military score is reduced by 1. Irrespective of your success, your Military still experiences casualties and your population wearies of war.

You may choose to test your Military without attacking a neighbor. This test requires 1,000 SP times the result of the d20 roll. On a successful test you **Muster** – a successful muster increases your Military score by 1. If this test fails you still spend the money but are not able to recruit forces.

Tests of the Military score are rudimentary approximations of events and are considered to occur absent the Party or any Players. Should the PCs intervene on a military venture, this is a matter of the Campaign itself being played out in detail by the referee and players.

Fortification

The Stronghold's Fortification indicates how much external aggression it can withstand. A very well fortified Stronghold can shrug off waves of invaders for years. A poorly fortified Stronghold is a target to other colonies in the region.

You can roll your Fortification test every month to **Fortify** – doing so costs 10,000 SP times the result of the test. On a successful test you increase the Fortification score of the stronghold by 1. You cannot Fortify if you are using your military to annex another territory in the same month. On a failed test, you spend the money but mishaps prevent the fortifications from being improved.

If your Fortify test is successful, you can attempt to build walls to increase your territorial integrity.

- **Walls –** With 10 successive, successful Fortification tests, you can erect walls on one of the hexes of your Stronghold. A hex that has walls cannot be attacked or annexed by another Stronghold unless that Stronghold's military score is higher than the Fortification score of your stronghold. Each test to build walls costs 10,000 SP.

Fortification is an assessment of the strength of your population's resolve and resistance to invasion. Any intervention by PCs and Parties needs to play out in detail, the deeds of heroes are not figured by a single roll of the dice.

Having seen all of the options and statistics available to the Stronghold you may be asking yourself – how can I pay for all of this?

The Stronghold does not simply absorb resources, it produces wealth – considerable wealth.

The income of the Stronghold is derived from many sources.

➢ Every Day the Stronghold produces a number of SP equal to its Development Score times the Justice Score (or 1 of the Justice is 0) on each and every hex that the Stronghold occupies. A Stronghold occupying 10 Hexes with a Development score of 12 & a Justice score of 10 produces 1,200 SP per day – or 36,000 SP per month. (Average all months to 30 days). This is the basic income of the Stronghold.

➢ The Stronghold also gains trade income every day. The Monthly trade income of the Stronghold is equal to the number of other Strongholds you have treaties with multiplied by your Diplomacy & Development Scores. A Stronghold with 3 treaties, a Diplomacy score of 8 and a Development score of 10 would earn 240 SP per day, or 7,200 SP per month.

➢ At any time you can choose to sacrifice 3 points from your Stronghold's Justice score to double your income. This represents the levying of a heavy tax which has an antagonistic effect on the population. If you wish to double this further, you may, however while quadrupling your normal Income – this reduces your Justice score by a further 7 points for a total penalty of -10.

➢ Finally, you can plunder any hex within your territory. This reduces your Justice rating to Zero, but it grants you 10,000 SP multiplied by your Might Score. You can also chose to Plunder a hex that you do not currently occupy or own, however, doing so means that the hex cannot be annexed to your territory at any point in the future. You can only plunder a hex that is adjacent to a hex that is already part of your Stronghold.

➢ Beyond the normal course of operation and doing business, your Stronghold produces wealth based on the presence of Specific features which improve the economy of the Stronghold as well as the Stronghold's statistics. These features are often acquired through Adventuring, but may be purchased by the Stronghold as well. Certain of the professional positions listed – Such as a Hierophant can be filled by a PC – in which case the cost is waived. The cost is also waved if the Party behind the Stronghold is able to fulfil one of the roles presented- A Knighthood, for example.

➢ All of the listed items and persons can be purchased or hired multiple times. The Cost listed is a one-time expense, the income listed is gathered monthly.

Developments & Professionals	Statistics						Value	
	Diplomacy	Development	Reconnaissance	Justice	Might	Fortification	Income	Price
Architect	0	1	0	1	0	1	2,000	10,000
Arena	0	0	0	2	1	0	3,000	50,000
Army	0	-1	2	-1	3	2	0	40,000
Bakery	0	1	0	1	0	0	1,000	10,000
Bank	2	4	0	4	0	0	20,000	10,000
Brewery	0	1	-1	2	0	0	3,000	10,000
Chamberlain	1	1	0	1	0	0	2,000	10,000
College	2	2	-1	1	0	0	4,000	100,000
Constabulary	0	1	1	2	1	2	0	7,000
Embassy	2	1	1	0	0	-1	3,000	50,000
Forge	0	2	0	-1	1	0	2,000	1,000
Hierophant	2	1	1	2	0	1	7,000	100,000
Hospital	1	1	0	2	1	2	7,000	40,000
Knighthood	1	-1	2	1	2	1	0	50,000
Marshall	1	0	2	-1	2	2	0	5,000
Messengers	2	1	1	1	1	1	0	100,000
Mint	-2	2	0	2	0	0	10,000	5,000
Monastary	1	-1	-1	2	0	1	2,000	0
Monument	0	0	0	2	0	0	0	20,000
Navy	2	-1	1	-2	2	0	0	100,000
Prison	0	0	0	1	0	1	1,000	10,000
Shipyard	0	2	0	0	1	0	3,000	30,000
Spymaster	0	0	5	0	1	0	0	100,000
Temple	1	1	-1	2	0	0	3,000	40,000
Theater	0	0	0	2	0	0	2,000	10,000
Thieves' Guild	0	-2	2	-2	0	0	5,000	0
Trades Guild	1	2	-1	1	0	1	4,000	1,000
Wizard's Tower	1	1	1	1	1	1	5,000	100,000

The list here is by necessity incomplete. Your Stronghold will be unique and may possess many more traits & qualities not accounted for here. What has presented thus far is merely a smattering of the options that may be available, and some of what has been listed may be forbidden by your Referee. As always the Referee is the final arbiter of what is allowable.

Architect – A builder & his retinue, they help design buildings, cities and the like.

Arena – For sport or for games of death, an arena is a needed amusement for peasants.

Army – Each army adds to the defense of the Stronghold, but at ruinous expense

Bakery – Provides the minimum staple food for all residents.

Bank – Helps you to undermine and manipulate your neighbors, and to get rich doing it.

Brewery – Provides the local drink, and turns surplus grain into a portable asset

Chamberlain – Runs your Stronghold for you, A manager & overseer

College – A College trains your citizens and attracts the best of other lands.

Constabulary – Guards and Police, they keep the peace & protect against corruption

Embassy – Every embassy you build is for another contacted Stronghold

Forge – Provides raw materials for other artisans

Hierophant – The leader of a religion. Rival Strongholds may support another hierophant

Hospital – Any type of medical service for the treating of the sick & injured.

Knighthood – Part army, part constabulary, party symbol, part nobility.

Marshall – A leader for your military, a competent Marshall is worth every silver.

Messengers – A professional organization for delivering news & documents across any distance.

Mint – A facility for producing your own coin & setting your own measures.

Monastery – A religious order that produces something of artisanal value

Monument – A lasting reminder of the values & purpose of the Stronghold.

Navy – A military force for the waters of your Stronghold, expensive & worth it.

Prison – A jail for enemies foreign & domestic. Gives you a place to keep your enemies.

Shipyard – For building ships, boats & for accepting and receiving trade

Spymaster – An expensive individual but can you afford not to have one?

Temple – A place of worship, or of civic pride, a gathering place for reinforcing social norms. Differs from the geographic temple, in that it is part of a stronghold, rather than its basis.

Theater – Comedy, Tragedy and an opiate for the masses. Something to pass the time.

Thieves' Guild – The Criminal underworld, not really worth it, but can you refuse?

Trades Guild – Butchers, Bakers, Candlestick Makers. Every trade forms its own guild.

Wizard's Tower – Whether there are wizards or not, the appearance of one is valuable.
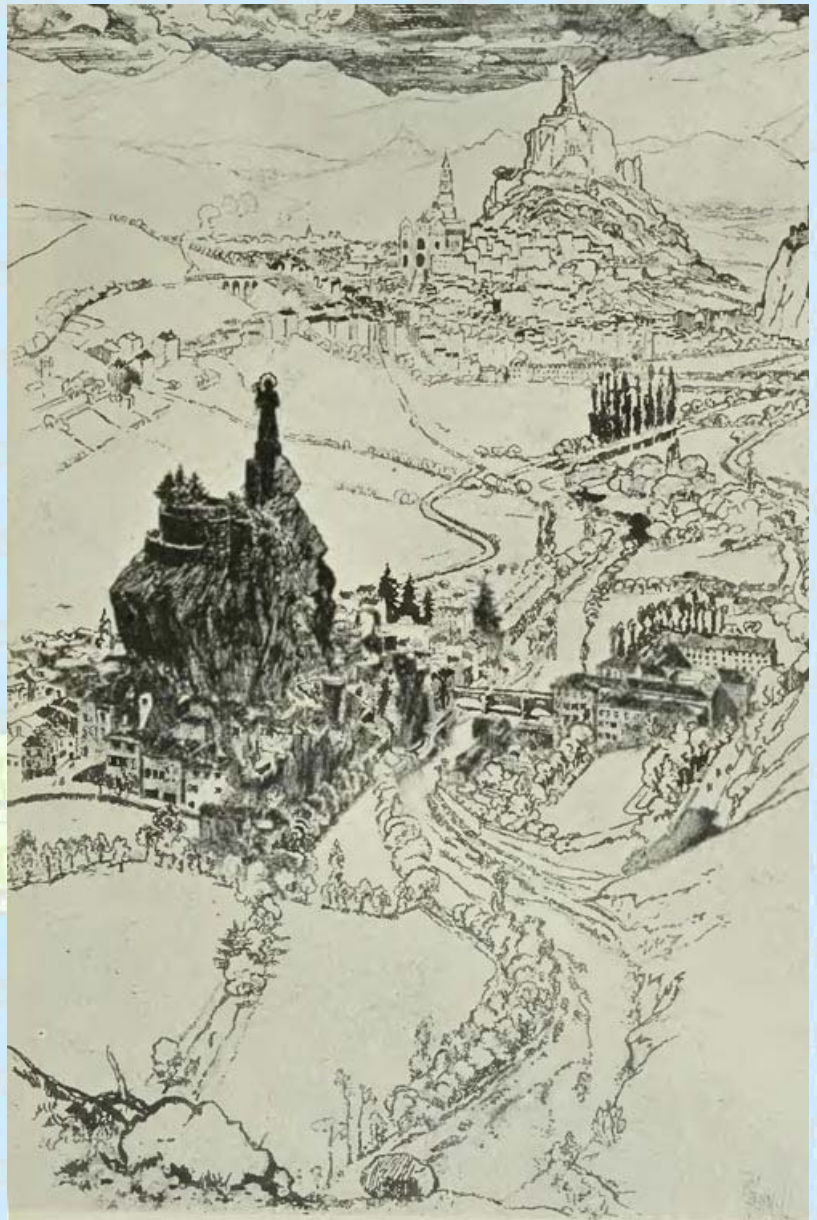
Some Notes on Strongholds

You may have noticed at this point that Population has not been discussed. As with many geographical aspects of the Game of the North, this matter is left purposefully vague and abstract. People will come to join your Stronghold and you can rationalize their appearance by many means. Attrition from other Strongholds, new migrants from the South or transplants from your own homeland are reasonable explanations. A long-standing Stronghold, one that exists for years or decades will tend to have a stable and increasing population, whereas a Stronghold just starting out may need many more people – creating an opportunity for the Party to have to adventure outwards, recruiting. The presence of enough people to maintain the Stronghold is simply assumed, unless it becomes a point of storytelling for the Referee.

If you are wondering about Demographics, what kind of people live in your Empire – take the statistics of the Party – Each party member's Charisma score will represent a percentage, that percentage of the population is the same race, follows the same religion and speaks the same native language as that Character. If the combined scores exceed 100 – try to find an approximation that will suit everyone, if the combined scores don't reach 100, the Referee can determine how the remaining population is made up, or, can create a storyline that allows you to modify it.

You may also, at this point, wonder, with good reason, what the size of your Stronghold is, geographically. How large is a Hex? Realistically, this question can never be answered. Your Stronghold exists within one Hex of the map of the North – that Hex is populated and described by the Referee. Properly constructed, the local map will be between 20x20 and 100x100 hexes. This should provide you with ample space to grow your Stronghold into a substantial Country. If your Stronghold ever fills all the space that comprises the Hex, it is time to reconnoiter and find new lands to conquer in the neighboring lands. This aspect of the game can go on indefinitely & you are encouraged to lay siege to the whole continent and to conquer it, in your own time.

Finally, you will note that your Stronghold's income may far exceed your expenses. Any SP that the Stronghold produces in excess of what is spent monthly is simply yours to share among the Party or to dispense with as you please. It is good, after all, to be the king.

*A*ct *F*ive – *A*potheosis

Your character sits high at the top of the pile. Having set out with almost nothing, the Character has achieved fame, wealth, fortune – a Kingdom. And at the end of this long, arduous journey into victory it seems, at last, that there are no hexes left to conquer.

And yet, there is one real and final campaign, one last victory to be achieved. The conquest of death itself, & the final annexation of History. At some point, you may wish to retire a character who has successfully completed a long and difficult storyline and yet still be unwilling to move on, as if it were all just a story, all just a single tale signifying nothing. The Apotheosis provides you with a way to start fresh, in a new way with new characters while keeping the events of previous campaigns alive.

Not all characters achieve Apotheosis. Like the Party or the Stronghold, the Apotheosis can certainly be skipped entirely. Your character can adventure to a ripe old age, kicking in dungeon doors and counting out silver coins with her last dying breath. But simply following the track through the steps provided here does not guarantee the Apotheosis either.

As a Character, the PC stands above and beyond the hoi polloi. In a Party the character can achieve much more than a single Character ever could, and the reward & conquest provided by the Stronghold certainly is fit for royalty. And yet – without something extra, something special & innate, no King, no Queen is sufficient to achieve Godhood.

Your referee will tell you, if you are able. This, generally will involve the pursuit of some epic quest – the search for a Holy Grail, a Journey to the West, the completion of Twelve Impossible Labors – in short, the stuff of legend. For ease of reference though, this part of your journey should not occur until you have no way of spending any Xp that you gain.

A character who truly has achieved a legendary status will carry on a legacy that is an inspiration to others for all of time, and this is the Apotheosis.

At this point, you no longer play your character as a role. Your Character becomes a part of the environment, a piece of the world that influences later generations of adventurers. How this influence manifests though, that is for you to determine.

Deific Attributes

As an immortal symbol your character has certain defining traits. These are roughly symmetrical with the Attributes that you rolled all that time ago.

As a deity, you will choose 3 divine qualities. These are based upon your highest statistic:

Statistic	Divine Quality
Charisma	Compassion
Constitution	Patience
Dexterity	Grace
Intelligence	Authority
Strength	Wrath
Perception	Peace

You will not roll or use these qualities to determine the results of actions at this point. As a god, your wishes are always fulfilled; your happiness is eternal and unchanging. But you still take a hand in mortal affairs. Your Divine Qualities are the means by which you do so. Each of the Divine Qualities will affect the outcome for Characters who choose to follow your example – for those Characters who are your chosen avatars & disciples.

If your character achieves Apotheosis, any character you make thereafter, or any character made by another player can be chosen by your previous deified character. It is appropriate that your successor character be a descendant of your original, likewise it is equally appropriate that he or she have no relationship with the now god. Treat all of these qualities as special benefits that you receive involving your subsequent campaigns and adventures that can follow and help all of your subsequent creations.

Authority

A god who holds dominion over some aspect of the world can grant that dominion to its followers. Authority is not merely the expression of dominance, it is the supreme power over nature itself that only a god may wield.

Upon your Apotheosis you must choose what aspects of the world you will have Authority over. Choose those things that meant something to your character, or those things that served to advance the character's Apotheosis. Relevant examples include things like: Forests, Oceans, Dwarves, Money & Dragons. Be concise. You may choose a number of things to have Authority over consistent with any bonuses that your Intelligence score granted you – e.g.: 3 for an Intelligence score of 18.

Each of your chosen apostles will have Authority over one of these aspects of your dominion. For example if your Dominions are Magic, Elves & Fire you may have one Apostle who you grant authority over Fire and another to whom you grant authority over Elves.

A PC who is granted Authority is able to Command these aspects of your dominion as if they were sentient NPCs. The Character can roll on the chart below, once per session, applying any relevant Charisma modifiers.

The relevant object will perform the number of tasks indicated. This will occur in whatever manner is appropriately spectacular. A forest may burn down, a town may become engulfed in flames or a fire be put out –if the Apostle of Fire is successful at commanding it.

2d10 Roll	Obedience
2	Hostility
3-14	Refusal
15-18	1 Task
19-20	2 Tasks

Compassion

A deity, who has experienced life fully, who has met and learned from every sort of person has learned and lives by the force of love and understanding. A Compassionate Deity's chosen descendants are granted patience and the ability to alter the minds of others, giving them empathy enough to fundamentally change their ways.

If your chosen Apotheosis has taken on the element of compassion your elect followers are granted the ability, through care, concern and trickery to alter the minds of others. Once per session, your elect can attempt a Charisma test to manipulate an NPC. On a successful check the NPC's alignment permanently changes to match that of your Elect. They may become allies, or they may simply come to agree on a subject that they previously did not. In any case, an NPC so affected will not attack the Character and may in fact lend them any and all aid they are able.

Grace

Grace is the generous understanding granted to the fallible mortal by the infallible immortal. As an Immortal & perfect being, you have chosen to grant your Chosen a reprieve from judgment & the folly of random chance. Your intercession is sublime.

A character chosen by the Immortal to embody grace is gifted with a supernatural luck. Once per session the Character who has this boon is able to forgo rolling a die and may simply indicate whatever result they want on a roll that was to be made. They may indicate that on an attack they automatically roll a 20, or they may say that on a Statistical test they roll a 1. Or they may manipulate any other die roll in this way including damage rolls or Social tests.

Patience

A patient god endures, it bides its time and awaits the coming of the avatar, whose quality is greater than all others. Your power lies in awaiting the coming of your avatar, a being that is fit to be your representative in the world.

If you are a god of patience, your avatar is a long awaited & perfect specimen that represents your will. Choose one of the avatar's statistics. Irrespective of the normal limits of race – this statistic is 18. You may apply this before or after rolling the character's statistics.

Peace

The divinity who favors peace above all else is a comfort to mortals and a balm to the world. A peaceful divinity gives comfort & its messiah is likewise a bringer of calm & order.

If your Apotheosis has united you with the ineffable concept of Peace, your messiah is granted the power to pacify the masses and to bring justice & to soothe all wrath.

The messiah of peace can, once per session, choose to heal all of their allies to their maximum HP value.
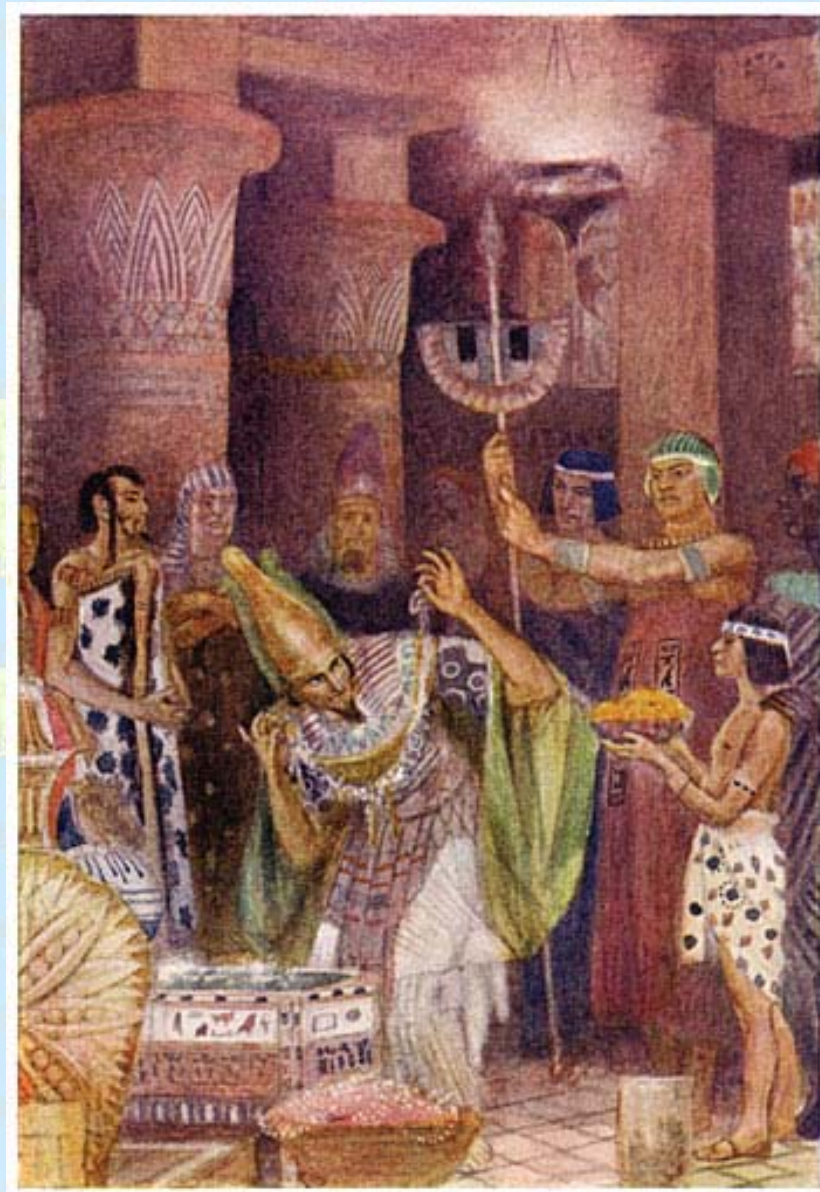
Wrath

The Wrath of a God is not like the wrath of the mortals. It comes not from anger nor hate, but from the vast gulf between what is and what must be. It is the true act of god that aligns the material world to the supernal, heavenly kingdom. Without the furious steering of the heavenly prince, the earth will spin into a void of despair.

The God of Wrath wills destruction upon those aspects of the world that defy its demands. As the instrument of the wrathful god, a character can be granted the smallest share of the divinity's anger. A character who is granted this boon may, once per session, smite the god's adversaries. A character with this boon may choose to deal double the normal maximum damage with any attack roll. E.g.: a normal damage roll of d10+2 would deal 24 points of damage.

War Amongst the Gods

Once you have completed your Apotheosis, your character is retired from play, except as an inspiration to others. This does not mean that your deified character does not have any concerns that may need addressing. Any subsequent characters that enter play that are granted any of your god-character's boons must endeavor to accomplish the deity's wishes.

What your deity wants is entirely up to you, but it should take the form of a sacred quest of some kind. This task will always be opposed by your deified character's enemy. Every god is opposed by another, and every god has a following of worshippers. It is by defeating the worshippers of your adversary that your chosen is able to achieve your mission.

When the mission is accomplished, your deity adds a second of the Divine Traits & adds this to its portfolio. The character in play then receives that benefit as well.

And, with the defeat of your immortal adversaries, the game, for character, is complete. You will have come to the North and made an indelible mark which will stand forever.

One aspect of the RPG traditionally is the lack of any absolute victory condition, there is no way to Win at most Role-Playing Games, rather, they are concluded or abandoned. The Game of the North may appear to have a condition for victory – a winning state that can be achieved – this is by design and is a method to keep the game going, and directed by players for as long as is possible. Still, there is no true way to Win at the Game of the North, simply by playing you have won. The only way to lose is not to play.

*C*oda – *A*lternate *C*haracter *T*ypes

The Game of the North works best with a party of adventurers seeking to make their fortune, trying to forge their own kingdom from the wilderness. This is the archetypical development but by no means the only way to play the game. Presented here are alternatives to the character types introduced in the beginning of this book.

A character doesn't need to stick to a life of wandering and danger – they can turn pro. Or, they could fall to the monsters they struggle against and turn monster. This section provides optional rules for putting your character on a different path than one of pure adventure. These rules should be used sparingly if at all, but they should certainly be used if they appeal to you.

Professional Characters

An adventurer pursues experience for its own sake, but also because of what is learned through its acquisition. An adventurer is able to master a wide array of valuable skills & abilities through the pursuit of fame, fortune and novel experiences. It is not, however, the only road to mastery – or else, the greatest warriors and best wizards would have no role in civilization – they'd be too busy exploring & fighting. The reality is that adventuring is a shortcut to many kinds of competence – but that effort and practice can lead to a sophisticated mastery that an adventurer might not be able to achieve merely by gathering treasure and exploring lost cities.

Any character can aspire to, and in fact become a Professional – departing the adventuring life to gain respectability and mastery. Doing so requires the attainment of certain, sometimes high, standards and more importantly the means and the time.

Money supports training and training takes time – the two together are all that lie between a character and true mastery of a discipline.

The Professions are fairly straightforward and all of them focus on one ability at the expense of all others.

Paladin - A heroic warrior and noble courtier. A Paladin cares for courtly romance & heroic exploits.

Magician – A sage and mystic. A Magician is a magical initiate with mastery over spells and rituals.

Illusionist – An entertainer and trickster. An Illusionist masters the creation of phantasmagoria.

Hunter – A ranger & survivalist. A Hunter wanders the wilds & learns all that can be known of them.

Thief – A burglar and rogue. A Thief seeks the greatest treasures & the boldest exploits.

Druid – A shaman and witch. A Druid pursues mystical animism & oneness with nature.

Inventor – A tinker and scientist. An Inventor tries to transcend the possible & change the world.

Cleric – A priest and prophet. A Cleric is devoted to gods & the world hereafter.
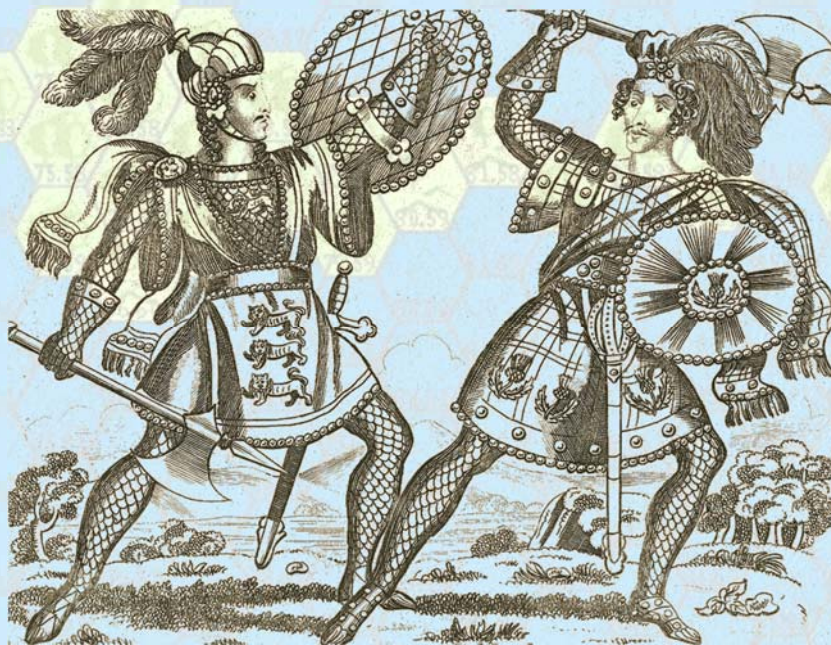
The Cleric – A priest and prophet. A Cleric is devoted to gods & the world hereafter.

Cleric Requirements			
HD	Xp	Sp	Time
3	2,000	20,000	3 Years

A character who devotes the time & money to becoming a Cleric gains the following benefits –

- Increase both Wisdom & Charisma by d4 points to a maximum of 18.
- Gain a number of retainers equal to your Charisma Score
- You gain the Prayer ability & can use Prayers irrespective of any racial predilection
- You are the leader of a **Temple** which can be used as your base and sanctuary
- You gain the Sociability ability
- You learn 2 languages of your choice

This devotion is not without a price however. Your adventuring skills reset to 1+ any benefit granted by your statistics. Your HD are reduced to d6.

The Druid – A shaman and witch. A Druid pursues mystical animism & oneness with nature.

Druid Requirements			
HD	Xp	Sp	Time
4	4,000	5,000	5 Years

A character who devotes time and effort to becoming a Druid gains the following benefits –

- Increase Wisdom by d4 points to a maximum of 18.
- Gain the Shamanism ability and your Wisdom + your HD in spellcasting ability per day
- You gain an iteration of the Animal Languages ability
- You gain animal retainers the total HD of which equal your Wisdom score
- You gain the Traveler ability

Your devotion to nature comes at a cost. You lose one of your languages and reduce your Pick Locks & Pick Pockets skills to 1. Your saves vs. Devices increase to 18.

The Hunter – A ranger & survivalist. A Hunter wanders the wilds & masters them.

Hunter Requirements			
HD	Xp	Sp	Time
5	5,000	10,000	2 Years

A character who pursues the rough & tumble life in the wilds gains the following benefits –

- Increase Dexterity & Constitution by d4 points to a maximum of 18
- Increase all adventuring skills besides Pick Pockets & Open Locks to 8
- Increase Attack Bonus by 2
- Increase HD to d10
- You gain the Traveler, Endurance & Ruggedness abilities

Your time away from civilization & camaraderie causes you to devolve somewhat. You lose one of your languages & your Pick Pockets & Pick Locks skills are reduced to 1. You lose d4 points of Charisma.

The Illusionist – An entertainer & trickster. An Illusionist masters the creation of

phantasmagoria.

Illusionist Requirements			
HD	Xp	Sp	Time
3	3,000	50,000	5 Years

Should your character choose to pursue a life of phantasm and trickery, they gain the following benefits –

- Increase Charisma & Intelligence by d4 each to a maximum of 18.
- Gain the Glammer ability and your Intelligence + HD in Glammers per day
- Gain the Ethereal Beauty & Illusion resistance abilities.
- You have a **Theater** which you can use as a base & haven.
- Your Pick Pockets & Hide / Shadow skills increase to 8.

The life of a trickster illusionist while rewarding is not without its own drawbacks. Your HD is reduced to d6.

The Inventor – A tinker & scientist. An Inventor tries to transcend the possible & change the world.

Inventor Requirements			
HD	Xp	Sp	Time
3	4,000	100,000	5 Years

An Inventor gains the following benefits & abilities –

- Increase Intelligence by d4 to a maximum of 18
- You gain the Tinkering Ability.
    - You have 50,000 Xp worth of Augments
    - You have 4 HP worth of Endowments
    - You have 50,000 Sp worth of Inventions
- Your Save vs. Devices is reduced to 12
- Your Pick Locks & Find Traps abilities increase to 8

Your inventions and experiments take a toll upon your body and sanity – you reduce your HD to d6 and your Wisdom by d4.

The Magician – A sage & mystic. A Magician is a magical initiate with mastery over spells.

Magician Requirements			
HD	Xp	Sp	Time
4	5,000	200,000	8 Years

Devoting yourself to a life of wizardry is a vast investment paying immense dividends –

- Increase your Intelligence by d4 to a maximum of 18
- Gain a Spellbook with your Intelligence + your HD in spells
- You gain spells per day equal to your Intelligence + your HD per day
- You attract d4 apprentices
- You gain a familiar

A Wizard's life of study is sedentary and causes your HD to be reduced to d4 and your Strength is reduced by d4.

The Paladin - A hero & courtier. A Paladin cares for courtly romance & heroic exploits.

Paladin Requirements			
HD	Xp	Sp	Time
5	2,000	50,000	4 Years

Becoming a Paladin grants your character valuable social and martial advantages –

- Increase Charisma & Strength by d4 each to a maximum of 18
- You gain the Sociability & Ruggedness abilities
- You gain a number of retainers equal to your charisma score
- You receive a **Manor** which can be used as your base & sanctuary
- You have a Horse with maximum HD & qualities of your choosing
- You gain a spouse
- Your HD increases to d10

A Paladin lives a life of responsibility and upright virtue. Your Pick Pockets & Open Locks abilities are reduced to 1. Your other adventuring skills are all reduced by 2.

The Thief – A burglar and rogue. A Thief seeks the greatest treasures & the boldest exploits.

Thief Requirements			
HD	Xp	Sp	Time
2	2,000	5,000	2 Years

The life of a thief is very rewarding for the dedicated & intrepid -

- Increase Dexterity by 1d4 to a maximum of 18
- Your adventuring skills all increase to 9
- Your Save vs. Devices is reduced by 1
- You gain the Overlooked ability
- You receive your Dexterity x 100 in Sp
- You receive a **Treasure**
- You gain the Lucky ability

The life of a thief is more dangerous than most & can certainly result in death or imprisonment. When you choose this profession make a Dexterity check – on a failed check you spend 10 years as a thief instead of 2 & your HD is reduced to d4. On a roll of 20 your character is killed in the line of work.

Monster Adventurers

The North is dangerous at best, hostile at worst. There are whole nations of monsters living there, and among them there are adventurers. A Referee may allow you, and you may wish to play a monster adventurer. This is often acceptable, but monsters are monsters – there are real drawbacks to playing one, and real advantages as well – the principal difference is that civilized people hate & fear monsters. Adventurers, of course, are much more accepting of the strange & dangerous – else they wouldn't be adventurers, and yet, it may be next to impossible for a player to entrust their life to a monster. This is the last of the caveats, should you wish to play a monster & the other players agree, you should play a monster.

There are a few ways to play a monster – the first and most obvious is to play an Orc or a Goblin, even a Dwarf, Elf or Halfling with the right flavor is a legitimate monster. Next, your character can become a monster. Being bitten by a Vampire or a Werewolf caries a certain risk, being raised from the dead can cause you to become a Zombie. You could become a variant of any of these creatures just the same way that you could vary the heroic races presented earlier in the book. Finally, you can be a native monster. A creature that is born monstrous. An elemental has always been a monster – was created and lives as such. While no monster adventurer is strictly recommended here, certain monsters should be altogether forbidden – things like giants, ogres, dragons and unicorns don't adventure, and are thus unsuitable as PCs.

If your character becomes a monster – your statistics change, some improve and some decline. If the transformation into a monster reduces any of your statistics below 3 – the transformation is too extreme – your character does not become a monster adventurer – but merely a monster – wholly unplayable by anyone but the Referee – and a very great danger to the remaining players. Your statistics can increase as well – but no hominid form, regardless of their power, can sustain statistics greater than 18. If you end up with a result greater than 18 – you turn the excess points into Xp – at the rate of 100 Xp per stat point in excess of 18. For example if you end up with a stat of 21 – you would reduce it to 18 and have 300 Xp to spend.

When you transform – you retain any of your previous racial abilities and powers – but all of your HD, Saves and Attack Bonus revert to the base set by your new monster species. You are rebated any spent Xp at ½ the value.

Native born monsters roll dice to determine their statistics just like any player- however, monsters roll d8s instead of d6s. They likewise cannot have statistics greater than 18 – and any excess pays the Xp rebate.

Vampire Adventurers

Vampires are creatures that prey upon the living in order to maintain their own, endless unlife. Vampires are purely monstrous, dangerous and by nature evil. They hunger for life as the living thirst for water, and yet, they can never live again so their desire for life is sated upon the still living.

Vampires are not born but made, all vampires are turned into a vampire through profane magic or by the bite of another vampire. Because of this, all vampires start out as another, living creature from another culture before being turned into a vampire. Vampires barely have any culture of their own, and tend to follow the paths of their original homeland.

As the living abandoned the North, they left it to the unliving – whole regions of the North may be entirely ruled over by nations of vampires. It is not at all unlikely that adventurers in the North encounter vampires, and as a result, they may be in turn transformed into Vampires.

Vampires have unnatural powers and superior physicality but they are unable to survive in sunlight, cannot ever use Prayers and are required to kill in order to live. Vampires do not heal, they must drink the blood of the living in order to regain any lost HP and cannot spend Xp to advance without murder. Whenever a player wishes to expend Xp to gain a new ability, they must murder someone (it has to be someone that has language, and experiences fear) in order to use their Xp to advance.

Characters who become vampires lose their original statistics and HD. They also reset any their saving throws. Any of their racial abilities, such as Dwarfsmith or Woodland Strides remain. All spent Xp is refunded at ½ the spent value.

The Vampire Adventurer						
Hit Dice	**Saving Throws**					**To-Hit**
	Traps	Breath	Death	Petrification	Spells	
d8	17	17	5	17	18	+2

Modifications to this Array:

Saving Throws:

Save -1 700

Save -2 2,800

Save -3 11,200

Save -4 44,800

Save -5 179,200

Save -6 716,800

Attack Bonus:

Attack +1   500

Attack +2   1,000

Attack +3   2,000

Attack +4   4,000

Attack +5   8,000

Attack +6   16,000

Attack +7   32,000...

Hit Dice:

HD two   500

HD three   1,000

HD four   2,000

HD five   4,000

HD six   8,000

HD seven   16,000

HD eight   32,000

HD nine   64,000

Further Modifications

Increase HD from d8 to d10 – 25,000

Increase HD from d8 to d10 – 100,000

Increase HD from d10 to d12- 400,000

Spellbook – 3,500   **Glammers** – 1,500

Wizardry – Spell Level / Day x 1,500

Glammers – Glammer Level/ Day x 1,500

Vampire Abilities

200-800-1,600-8,000-16,000-80,000-160,000-800,000

Transformation – Invisibility – Horrific Majesty – Blood Feast - Thrall – Creation – Uncanny Senses – Innate Weaponry

Scale Walls	Find Traps	Hear Noise	Hide / Shadow	Move Quietly	Open Locks	Pick Pockets
100xp/1	400xp/1	200xp/1	200xp/1	200xp/1	1000xp/1	1000xp/1
Max 8	Max 6	Max 8	Max 9	Max 9	Max 7	Max 8

CHA	CON	DEX	INT	STR	WIS
-2d6	+d6	+d6	-d6	+d6	-d6

Werewolf Adventurers

Werewolves appear throughout the north, along with their kin, the tiger-folk, lion-men and others like Were-sharks, bats & bears. Werewolves are the most common of these Nagual – mainly owing to their tendency to join into packs & their superior cunning.

Werewolves are made by the bite of a cursed wolf, which in turn probably began as a werewolf. Most werewolves lack the determination & fortitude to remain adventurers after their conversion, however, a select few are able to maintain conviction from beyond the veil of bloodlust.

Werewolves are supernaturally durable and strong. They can regenerate even from fatal injuries and lost limbs, they can transmit their disease to others and they are ruled by the motion of the moons.

Of course the principal ability of the Werewolf is the ability to turn into a Wolf. This ability is ruled by the motion of the moons in the heavens, but a canny werewolf can gain greater power over the transformation, becoming a hybrid version of human & wolf.

Werewolves are endangered by silver & wolfsbane – a weapon made of or treated with silver that inflicts damage to a Werewolf interferes with its regeneration until its next transformation. Wolfsbane creates an area where the werewolf is unable to go. A werewolf adventurer can't go within 30 feet of exposed wolfsbane & is driven off if an amount of wolfsbane is revealed.

Because of the 4 Moons present in the North, a Werewolf is likely to experience variations on its transformation depending on how many moons are full on a given night. To determine how many moons are full roll 4d12 – one die for each moon. One a 1 the moon corresponding to the die is full. The Referee may have you forgo these rolls and keep track of the cycles of the moons non-randomly. The die rule

presented here is merely for convenience.
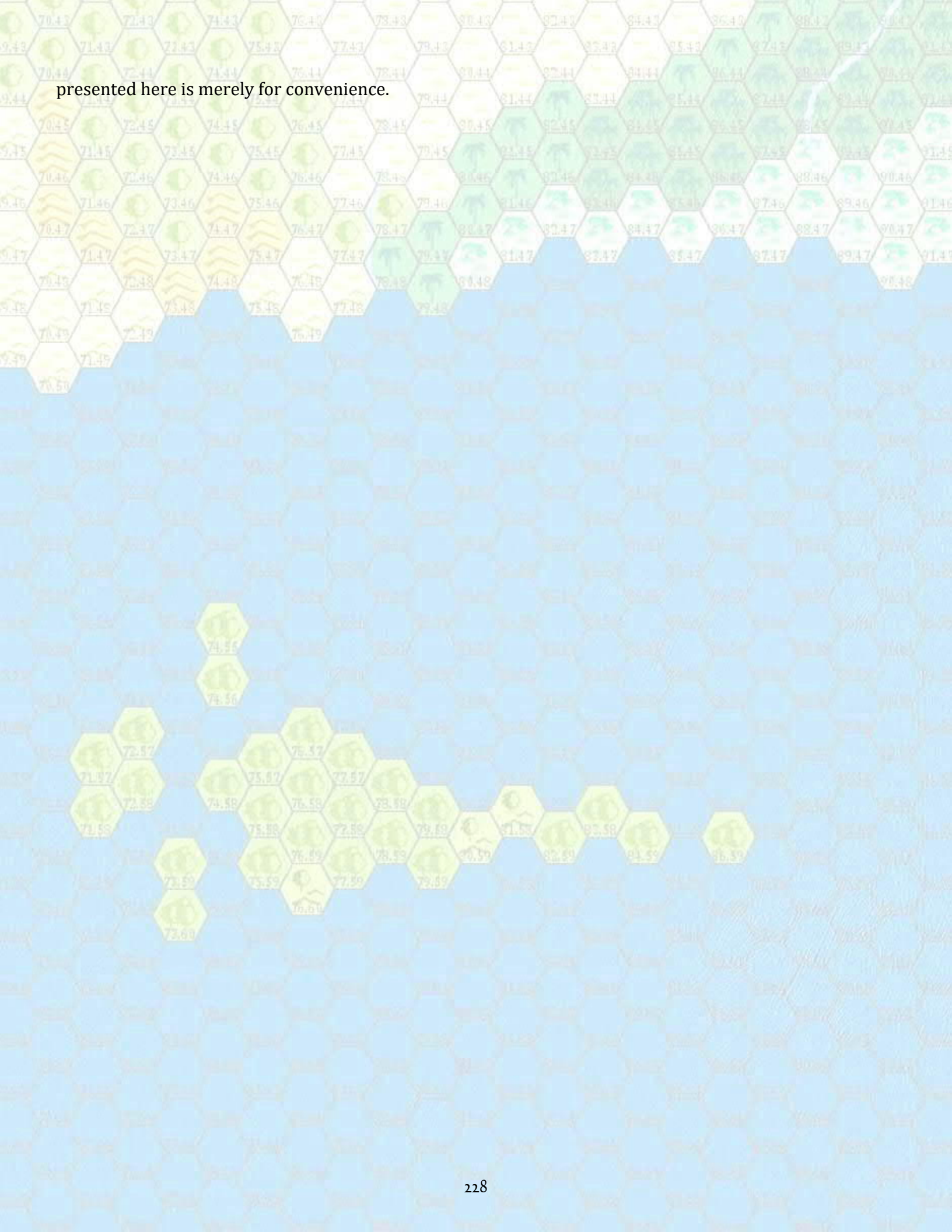
The Werewolf Adventurer

Hit Dice	Saving Throws					To-Hit
	Traps	Breath	Death	Petrification	Spells	
d12	17	16	16	14	17	+4

Modifications to this Array:

Saving Throws:

Save -1 700

Save -2 2,800

Save -3 11,200

Save -4 44,800

Save -5 179,200

Save -6 716,800

Attack Bonus:

Attack +1	500
Attack +2	1,000
Attack +3	2,000
Attack +4	4,000
Attack +5	8,000
Attack +6	16,000
Attack +7	32,000...

Hit Dice:

HD two	500
HD three	1,000
HD four	2,000
HD five	4,000
HD six	8,000
HD seven	16,000
HD eight	32,000
HD nine	64,000

Further Modifications

Shamanism 3,000   **Spellcasting Ability** – Spell Level / Day x 2,400   E.g.: 3 level 1 spells/Day = 7,200

Werewolf Abilities

200-800-1,600-8,000-16,000-80,000-160,000-800,000

Red Moon – Blue Moon – Green Moon – White Moon – Black Moon – Creation – Innate Weaponry

Scale Walls	Find Traps	Hear Noise	Hide / Shadow	Move Quietly	Open Locks	Pick Pockets
50xp/1	300xp/1	50xp/1	200xp/1	200xp/1	1000xp/1	1000xp/1
Max 8	Max 6	Max 9	Max 8	Max 8	Max 6	Max 6

CHA	CON	DEX	INT	STR	WIS
-2d6	+2d6	+d6	-2d6	+2d6	-d6

Zombie Adventurers
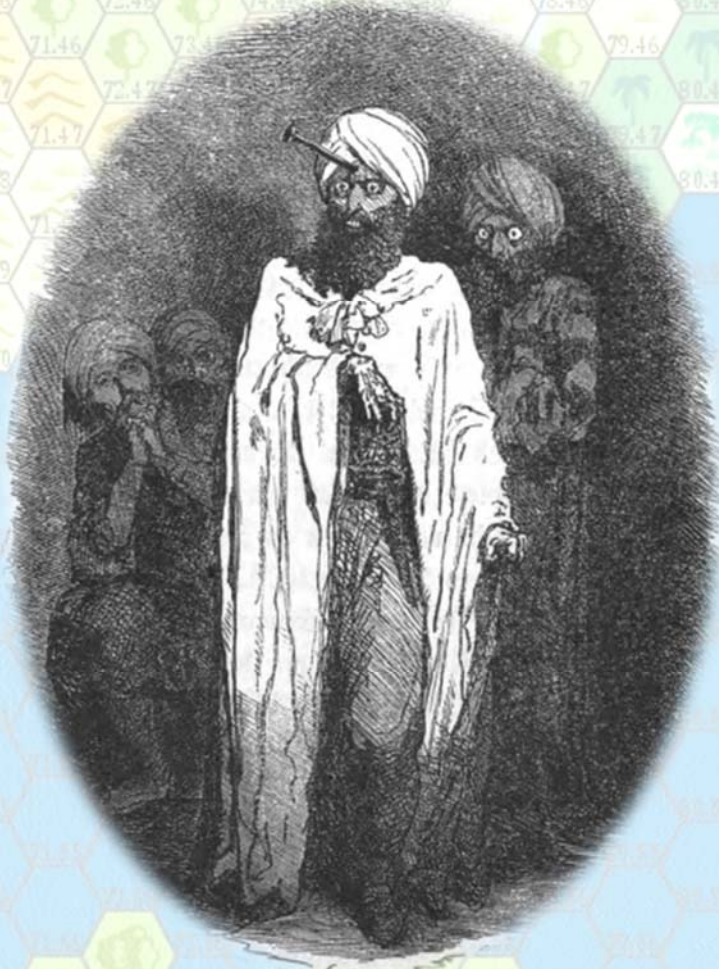
Sometimes the dead refuse to rest. And rarely the walking dead are able to grasp a strand of their former lives, and continue on, as servants, or even capable

Zombies are the animate dead and are sometimes known by other names- a mummy, wight or a ghoul, even a skeleton, devoid of flesh & organs can continue into unlife as an adventurer. Any being that is obviously dead, and that still moves, and carries on the semblance of life is a zombie, and certain zombies are adventurers.

The Zombie Adventurer is a vanishingly rare breed – a being for whom thought & memory remain after the brain is destroyed and life has fled the organs. While a Vampire lives a nightly unlife and dies each dawn only to rise again at dusk – the Zombie does not lead an opposite life, but a twisted parody.

Zombies are created by the animation of the dead, and sometimes by Vampires or other Zombies who are able to return a semblance of life to the dead. In most cases, Zombies are mindless automatons – but just as the Adventurer is the rarest type of Human or Goblin or Halfling – the Zombie Adventurer is a rare and notable figure.

Characters who are brought back from the dead may end up as Zombie Adventurers, but it is just as likely that they will end up as plain old zombies – unplayable NPC monsters.

A zombie cannot be killed except through complete dismemberment. A zombie always has 1 HP no matter how much damage it has taken. This HP remains until the Zombie's head and limbs are all removed. Fire, particularly enough fire to reduce the Zombie to 1 HP – is usually sufficient to burn up all of the creature's extremities – and so Zombies can be destroyed by burning.

A zombie does not breathe, eat, sleep or drink. A zombie never tires or suffers exhaustion. A zombie has very great difficulty learning & using equipment of any kind of usually a great labor for a zombie.

The Zombie Adventurer						
Hit Dice		Saving Throws				Attack Bonus
	Devices	Breath	Death	Petrification	Spells	
d10	18	18	5	5	14	+3

Modifications to this Array:

Saving Throws:

Save -1 700

Save -2 2,800

Save -3 11,200

Save -4 44,800

Save -5 179,200

Save -6 716,800

Attack Bonus:

Attack +1   500

Attack +2   1,000

Attack +3   2,000

Attack +4   4,000

Attack +5   8,000

Attack +6   16,000

Attack +7   32,000…

Hit Dice:

HD two   500

HD three   1,000

HD four   2,000

HD five   4,000

HD six   8,000

HD seven   16,000

HD eight   32,000

HD nine   64,000

Further Modifications

Increase HD from d10 to d12- 100,000

Zombie Abilities

200-800-1,600-8,000-16,000-80,000-160,000-800,000

Weapon Use – Equipment Use – Innate Weaponry – Life Sense – Creation – Fear Aura – Implacability - Thrall

Scale Walls	Find Traps	Hear Noise	Hide / Shadow	Move Quietly	Open Locks	Pick Pockets
50xp/1	300xp/1	50xp/1	200xp/1	200xp/1	1000xp/1	1000xp/1
Max 5	Max 2	Max 9	Max 5	Max 5	Max 2	Max 4

CHA	CON	DEX	INT	STR	WIS
-3d6	+2d6	-2d6	-2d6	+2d6	+0

Elemental Adventurers

Beings originating from another plane of existence can sometimes manifest in the world if certain resonances are properly harmonized through the accumulation of specifically charged matter. Which is to say – if a lot of a magically active element is collected into an area it can draw a spare soul into the world to inhabit the mass. Souls are for humanoids, so the elemental substance forms into a humanoid being composed of the element in question.

A golem, an homunculus or an artificial person are all examples of an elemental & players may wish to play any of these, or a different creature entirely – an ifrit, a djanni or a marid are all fair examples of a proper elemental.

Elementals all correspond to one of the 4 hermetic elements – Earth, Air, Fire & Water. All elementals are immune to harm caused by their own element, but endure double the effects of their opposed element. An earth Elemental for example, won't take damage from falling on rocks but will suffocate twice as quickly and may be scratched by even a gentle breeze. A Fire elemental is immune to damage from fire, but will drown immediately if submerged in water. A Water Elemental cannot drown and swims like a fish, but will boil away into mist if exposed to fire. An Air elemental floats above the ground but is cut to pieces by any weapon made of metal.

Elementals are not meant to live in the world – and so they are quite fragile within it and must take special measures to survive.

Very sophisticated elementals learn to alchemize themselves by incorporating portions of other elements into them – Earth and Water alchemize into Wood. Earth and Fire into Metal. Water and Air alchemize into Ice, Air and Fire alchemize into Electricity. It is theorized that further alchemy can cause an elemental to become a true, living person.

When you begin playing as an Elemental, you must choose your element – you have no family, no parents, no history at all, you come into being fully formed from some inhospitable elemental vortex.

All elementals are predisposed to hate & fear their opposites.

The Elemental Adventurer						
Hit Dice	**Saving Throws**					**Attack Bonus**
	Devices	Breath	Death	Petrification	Spells	
d6	16	16	16	18	18	+2

Modifications to this Array

Saving Throws:

Save -1 700

Save -2 2,800

Save -3 11,200

Save -4 44,800

Save -5 179,200

Save -6 716,800

Attack Bonus:

Attack +1	500
Attack +2	1,000
Attack +3	2,000
Attack +4	4,000
Attack +5	8,000
Attack +6	16,000
Attack +7	32,000…

Hit Dice:

HD two	500
HD three	1,000
HD four	2,000
HD five	4,000
HD six	8,000
HD seven	16,000
HD eight	32,000
HD nine	64,000

Further Modifications

Increase HD from d6 to d8 – 18,000

Increase HD from d8 to d10 – 72,000

Increase HD from d10 to d12- 288,000

Spellbook – 3,500

Wizardry – Spell Level / Day x 1,200

(E.g.: 3 level 1 spells/day = 3,600)

Elemental Abilities

100 - 10,000 – 100,000 – 1,000,000

Air – Earth – Fire – Water– Electricity – Metal – Wood - Ice

Scale Walls	**Find Traps**	**Hear Noise**	**Hide / Shadow**	**Move Quietly**	**Open Locks**	**Pick Pockets**
100xp/1	200xp/1	100xp/1	200xp/1	200xp/1	200xp/1	200xp/1
Max 8	Max 7	Max 7	Max 7	Max 7	Max 8	Max 8

CHA	CON	DEX	INT	STR	WIS
2d8	2d8	2d8	3d8	3d8	2d8
Air +d8	Earth +d8	Fire +d8			Water +d8

If you gain another element, you gain the added d8 bonus to the appropriate statistic

Air – An Air elemental has a mellifluous voice and a gift with words, their Charisma is improved, they are also able to project sounds nearby, amplify them and hush them in their vicinity. Air elementals are also skilled at singing & at playing musical instruments.

Black Moon – The Black Moon Werewolf breed is the most deadly & least human. A werewolf cannot gain both the Black Moon and White Moon abilities. A Black Moon werewolf can turn into an enormous Wolf that has AC 15, +2 to attack and damage, deals 1d8 with each claw and 1d10 with its bite. A Black Moon werewolf turns during the night, every night. While a wolf the Black Moon werewolf retains none of its normal mental abilities.

Blood Feast – A character with the Blood Feast ability can drain the blood of other creatures using their innate weapons. Damage dealt by these creatures is absorbed by the character up to their maximum HP per HD +/- any Constitution or other modifiers.

Blue Moon – The Blue Moon Werewolf always maintains its intellectual capacity & can become a wolf at will during the night-time. The Blue Moon werewolf has AC 13 and a d8 bite attack. It has the power of speech as well as any of the other abilities related to its wolf form.

Creation – The Power of creation allows a monster character to turn other NPCs and PCs into a monster of the same type. This ability can be gained twice. If it is taken a second time those subjected to the change are allowed to roll their statistic modifications twice and keep the set that they favor. This ability requires an attack (usually a fatal attack) to work.

Earth – Earth elementals are tough and enduring. They resist magic, improving their saves vs. spells by 1 & they gain an additional HP per HD. Earth Elementals can sense the earth around them, so they discover secret doors on a roll of 1-2 on a d6 roll.

Electricity – A character must be both an air elemental and a fire elemental to become an electricity elemental. Electricity elementals are very swift, doubling their speed and improving their initiative die by 1 step. Once per round they can perform two actions on a single turn. Electricity elementals can radiate light around them in a nimbus of arcing sparks.

Equipment Use – Mindless zombies must take this ability in order to be able to use equipment not including weapons and armor. A zombie without this ability cannot, for example, use a rope to climb, ride a horse or carry a backpack. They become too distracted otherwise.

STRUCTURES

Fear Aura – Characters with this ability are terrifying to be around. When they make diplomacy checks they can substitute a terror effect instead of a positive reaction. For example, they can become startled instead of friendly.

Fire – A fire elemental is hot to the touch and is resistant to heat. They take only half damage from any kind of heat based energy source. Their hair and eyes radiate flame & they create illumination at will. Fire elementals can breathe fire, dealing their HD in d4s in a 20 foot area.

Green Moon – Green Moon werewolves regenerate their wounds so long as they aren't inflicted by silver. Green Moon werewolves recover 1 HP per turn, so long as they have not in contact with silver. During the full green moon the Green Moon Werewolf turns into a normal wolf and does not retain any of its mental statistics.

Horrific Majesty – A character with this power is able to entrance & charm others. By mesmerizing a frightened subject, the monster can provoke a save vs. devices, on a failed save the subject is charmed by the monster. On a

successful save, the target cannot be charmed by the monster.

Ice – A character cannot become an ice elemental if they are not already an air and water elemental. Ice elementals are immune to cold and damage deriving from cold & exposure. They are able to fashion weapons and armor from the water surrounding them. These weapons and armor of whatever type the character wishes (light – medium – heavy).

Implacability – The implacable zombie never loses track of someone once they have targeted them. If a zombie attempts to attack someone who later flees, the zombie can pursue, unerringly and without sleep or rest of any kind. The zombie is able to chase the subject for any amount of time.

Innate Weaponry – A monster character can have innate weapons – claws, fangs or the like. Each time the monster character takes this power they can add another attack type, or they can increase the dice for the attack. Innate weapons all start as light weapons.

Invisibility – A vampire with this ability can become invisible briefly. This invisibility lasts a number of Rounds per day equal to the character's HD.

Life Sense – A zombie with this power is able to detect all living beings within normal perception range. This supernatural sense allow a zombie to detect those hidden behind doors and through walls, if they are alive. A zombie with this power is not fooled by quiet movement or hiding in shadows.

Metal – Metal elementals must first be fire & earth elementals. A Metal elemental has a lustrous sheen and has its AC improved by 2. It can control magnetism to an extent causing its to-hit to improve by 1. It is also heavy and cannot swim. Metal elementals have their save vs. Devices improved by 1.

Red Moon – A werewolf afflicted under a full red moon has the ability to become a hybrid wolf-man. In this form, which can only be assumed at night, the character's speed & power are improved. They deal 2 additional points of damage with natural attacks, gain AC based on their armor and retain their normal perception score (though Int & Cha are still reduced).

Thrall – Monsters with this ability can make NPC thralls – by feeding them their blood or doing some other ritual, the monster can cause a subject to become a permanently loyal slave who's only purpose is to please the monster character. The character can have more than one thrall. Each time the monster takes this ability they have the potential to attach a number of thralls equal to their HD.

Transformation – A vampire with this power can turn into a wolf a bat or a mist. These transformations are brief, lasting only up to an hour and cannot be called upon more than a few times per night. A vampire must take this ability

each time they wish to learn a new form. A transformed vampire retains any mental abilities but is statistically a bat, a wolf, or a mist (mists have no statistics to speak of).

Uncanny Senses – A monster with this ability detects secret doors and traps more often than normal. They add 1 to their chance to find hidden objects. They also see further, and in complete darkness & have improved hearing and scent.

Water – Water elementals are able to breathe underwater and swim with tremendous speed. They are incapable of being drowned. Water elementals are able to summon water from the air and can purify water & turn water into other harmless liquids, such as milk or wine.

Weapon Use – In order to use weapons or armor a Zombie must take this ability. Without taking this ability a zombie is not able to focus its will enough to use armor or weapons successfully.

White Moon – A werewolf with this ability is able to become a wolf during the day. A white wolf is also able to become a dog, or other harmless version of its terrifying self.

Wood – A character cannot become a wood elemental if they are not already water and earth elementals. A wood elemental is able to grow to double its size, improving its damage rolls by 1 step. In this giant form, the wood elemental's HP become the maximum for its HD – but if it reverts to its normal state it can possibly reduce its HP to below 0 – causing death. The character's ability to grow is based upon its HD – it can maintain its greater size for up to 1 hour per HD. In its giant form the wood elemental's encumbrance capacity is doubled.

The Referee

The Game of the North works because the Referee works. And works, and works.

The task of the Referee is sometimes thankless but it should never be joyless. If you want to engage with the story from the other side of the table, if you want to play not as a character but as the setting itself – the sections that follow are for you.

The work you're taking on is a great & rewarding feat – to create whole worlds from top to bottom, to not only be a god but to create gods themselves. This is a fundamental act of creation and if it is to your taste you will find that it is a pleasing & edifying art form that offers much more than it demands though it may seem to demand quite a bit.

You'll also be in charge of describing the action, the scene, the people & every interaction – it's up to you to give your players a world to adventure within as well as the adventure itself. The section that follows offers guidance & hints at worldbuilding & at table-running as well as storytelling. As with any great work the work ahead is a synthesis of many not obviously complimentary talents. You will need determination, luck & imagination – and where you lack these things – you will learn to develop them.
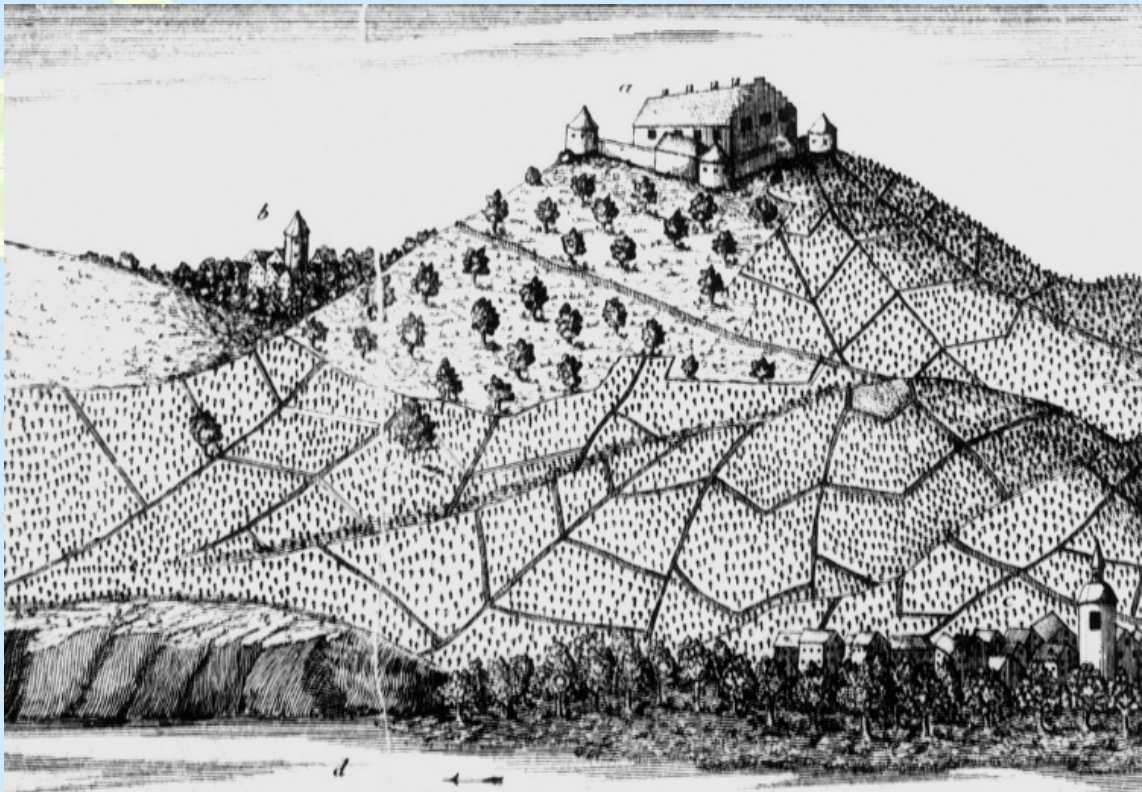
First Steps - How to Run the Game

So you want to be the Referee. Good for you. You're about to engage in a multidisciplinary act of creation that will occupy your thoughts & efforts during all your waking hours. Use some caution now, assess, realistically, how much time you are willing to spend pursuing this, the most arduous, demanding & rewarding of enterprises. The Referee is responsible, more often than not, for the vast majority of what happens in the game, and the Referee is, more often than not, the leader of the gaming group.

As the Ref expect to devote your free time away from the game to a few realms of responsibility.

First – It will most likely be up to you to organize the occurrence & find the location of the game. You'll want to be able to play consistently & you'll need to manage according to the schedules of 3 to 6 other people. Planning the game is like planning a party, you'll need to get your gaming sessions put down on the calendar, and you'll have to persuade your players to commit to appearing regularly to play a game for several hours, sometimes at the cost of their other hobbies & interests. This can be tricky, but you can be satisfied that you're doing a good job as a Ref if you find people willing to make some sacrifices to appear at your game consistently.

Second- You will have to know the rules. You'll have to have a comfortable familiarity with the rules so that you will know when and how to break them, and when it is best to enforce them ruthlessly. The players will look to you to establish their successes & failures. It will be up to you to say if they have achieved anything at the end of a session, and it will be up to you to determine if they've performed adequately enough to be granted rewards.

Third – You'll have to devise a series of rewards for players, you need to determine how you can motivate your players by offering their characters compensation for their participation in the game. Players will look to you to tell them what they have won, and you'll need to have a sense of how much progress you want your players to make and how swiftly you want their rewards to accrue.

Fourth – You'll need to create the story. The setting itself is up to you to devise, you'll need to establish what locations exist in the setting, determine how they can be interacted with & then you'll need to populate the setting with characters of your own, parties & strongholds, mazes, monsters, dungeons & wildernesses. The greater you familiarity with your setting, the better prepared you are with details about your setting, the more capable you'll be of providing the players with an exciting experience improvisationally.

Fifth – You'll need to play all of the NPCs, you will need to come up with motivations, voices, whole identities for the large majority of the characters within the campaign.

Sixth – You'll have to have fun. If you aren't enjoying the game your heart will not be in it, you will not present in the way that you need to be to keep the game going. Because so much of the game relies upon you – it is absolutely necessary that you are enjoying yourself. Look at what you want from the game, examine your desires & your reasons for becoming the referee – see to it that these wanted things are met, if you do so, your experience will be better, your engagement in the game will be higher & your performance as the referee will be improved.

Seventh & Finally – You're going to need a lot of dice, time & paper.

As a Referee you'll want to challenge your players with increasingly difficult tasks. The easiest, most effective method for accomplishing this is to have them use different dice for tests.

Since each test has a variable difficulty & there are different mechanics for different tests – the systems have been broken out for your reference.

Adventuring Skills – The base die to be rolled is the d8 – a more difficult test will use a d10 and a very difficult test will use a d12. At the same time – easier tests will use the d6. If you are tempted to use either the d4 or the d20 for one of these tests – resist that urge. If the test is simple enough to call for the d4 – then it is easy enough for the PC to accomplish the check without rolling. If the test is so difficult that you want to use the d20 – then the test is genuinely too difficult for a player to accomplish.

The die that you indicate for the test should be the same for all players who attempt it.

For example: Two different characters attempt to pick an identical lock. If the lock is rudimentary and easily defeated- you should have them roll a d6. Supposing one of the players rolls a 4 and another a 6 – now suppose they both have a rating of 5 on their Pick Locks skills – one has succeeded and another has failed. Now- suppose the same scenario, but with a very difficult lock – both players roll a d12 – if one rolls a 6 and the other an 11 – they have both failed.

You may wish to consider having players roll multiple dice – this is entirely your business but is not recommended at all.

You may wish to consider using a system of critical successes and failures. A roll of a 1 - on any die may indicate a substantial victory over the object – an easy route up a wall is found, a copy of the key is made, a mark is found with a hole in his coin-purse & so on. While the maximum die result will tend to indicate unmitigated failure. A fall from the wall, being caught red-handed, being suddenly startled by the people you are eavesdropping on.

The larger or smaller the die rolled should make the critical success or failure all the more significant. A roll of a 12 on a d12 should be more catastrophic than a 10 on a d10. A roll of a 1 on a d12 should be more valiant than the roll of a 1 on a d6. These are guidelines for making rulings only, not concrete rules, use them to help make the game more enjoyable.
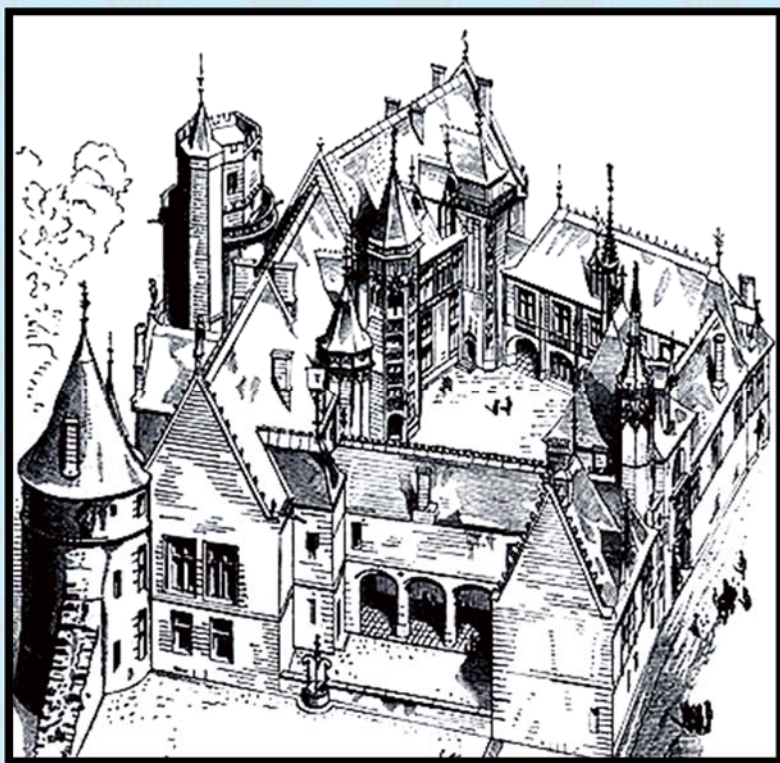
Statistical Checks – A stat check is usually a d20 rolled against a statistic – rolling under the stat means a success, rolling over is a failure. You can treat 1's and 20's as critical successes and failures respectively. You may choose to make a roll significantly simpler by having the PC roll a d12 on the stat check, or even a d10, bearing in mind that a d10 or smaller is reducing the test to trivial ease, you should ask yourself if a roll is called for at all in such a case.

For very outside chances you can have the PC's roll percentile dice against their statistics. This indicates that the possibility of success is very remote, but still attainable. Such a roll is very useful for determining if the PC knows some obscure lore, can learn a confusing language, or is able to perform a feat of amazing strength, or recover HP through sheer force of will.

A stat check is made for any activity that a PC performs that has a chance of failure. Attack rolls and skill tests are specialized versions of these checks that have their own rules, but the stat check itself is its own animal. Examples of when to call for a stat check, and which dice to use is presented here:

Statistic	D12 Task	D20 Task	D100 Task
CHA	Use a disguise & makeup to pose as another member of the same race & sex. Perform for a friendly audience.	Perform for an audience. Pass as a member of another race or sex. Write a persuasive love letter.	Impersonate an important noble competently. Compose a song for the ages.
CON	Recover 1HD while resting overnight. Recover from a cold	Recover 1HD while catching your breath. Recover from a serious disease.	Recover 1HD in the midst of a combat. Recover from certain death.
DEX	Leap a distance equal to your height with a running start	Leap your height from a standing postion, or triple that with a running start	Leap double your height from a standing position or quintuple with a running start
INT	Recall a bit of information relating to a common situation. Decipher a simple code	Recall esoteric knowledge. Decipher an unknown language. Learn a spell from someone else.	Recall cosmic secrets. Cast a spell without knowing it beforehand.
STR	Lift your body weight. Break a wooden door.	Carry your body weight. Bend metal bars, lift a gate.	Carry double your body weight, break metal bars, shatter stone
WIS	Determine which direction is North. Discern if a friend is lying.	Sense an invisible presence. Discern another's lies. Sense someone's alignment.	See an invisible presence, perform a true divination. Interpret Dreams.

You should be very wary of allowing players to ask for the chance to roll a d100 task with any regularity – generally these attempts should carry a serious consequence for a failure.

Detecting Secrets– The detection of secret locations is a complex enterprise. Most often, a PC who is searching for secret doors should be able to simply find them if their search is sufficiently thorough (and in the right place, with the right tools & so on). However, all characters have an innate chance to spot a secret door, or other clue without searching. This roll is determined by the PC's Wisdom statistic & when rolling the target result is usually 1. You can mitigate the difficulty of discerning the door by raising this target to 2 or 3. You can increase the difficulty of finding a secret by having the player change their search die to a larger one. You can increase the difficulty up to d% if you choose – but bear in mind that this reduces the likelihood of your players discovering all your secret plots.

Saving Throws – A Saving Throw is a very serious roll, it shouldn't be called for unless a character's life is in danger. Generally, a player should be afraid of having to make a saving throw & you should not mitigate or alter a Saving Throw's difficulty. If you feel inclined to do so, it is probable that you should instead have the player roll a Statistic Check. Each of the saving throws governs a very narrow range of potential dangers, and each of these has the potential to take a character permanently out of play.

Devices / Traps – This saving throw is used to avoid the effects of a trap or any type of magical effect that originates from a device – such as a wand or a ring or a gun. A successful save means that a character avoids the worst of the effect, but may still take partial damage, based on the specifics of the effect. A player who searches for and discerns the trap can resist it, disable it or overcome it with normal defenses – such as AC or by using a stat check or skill.

Breath / Explosion – This saving throw protects a character from direct damage inflicted by area effects, such as a dragon's breath, an explosion or a splash of acid. This saving throw will almost always affect a number of characters simultaneously – and when the save is made successfully, the damage should be mitigated, or possibly avoided altogether.

Death – A save vs. death is just that. A character must make a save vs. death whenever they face actual & imagined death. Death saves are used to resist Fear & Poisoning – which are detailed in the next section. Additionally a Death save is rolled to resist magical effects & circumstances that inflict immediate death such as certain spells or magic items. Death saves can be rolled if a PC's HP total is below 0 – should you, the Referee prefer to use this as a mechanic over the use of the Defeated status which is discussed in the next section.

Petrification – A save vs. petrification allows a character to survive or resist an effect that would alter their form, shape or adverse teleportation. A successful save usually means that the character has avoided all the effect's consequences.

Spells – A save vs. spells is a catch all for magical effects cast by an NPC or another PC. Saves vs. Spells are made against all illusions, any type of mind-control or enchantment & any kind of spell that isn't covered by another of the saves. A successful save vs. spells means that the character is immune from the effect for an entire day.
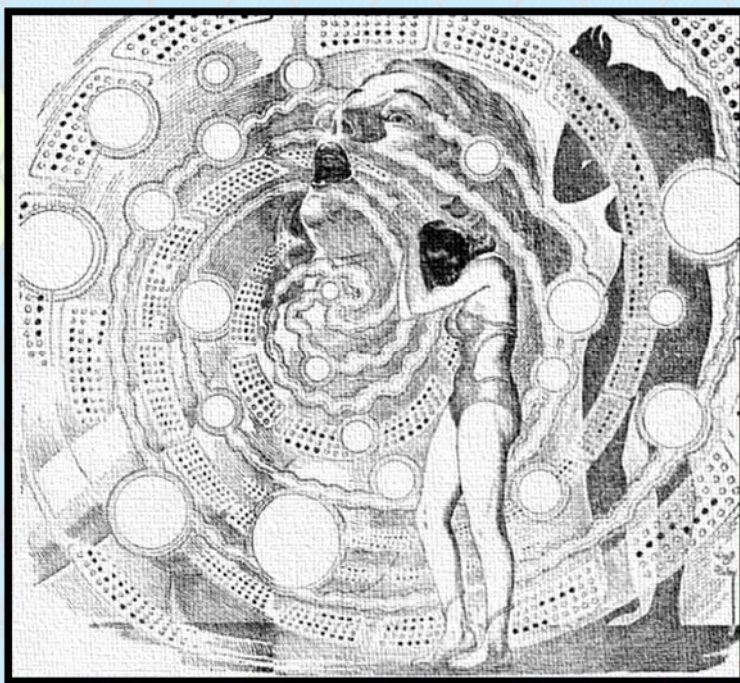
Attack & Damage Rolls – Attack rolls & Damage rolls are the principle purview of the Players. The players' attack & damage bonuses, maneuvers and techniques are points of pride & achievement for the PCs. Understanding that, you should not lightly deduct from these rolls. At the same time, you must enforce a reasonable standard for all parties in order to maintain verisimilitude. All PCs and NPCs benefit from cover – which improves AC by between 2 & 10 points. All PCs and NPCs are hindered by being attacked on more than one side - attacks made by multiple simultaneous attackers on the same target increase the damage dealt. Flanking or assistance from multiple attackers increases the damage die for all the attackers.

Certain enemies, while easy to hit, are extremely durable. Giants, Dragons & the like will reduce the damage die used by one or more steps.

Social Tests – Depending on the bloodthirstiness of your players social tests may be a frequent aspect of your game. As with more traditional attacks a high roll is desirable for players while a low roll may have disastrous consequences.

Characters with a high charisma get bonuses to the relevant rolls & people with low charisma scores take a penalty. This may seem like modification enough – but there is quite a bit to these tests. First which die is rolled? And how many? If the PC & NPC share a language – roll 2 dice. If not, roll 1. If the PC has a trait such as Sociability, or Ethereal Beauty – you'll change the die from a d6 to a d8. If the PC has other modifiers that potentially improve the situation you can increase the dice all the way to d12's. This is all very situational and ruled by your discretion. At the lowest end of the spectrum a character rolls a d4 – this is for interacting with an animal. At the highest end, you would roll 2d12 - this is for a PC interacting with a devoted, attracted member of the same culture.

The benchmarks indicated are merely guidelines. Wrathful may mean different things to a powerful orc warlord and a sniveling Halfling slave. Generally, you shouldn't consider any roll on this table to be final, and you should regard, favorably, any attempt by the Player to roleplay well. Giving elaborate speeches, singing a song, all of these should increase the die type when these tables are consulted.

NPC Disposition	Influence Target
Wrathful	30
Merely hateful	20
Malicious but idle	15
Mistrustful	12
Indifferent	10
Curious	8
Congenial	6
Friendly	4
Loving	2

NPC Disposition	Reaction Roll
Loving	30
Friendly	20
Congenial	15
Curious	12
Indifferent	10
Mistrustful	8
Malicious	6
Hateful	4
Wrathful	2

Disposition – regards the initial reaction of an NPC or monster to the PCs – it doesn't always have to be rolled. For example a pack of marauding orcs looking for prey may not want to stop and listen to a group of adventurers – they may attack first from hiding – you don't have to roll disposition. You can, of course, but don't feel you must. When PCs meet someone new who they'll interact with socially – that's the best time to roll.

Influence – The Influence table is consulted when the PCs want to change the NPC's disposition. The target of the roll is set by the initial disposition – if the roll is successful, the NPC's disposition will change for the better – how much is up to your discretion. If the roll fails the disposition does not change, or worsens – again, per your discretion.

Routing – An NPC, whether a peasant or a ferocious monster will have to periodically test for routing. An NPC that is hurt or who has reason to fear the PCs should roll to resist routing. The easiest method for determining a rout is to roll a d20 and compare it to the remaining HP of an enemy or group of enemies – if the roll is greater than their HP total – they should run away or surrender – as you deem appropriate. This method certainly makes it possible for a weaker enemy to be routed without taking damage at all, a convention of which you may allow aggressive or intimidating players to take advantage periodically. You can allow a PC to exploit this mechanic using the social test dice rules for Disposition and Influence. Irrespective of a character's influence or charisma – they should not be able to force a rout on an NPC with more HD than themselves.

Statistics and HP – Depending on how merciful you want to be (excessive mercy is not recommended) you may allow players to nudge or modify their statistic and HP die rolls. An alternative is to allow a player to use the average die roll for all relevant rolls – this will prevent characters from being ineffective, but it also precludes the possibility of being exceptional. A particularly generous method for generating player statistics may be employed with relative ease. Simply turn one of the dice to 6 and leave it aside – it counts as a 6 for every statistic roll. For example – a player who would normally roll 3 six-sided dice would roll only 2 and leave the last die as a 6.

In the end, your attachment to your players, and their characters and the players' own attachment to their characters will determine how generous you should be. If you wish to play a very aggressive version of this game, you may require players to generate multiple characters that can be swapped in as casualties accrue. If you wish to explore the story of a particular character with greater scrutiny, you should allow a more generous method to prevail.

Ultimately, the Referee makes all the determinations in the game. You should feel free to cheat on all of your die rolls with impunity. In fact, not rolling at all is a viable method of play. Becoming attached to your players' characters is part of the game, and being hostile to them is likewise a part of play. Do not feel bound to the rolls of the dice – they are, in the end, a method of adjudicating uncertain outcomes. If you feel that an outcome is foregone – then don't roll, or roll and make up the results so that they suit your desires.

At the same time – it is important that you don't simply exact petty revenge on players with malice. Having an amount of mercy is recommended, having an amount of rancor is likewise recommended – but having an excess of either is not. Because you control so much of the game up to and including the number and strength of any enemies that the players will face – any illusion of fairness on your part is truly an illusion. Should you pit your players against dozens of foes with HD that exceed those of the party – you will certainly kill off your players' characters. Should you pit them against only a few weak opponents and then rule that they strike without fail, that they cannot be struck themselves, well, then you've likewise erred into an area of unfairness.

Your role is not to be fair. Remember this, because above all it is the truth of running the game. Your role is not to be fair. It is to organize & provide an amusement for your players & yourself.

Rolling your dice in the open, revealing to the players the attacks and damage that are dealt to them is certainly in order, and it may appear to be fair, though for reasons discussed, it is by needs totally within your control. The dice are a prop for the referee – they are not a substitute for storytelling. Even so, openly rolling your dice will indicate that you mean business, that you are taking you & your players' experience very seriously. Rolling dice in secret is absolutely in order as well. You may come to regret the death of a particularly interesting character who is defeated in a random encounter with inconsequential foes.

This is a tightrope that you as the Referee must walk – between threatening danger and encouraging adventure. Perpetually terrorized players will not pursue your plots regardless of any hoped for reward, and perpetually fearless players will never feel that their lives are in danger or that the stakes of the story are all that high. It is recommended, then, that you periodically kill a character, or at least confer the *Defeated* status on them in order to demonstrate your mercilessness – but that at the same time, you offer up easy encounters to the players with some regularity, in order to allow them to demonstrate their own skill and ability. Do not train your players to fear you, and neither train them to be fearless of you. Challenge them and require that they use their best tactics, and their most imaginative efforts to overcome the threats you put in their way. When you suspect that players are not performing up to their usual standards – then it is appropriate that you should unleash your own murderous impulses.

Simply:

- For Neophyte Players or for Insignificant Encounters – roll the dice in secret, use discretion & mercy.
- For Experienced Players or for Player Instigated Encounters – roll the dice openly, use randomness as a shield for blame
- For Veteran Players or for Fateful Encounters – roll the dice in secret & openly in turns, use discretion & rancor.

Above all, your use of dice should serve the dramatic. If you find that your splendid monster is dealing insignificant damage & is failing to inspire fear or loathing – then cheat in its favor. If you find that your handful of insignificant NPCs is overwhelming players or that they are not falling quickly enough & the rounds are piling up in a dice-grind – then have them drop, have them fail their morale checks, have them surrender or run away. Do not keep a boring encounter going interminably, and do not allow a fateful encounter to end without drama.
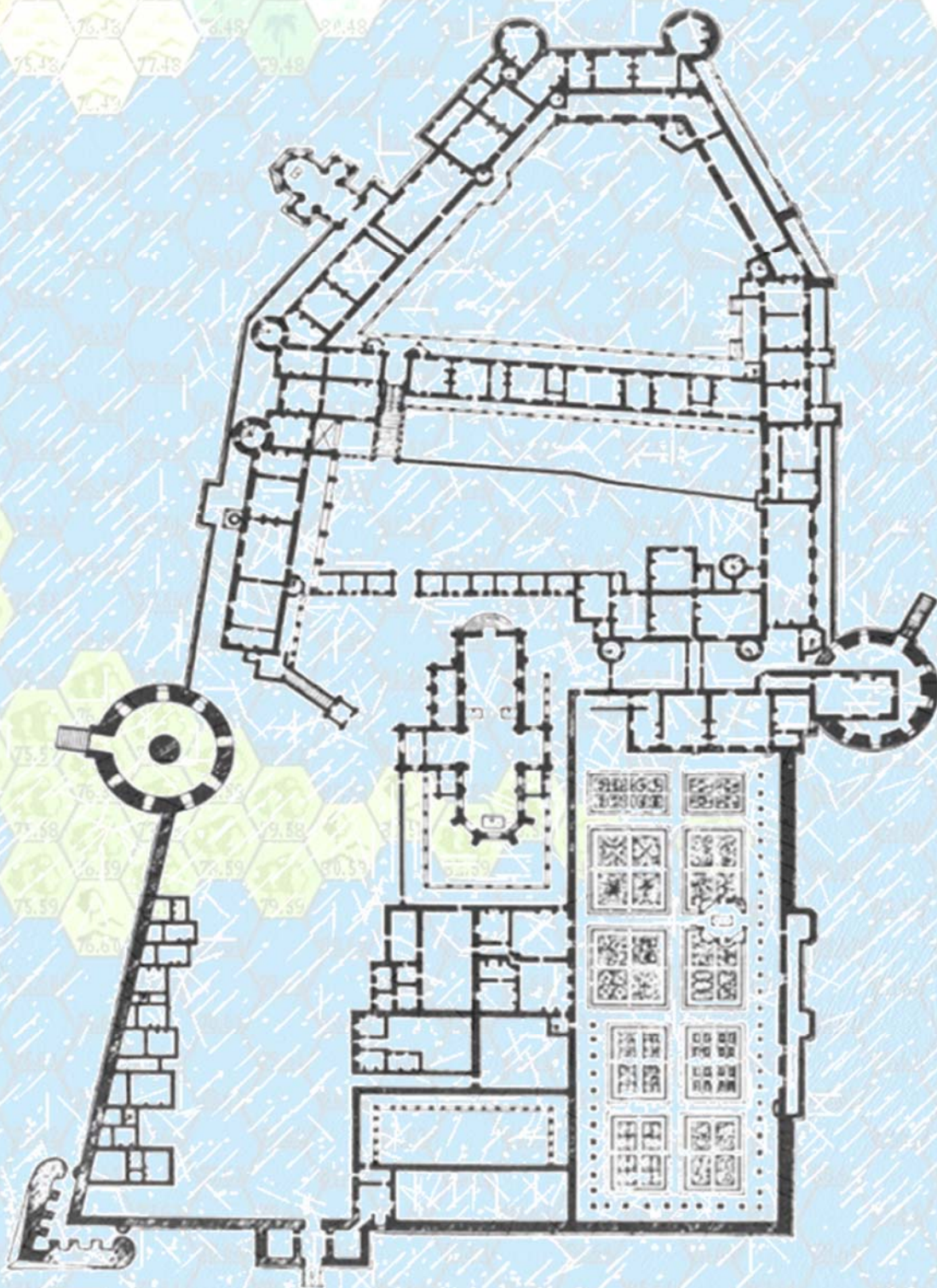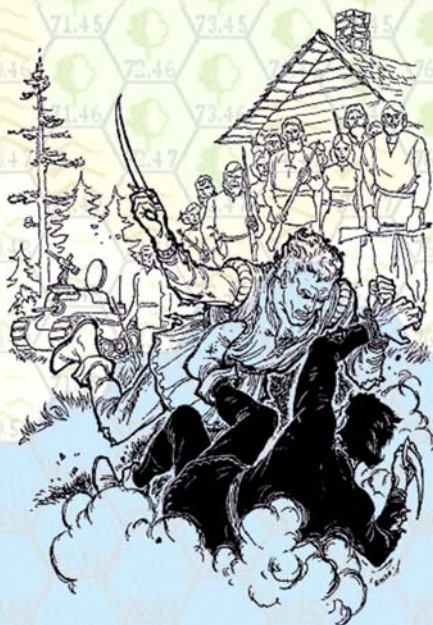
The use of HP as a marker for general fighting capacity has a long and irrefutable history. HP is a well understood phenomenon, even if the exact meaning of HP is somewhat rudimentary. In the Game of the North, the Referee & Players can come to their own conclusions about the meaning of HP – but the default expectation is that HP reflects not wounds or a body's capacity for absorbing damage – but rather, one's resilience to the stress & strain of fighting. Low level, weak-willed characters will have fewer HP than those with experience and a few victories. The loss of HP indicates the progressive defeat one might suffer in a fight. Only the most hardy & valiant warriors can continue battling for hours and hours in a given day – while neophytes might surrender in the first moments of an engagement. This is by necessity an imperfect description & analog. Lost HP most likely does reflect wounds & injuries, but it also reflects the loss of nerve that is part of defeat.

Wounds are a separate matter – once HP are lost, once a character's HP total is reduced below zero – the character attains the *Defeated* status. Generally, as the Referee it is your prerogative to define the meaning of this status – but a table with some functional indicators is provided here. You can roll a pair of d12s and consult the table - the effect lists the location of the wound & the severity indicates how serious the wound is. For example, a 1 and a 3 could indicate that the character's right arm has been severed, or that their left leg has been broken.

Embellishing these rudimentary details is part of the role of the Referee – it is not necessary to rely on the table, but it may give you cues that help to determine how you wish to Defeat your PCs.

The Defeated status means that the fight is over for the character. In some cases- such as Head Severed or Body Destroyed – the character has clearly died - and you can adjudicate such an outcome without rolling, you're the Referee after all. However, it is sometimes gratifying to keep characters in play with injuries or disfiguring wounds- such characters are certainly memorable, and potentially more satisfying to portray by players.

Once the Defeated condition has been inflicted on a PC – they can resume play (assuming they are alive) with 1 HP per HD on the next round with the applied conditions.

Defeated		
Roll	**Effect**	**Severity**
1	Right Arm	Broken
2	Left Arm	Crippled
3	Left Leg	Severed
4	Right Leg	Destroyed
5	Eyes	Broken
6	Ears	Crippled
7	Face	Severed
8	Body	Destroyed
9	Head	Broken
10	Lower Body	Crippled
11	Upper Body	Severed
12	Mind - Roll Maddened Table	Destroyed

Statistically the loss of a body-part has these effects:

➢ Injury to one leg halves movement speeds
➢ Injury to the lower body quarters movement speeds
➢ Injury to an arm halves AC & To-Hit
➢ Injury to the upper body quarters AC & To-Hit
➢ Injury to the Head increases all skill rolls by a die-step
➢ Injury to the Eyes inflicts a -10 penalty to ranged attack rolls
➢ Injury to the Ears inflicts a -2 penalty to AC and makes Hear Noise & Move Quietly checks impossible
➢ Injury to the Mind - such an injury can necessitate a roll on the Madness table (below) It may also be fatal – depending on severity
➢ Broken body parts will resume functioning on their own in d20 weeks
➢ Crippled body parts remain intact but never resume functioning normally
➢ Severed body parts are removed altogether and must be replaced with a prosthetic
➢ A Destroyed body part is completely lost & cannot be recovered & no prosthesis is possible.

Again, the table provided & the effects & severity are intended as a functional baseline – but can certainly be done away with. You are perfectly justified in determining that a character is killed outright at or below 0 HP. You should determine how you want your game to play & what types of consequences you're interested in having play out for your characters.

The Defeated condition should fairly strictly apply to extremely significant characters in your game – such as the PCs and possibly major villains or NPC allies.

Defeated is a status condition and may apply multiple times to a character – but it is not the only status condition that you or your NPC proxies can apply to player characters. Rather than providing long lists of possible conditions – the Game of the North tends to rely on a few broad categories with variability expressed through tables.

Broadly speaking – characters can be Frightened, Sickened, Maddened or Poisoned. Another status ailment that periodically comes up is Paralyzed or Petrified – you can resolve how petrification works using the Defeated table – above, to indicate which body parts have been turned to stone by the Cockatrice or Medusa. The other ailments all have their own tables.

Poisoned

Roll	Effect	Duration
1	Sleep Venom - You are incapacitated & cannot take actions	5 saves, 1 / day
2	Massive Swelling & inflamation - all your difficulty dice are increased by 1 step	3 saves, 1 / day
3	Wasting Poison - Lose 1 HP per day	1 save, 1 / day
4	Searing Venom - Lose 1 HP per minute	4 saves, 1 hour
5	Seeping Poison - You cannot regain HP while poisoned	5 saves, 1 hour
6	Relentless Retching - Lose 1 HD	2 saves, 1 / day
7	Wracked With Pain - your AC is reduced by 5	2 saves, 1 / hour
8	Sweating & Shaking - your to hit is decreased by 5	1 save, 1 / hour
9	Defeated - roll on that table	3 saves, 1 / hour
10	Hallucinations - You cannot succede on a saving throw	1 save, 1 / hour
11	Palsy of the Hands - You cannot perform skills	2 saves, 1 / hour
12	Paralytic Poison - You cannot move or take actions	3 saves, 1 / hour

Fear is inflicted by creatures & situations while Poisoning is inflicted by ingested matter or poisoned attacks. You can design any situation to inflict these ailments. In general, saves Vs. Death are applied to resist Poison & Fear. In some cases a magical spell is the cause of the Poisoning or fear effect – in these cases, a save vs. Spells is called upon to resist the initial effect. Resisting after-the fact though should rely on the Save vs. Death.

In the case of poison – the indicated duration is the frequency that a save is allowed plus the number of

Frightened

Roll	Effect	Duration
1	Flee! Move your full speed every turn, away from the source	1 turn
2	Take Cover! - Move your full speed & then attempt to hide from the source	2 turns
3	Shock - Become paralyzed by fear, unable to take actions	3 turns
4	Fall to the Ground Cowering - Reduce your AC by 5	4 turns
5	Alarm! Alarm! Drop anything in your hands and flee at your full speed every turn	1 round
6	Soil Yourself - Halve your initiative & movement	2 rounds
7	Terror! - You scream uncontrollably and cannot speak or cast spells while frightened	3 rounds
8	Stunned! - You cannot act while frightened	4 rounds
9	Save Me! You take cover behind an ally - you take no actions, they suffer -1 To To-Hit & AC	1 minute
10	Frozen in Fear - Cannot move or attack but gain +2 to AC	2 minutes
11	It's All Too Much! - You faint & cannot take actions for the duration	3 minutes
12	You Cannot Unsee! - You are driven mad & must roll on the maddened table	4 minutes

successful saves required before the poison will run its course. E.g.: 2 saves, 1/hour means that every hour you can attempt another save & that two successful saves are needed before the poison is exhausted. It is entirely possible that a poison kills a character before they save against it – it is up to you whether you wish to kill the character outright or apply the defeated condition.

Fear has an equally variable duration but once it is applied as a status condition it cannot be reapplied unless the indicated duration has expired.

Sickness is an affliction that may come from contact with a disease, something unpleasant & filthy, or possibly some kinds of monsters. It can be resisted with any save – depending on your preference. For example, a disease passed on through sneezing could be initially resisted with a Save vs. Breath while a disease contracted through polluted water or the like could be resisted with a Save vs. Petrification.

As with poison, you're invited to come up with your own novel diseases & particular ailments that are relevant to your setting – but for fast & quick sicknesses, the accompanying table is probably sufficient.

The duration of the sickness is generally brief for things caused by revulsion – while longer lasting diseases are caused by infection.

Sickened		
Roll	Effect	Duraton
1	Bowel Disorder - You halve your initiative & double your ration requirements	1 minute
2	Palsy of the Hands - You cannot perform skills	2 minutes
3	Massive Swelling & inflamation - all your difficulty dice are increased by 1 step	3 minutes
4	Sweating & Shaking - your to hit is decreased by 5	1 hour
5	Wracked With Pain - your AC is reduced by 5	2 hours
6	Searing Infection - You cannot regain HP	3 hours
7	Relentless Wretching - Lose 1 HD	1 day
8	Ruinous Poisoning - Roll on the Defeated table	2 days
9	Feverish & Bedridden - You cannot move or take actions	3 days
10	Wasting Illness - Lose 1 HP per day	4 days
11	Chronic Infection - roll again on this table once per week, on an 11 roll defeated instead	1 week
12	Intense Convusions - You take 1d4 HP damage per round that you are not restrained	2 weeks

Maddened		
Roll	Effect	Duration
1	Phobia - -2 to attack and damage against 1 type of creature	Permanent
2	Phobia - You try to avoid a location assiduously	1 hour
3	Neurosis - You perform some useless task relentlessly	2 hours
4	Psychosis - You lose your moral compass +1 damage rolls	3 hours
5	Psychosis - You respond to situations with inappropriate violence. +2 intiative, lose one die in social tests	1 day
6	Melancholy - You are striken by sorrow & regret. You must rest & sleep for twice as long as normal	2 days
7	Fatigued - You roll one step lower on initiative	3 days
8	Obsessive - You pursue one activity at the expense of all others	4 days
9	Addiction - You constantly crave & require some mind altering substance	1 week
10	Demented - You babble incoherently and can no longer speak or reason properly	2 weeks
11	Lost Nerve - You've lost your fighting instincts and take -5 to all attack rolls	1 Month
12	Suicidal - Your To-Hit & Initiative are both increased by 1 - but your AC is reduced by 5	2 Months

Mental sickness is applicable as well – particularly given the intense & stressful lives of adventurers. Because the symptoms of such a disease differ from those of more distinctly physiological ailments, they have their own table – the Maddened table indicates the type & duration of the mental ailment that is inflicted as well.

In either case – the disease or madness will linger for the indicated duration in which case it will either subside- or require an additional saving throw to resist. You are allowed whatever discretion you desire in establishing the intensity of these ailments & can certainly combine multiple symptoms as part of a single ailment.

Victorious

Roll	Benefit
1	Gainful Insights - Earn 1,000 Xp
2	Spring in your Step - Gain 1 step on social dice for the week
3	Calm & Confident - Gain 5 bonus HP every day for a week
4	Skill Aura - You improve all your skills by 2 for the week
5	Deep Understanding - Earn 5,000 Xp
6	Tricks of the Trade - Gain a new maneuver
7	Growing Every Day - improve one stat randomly by 1
8	In Every Way - Increase HD by 1
9	Mastering the Self - Improve two random stats by 1
10	Self Assured - Improve your HP to the maximum allowable for your HD
11	Nothing's Going To Stop You - Reduce all your saves by 1
12	You're the Best Around - Improve all your skills by 1

Finally, players may, and one hopes, will, achieve the Victorious Condition. This condition applies in situations where you want to reward players for achieving goals, or playing the game well, for doing something that you find to be of value to the playing experience, the story or their own plots. You may decide that this condition is applied when certain milestones in your story are achieved, or you may decide that these rewards should be distributed in an ad-hoc fashion as an extemporaneous award for satisfying play. Once again – the tables & rules provided here are offered in aid of your experience as the Ref, not as laws that must be obeyed.

Victory is only the beginning – it is a part of the character's experience & it should be rewarded – but it should not be the purpose of a PC's adventuring – Rather – Player Characters need to be invested in the story – and the nature of the story & their relationship with it is discussed in the very next section.

The life of adventure is arduous & rewarding – it is important for you, as the Referee to consider rest & healing to be a reward, and not a right or privilege of the Adventurer. The North is a difficult, demanding place and PCs should not expect a free pass to simply set up camp and relax whenever they wish. Likewise, recovering from lost HP or from grievous wounds should not be a foregone conclusion for PCs.

Locations where shelter & ease are to be had should be rare enough & hard enough to come by & maintain that PCs who find them should feel rewarded. Using these safe locales for recovery is helpful for the recovery of HP & mandatory for the recovery of serious wounds. HP are recovered when a PC has a full day of rest in which no encounters occur.

❖ To recover HP a Player Character rolls a Constitution check – at either D20 or D12 difficulty (based on your discretion). On a successful check, the PC recovers HP equal to the difference on the test. E.g.: Ronson has a constitution of 14 and rolls an 8 on the D20 test, so he recovers 6 HP. If the test fails, no HP is recovered.

❖ To recover from a status condition the PC must first pass all the relevant saving throws, as indicated by the status ailment. If the PC is suffering from Madness or from a Defeat – these recoveries take time & peace. Obviously not all conditions can be recovered from – no amount of rest will cause a dead PC to live again.

❖ A broken body-part requires 10 days of rest & at least five successful d20 Constitution checks to overcome naturally. These checks are made daily. A crippled limb requires double the time & recuperation – about 20 days & at least 10 successful checks. If a PC cannot make the requisite checks in the allotted time, the time required to rest is extended by another interval. For example – Budga has a crippled leg & a Constitution of 8. She is able to rest for 20 consecutive days, but during that period only succeeds on 8 of her Constitution checks. She must then rest another 20 days. During this period she must succeed 10 checks, again. This can go on forever, a PC may remain crippled for life – and a crippled limb may never quite recover. You may feel free to inflict bonuses or penalties to the difficulty of these tests depending on the circumstances. *These rules intentionally contradict the statements under the Defeated status condition – the intention behind this contradiction is to help you as the Ref devise novel opportunities for storytelling.*

❖ A Severed or Destroyed body part never recovers – but a character cannot regain HP once one of these is lost without making 10 consecutive Constitution checks during 20 days of recovery.

❖ Madness is recovered from in a similar manner. It requires rest & successful Wisdom checks. Either 10 days rest & 5 successful checks, or 20 days rest & 10 successful checks depending on the severity, as determined by you, the Referee.

Natural healing is, then, inefficient and potentially non-viable as a method for PCs to recover. You can use this to make injury more serious as the consequences may be debilitating. Fortunately for Players – they are not without resources to help them recover more quickly & easily. Magic is the most functional method – and the systems for magical recovery are all detailed within the different traditions & spell seeds for the Players. Suffice it to say – Magic can cause immediate healing of any condition which sidesteps all of these mechanics quite nicely. Nevertheless, there may be reasons for players to neglect magical development, or to emphasize some other abilities making magical healing a nonviable direction. There are functional alternatives.

The main method for granting healing to non-magical PCs is by the use of healing items. You can handle the application of such items in a variety of ways, but it is by the use of this equipment that healing is granted.

❖ Medicines can be applied simply without a test. Many PCs will begin the game with an amount of healing items, *ancestral pills, magical tincture* & so on. The use of these items should coincide with the descriptions as best as possible with variable results based on the descriptors. In terms of healing – medicines will tend to heal either HP or a specific type of status condition – sickness, fear, madness or poison – very rarely an extremely potent item may cure more than that. The use of such medicines is straightforward – have the possessor of the item roll a die – usually a d6 or d8. The die roll indicates an amount of HP that is recovered by the PC who makes use of the medicine. On a roll of 1 – the medicine gives the maximum value of healing – but is exhausted and no longer available for use. On any other roll an amount of the medicine remains available for use.

❖ Healing Kits & Tools, such as a surgical kit, dentist's tools & the like can grant healing to PCs when they are used by their possessor. All PCs are assumed to be proficient with any tools or gear they begin the game with. If a character rolls up an *Antique Bone Surgical Kit*, it is assumed that the character, at the beginning of play, is able to make use of the kit. When using such an item, the character should make a Stat Check – based on your discretion and apply the difference in the check as recovered HP or a removed status condition. Should the test fail badly – i.e.: a roll of 20 on the Stat Check – the tools are ruined & lost – or at least require repair – to be used again.

Medicines & Tools can generally be replaced & replenished with enough time – based upon the PC's knowledge of the gear in the first place. In general you should require anywhere between 1-4 days of effort to replenish or replace materials lost through use. Every day used in repairing or replenishing requires a Stat Check & you should consider varying the required check. Fixing your surgical tools may require a DEX, INT, WIS & DEX check – for example.

Recovery & replenishment of lost gear is only one way that PCs can interact with their equipment during downtime. Significantly they can chose to improve or decorate their gear – which may require the use of still other tools. Again, PCs are anticipated to be competent with any gear or tools they begin play with – though these may not be sufficient to meet their ambitions. PCs can learn to use other tools or instruments during any downtime. It usually takes between 1-6 days to become proficient, usually by making successful stat checks. You can also require that Xp is spent in training, or you can simply allow Xp to be spent forgoing any Statistical Checks. This enters a territory in which you will have to come up with a rationale that is bargained between you and your players.

A PC, for instance, who acquires a house & wishes to furnish it using his *elaborate steel carpentry tools* may wish to assume such a thing automatically occurs, while you may wish to have them play through the acquisition of raw materials, the labor & effort. In this respect you can determine that the test requires d10 days and 5 successful Statistics Checks. A successful CHA check to get the materials, a successful CON check to endure the labor, a successful INT check to create plans, a successful DEX check to finish the cuts & assembly & a successful WIS check to decorate the house appropriately. Using such a system allows you to alter the results of the downtime effort, making the house & its furnishings distinct. The player may have to rely on shoddy raw materials, or may have a perpetually half-finished house – or perhaps the furnishings are too large to fit through the door and so decorate the outside, or possibly they are mis-made and wobbly or even garish & unappealing. In each case the house is furnished, the PC has accomplished the initial task, but some variable has come up that has caused the house to be distinctly of & by the PC. Whenever possible, err on the side of enhanced detail.

An Encounter - is any interaction between the Players' Characters and your own characters – the NPCs. This may be a combat, a social test or, often enough, a role-playing scenario. You tell the PCs that they have entered a room with and orc guarding a chest. An encounter begins. Should they try to frighten off the orc, fight the orc, or just have a conversation with the orc – this is an encounter. Prepare yourself to either consult notes or think quickly. What's the orc's name? What's in its chest? Does the chest belong to him? Can the lock be picked? Can the orc be distracted? Prepare yourself to answer these questions, or at the very least, be prepared to improvise, a lot.

In the scenario of the Orc & the Chest – you've created a scene, hopefully in advance, which you want the Players to interact with – this is an encounter. Is this a procedurally generated random encounter? Is it a player initiated encounter? Is it a fateful encounter? Or is it a methodical encounter? These are the basic sorts of encounter that you'll create to progress the game & its plots & intrigues.

Random Encounters – Random encounters are adjudicated by chance, they could happen to anyone in the right or wrong place at the right or wrong time. Such encounters can certainly have fatal consequences, but they don't have fateful consequences, they are not the basis of the campaign or its story – they are the trappings of the world – you must include random encounters to give a sense of verisimilitude to your campaign, but you can't rely on them to create any kind of momentum in the campaign. They occur to create a sense of place & immersion.

Fateful Encounters – A fateful encounter is purely plot-based. It occurs because you want it to occur & the NPCs that you include are essential to the plot, the story & the setting. Fateful encounters should be the most dangerous, but also the most rewarding. A Dragon with its hoard at the bottom of a dungeon complex is a fateful encounter – it was bound to occur & its results are the hinge upon which the whole story turns. Fateful encounters generally include a villain an ally or some other significant non-player character for the PCs to interact with in a meaningful way.

Methodical Encounters – A methodical encounter lies somewhere between what is random and what is fateful. These encounters serve to progress the adventure without being essential to its outcome. An encounter with a wizard who knows of the dragon's weaknesses & will sell his secrets for a pittance is a methodical encounter – as is the PCs' interactions with the local king, whose daughter has been sacrificed to the dragon. The players may wish to brave the dungeon and face many random encounters & many traps, puzzles & guardians on their way to their fateful encounter – and each of these builds toward the climactic scene. Methodical encounters then open the plot, reveal plot details & propel the characters toward their fateful encounters.

Player Initiated Encounters – The players have heard rumors that the King is not what he seems, that he's sacrificed his daughters to the dragon for decades only to prolong his own life through diabolical means. The PCs choose to investigate, scaling the castle walls, entering the King's chambers. They may face the King's champions, or his vizier or court wizard. These encounters may be well beyond their powers to overcome. Nevertheless, this is what the PCs have chosen to do. Encourage players to take this kind of initiative, provoking encounters of their own choosing. Proactive players should be allowed to pursue the encounters & attendant dangers that they wish to pursue. Be prepared for the PCs to chase down the barest thread of story to a strange conclusion, allow them to resolve for themselves what is true or false and be ready for them to jump to false conclusions or even premature & true ones.

Encounter Difficulty is based principally around three factors of the NPC or Monster involved in the encounter. The NPC's AC, HP & Attack Bonus. A monster with a lot of HP and a low AC may endure for a long time while suffering terrible injuries. A monster with a very high AC but low HP may dance around the Players while a single effective attack will bring them down. All monsters and NPCs have attacks, the better they are at striking the more dangerous they are. The simplest method for setting these standards is to base the numbers around those of the players.

A very basic encounter would involve 1HD monsters with low average HP – their AC would be no better than 13 or 14 and their attacks would have a bonus of +1 or +2.

These numbers are based around probabilities involving the d20. At character creation a PC is likely to have an attack bonus of +2 or +3 – and a maximum attack bonus of +5 (unaided by maneuvers). This means that against a monster or NPC with AC 12 a PC is going to hit about 50% of the time, possibly more if their bonuses are higher than +2. A PC with a +5 bonus has a 55% chance to hit a monster with an AC of 14. So you can expect the PC to hit the enemy every other turn. This works in reverse as well. If you pit a monster with a +5 attack and a high enough dexterity to attack 3 times in a round you can expect it to hit starting characters twice per round. If the monster's damage is 4 per attack you can expect it to deal 8 points of damage per round – this is likely fatal to most PCs at the start of play.

You can create any type of encounter you wish, naturally, but excessively fatal encounters may cause your game to wane in popularity among prospective players. You need players. A reasonable balance is to base the AC and Attack bonuses on the character in the party with the highest HD. Such a character is likely the best combatant – having spent less Xp on skills or magic & the like. A respectable adversary will have an AC that is 10 plus the HD value of the highest HD player. A party with a 4 HD leader would have a respectable series of encounters with creatures whose AC was 14. Increasing the AC by 2 would make the monster elite, reducing it by 2 would make the monster a lesser threat. Similarly, giving monsters HD equal to the highest HD PC, +/- 2 would make a good variety of elite, normal and easy monster encounters. You can note NPCs easily by indicating that they are +2/-2 or 0 – allowing your adventures to scale somewhat with your player's abilities.

Encounters are not just combat, of course. Skill tests and ability checks will be part of any encounter, as will social tests. You should plan your tests in advance, creating some areas with great difficulty (which would necessitate the rolling of larger dice for skill & ability checks) and some with lesser difficulty (allowing the players to use a smaller die on such checks). You can note these easily by indicated that a trap is d4 to detect, or a door is d12 to unlock.

Plots Are the stories that you create, those that would & will occur with or without player interventions. When crafting your setting you create personalities, agencies, groups & prizes – conflict is a natural part of this creation. These stories exist in the background of the setting & they may draw player attention and they may be modified or altered, killed or brought to fruition by player efforts. Your setting may have thin plots, a vague framework of activities that will occur when the players turn their attention to them – not fully existing until the players are on hand to observe them – or your setting may employ a very plot focused narrative, with monumental overarching stories that the players must interact with in order to advance any story. The Game of the North prefers a sandbox approach, in which a setting, your hex, has a life of its own in which many competing factions interact and within which the players' efforts have a more or less essential role. This does not mean you can't run a campaign with a singular epic storyline, only that it is not the best use of the systems presented here.

A campaign with three or four strongholds and five or six parties may break down into a local war, a series of conflicts in which one party attempts to race another toward conquering one or more of the strongholds – or a situation in which the strongholds are banded together under a single despotic ruler who is opposed by the various parties in different capacities – these are the broader plots, all with their own local political, economic & religious spins that make it possible to honor the wishes and ambitions of players while providing them with a worthwhile arena in which to do so.

Plots require a resolution, and should have a series of staggered rewards built in to them based upon player choices. For example, you may have a plot concerning an unaligned goblin city. There will be a reward of Xp and other considerations for players entering the city & interacting with the goblins, and there will be a reward for destroying the city, for bringing it into alignment with a neighboring city or for conquering other cities on behalf of the goblins. You can't plan for every outcome, however, each of the obvious outcomes should be accounted for and a series of rewards for fulfilling steps toward any resolution should be presented.

Intrigues Are the stories that the players create & which would not occur at all without the player's intentions. This is the rarest of the story devices but the most rewarding to run. Always nurture a character & its player's ambitions as well as you are able. If a party

choses to conquer a land, usurp a kingdom, steal a ship, these choices have consequences & contingencies, they have their own difficulties. The party's plans should be nurtured, but challenged as well & this is sometimes difficult to balance well. Letting PCs have it all their way is a dangerous choice, it lowers the stakes and makes the achievement of goals seem inconsequential, at the same time – imposing too great a barrier to success may simply discourage the players from having any ambition at all. Encourage the PCs to develop their own ambitions and to act on them, allow them to pursue their own agendas, ideally, ahead of any kind of plot or story you have invented. Your campaign is best when it is a sandbox that the players can manipulate at will – one in which you are familiar enough to provide interesting scenes & events regardless of what part of the campaign the PCs choose to pursue & engage with.

Fundamental to any intrigues the players wish to concoct is information – should the players state that they have a goal in mind, you should offer them only clues and insights about how they can gain more information on the subject. Should they decide to break into a famous vault of a bandit king – offer only rudimentary facts – rumors of the location, hints of what the vault might contain, some knowledge concerning the bandit-king's methods & whereabouts. Let them seek out new information & do not hesitate to provide it when they have made appropriate efforts to uncover information. Provide them with the exposition they seek, so long as they actually seek it. Once a goal is stated, start to establish where information is & who has it, so that a trail can be followed for the PC's to pursue their agenda.

You will need to encourage your players to form their own intrigues – sometimes fishing for their interest by employing hooks. Hooks in the game are like bespoke jigsaw pieces – they must be tailored individually to fit a specific character at a specific time. These cannot be generic nor can they be casually engaged – they must link to specific aspects & interests of a character – and they cannot go against the character's innate behavior as determined by the player. Hooks work best when they are offered to every player and their characters. Every character needs their own plot & their own chance to shine. You may choose to give each player at the table a session or two for their character to be the lead – or you may mingle the stories together and let each character have a share of the spotlight every session. Remember that this is not just a game but a story as well – and a good story with an ensemble cast is going to provide plots & opportunities for plots for every character.

An intrigue may be the master plan of the party thief who wishes to break into the King's vaults, but that doesn't mean there can't be an episode in the great heist involving a the party warrior having a series of bar-brawls to distract the local militia, or the party's wizard from having a starring role in the courtly ball happening simultaneous to the main action of the big vault job. Every character needs an opportunity to shine.

The principal matter to concern yourself with is what the player's individual preferences are when constructing these hooks. An antisocial player may never engage with a charisma fueled plotline and a player easily intimidate or bored by rules may ignore magic & combat – fleeing or ignoring both as they come up. Some players cannot abide their character being weak or ineffective, and some players cannot bear to have attention placed solely upon them. Knowing your players limits & preferences is important – as the story you tell together requires understanding and trust between all the people present.

Players will roll their dice and declare their attacks for a stranger – but if you want to experience the best of the game – you will want a performance from your players and they will not perform if they lack confidence – they will lack confidence if there is no trust. This is a game but it is, as well, a sometimes intense collaboration between storytellers.

Rewards – How to Keep Them Playing

Here is discussed the rewards that players accrue through their time adventuring in the North. All struggle and no pay-off makes for a dull PC – and it is through the dispersal of rewards that you help Players distinguish themselves among one another and the NPC population. PC rewards take a few shapes and the benefits that they accrue come in a variety of forms. Experience Points, Silver Pieces, Abilities, Star Signs, Magical Treasure, Followers & finally Kingdoms & Principalities. An Adventurer in your campaign can earn all of these things, and should – if they survive. This section details the different types of rewards & the kinds of danger that you should portray as lying between the PCs and their just deserts.

First and most recognizable is Xp. Experience Points are what really set PCs apart from NPCs and other creatures. As a matter of style you can stress or downplay the role of Xp in the player's careers – but it is taken as axiomatic that among the people in your campaign, only the PCs have the right qualities to develop quickly through the accrual of experience. In real life, after all, experience tends to wear down the joints, shake the nerve & wreck the body – very experienced individuals are often worn out & worn down. The Player Character Adventurers are exceptional, in this if nothing else, they translate their own difficulties into practical learning. The Game of the North assumes that PCs will wish to devise their own path through the world, and the way that players spend their Xp is entirely in their hands. You can, of course, augment Xp by offering situational discounts or by raising the costs of certain character developments. For instance, a PC with a competent language tutor may be able to buy a new language for half the Xp, while one without any resources at all might have to spend double the Xp. Your discretion & acrimony come foremost in the game & you should never feel completely beholden to any rules presented anywhere in the Game of the North.

Xp awards accrue in a few different ways. **First**, and most importantly, Xp matches Sp. Any Sp gain acquired as Treasure is also gained as Xp. You can make modifications to this assumption, but the comingling of Sp & Xp is a useful method for keeping these rewards simple both for you and your players. **Second**, you should award Xp for achieving milestones in your plots. When devising a plot it's worth your effort to come up with a few progressively larger experience point rewards to be granted at certain milestones. This can keep PCs on track, and you can modify the Xp awards based on partial or overwhelming success in achieving the goals. Particularly unmotivated characters may ignore story plots, and this will cheat them out of Xp, don't worry about withholding Xp from characters who don't experience things, but be aware enough not to deny them Xp if they are just not experiencing things the way that you want them to. When PCs come up with their own intrigues – story ideas of their own – you should take notes on their objectives & figure out milestones toward those objectives and calculate Xp based on the achievement of these milestones. **Third,** PCs get experience for fighting monsters. The Xp reward for fighting NPCs is a simple formula ((NPC HD/PC HD)X100). Thus a 4HD PC fighting a 4 HD monster gets 100 Xp, but a 1HD PC fighting a 4HD monster gets 400 Xp. If you wish to streamline this you can average all monster HD & PC HD for a session and perform the calculation with the averages. **Fourth,** PCs should be awarded discretionary Xp. This is Xp you hand out to players who bring food, host the session, say or do something hilarious and generally improve your experience running the game. This is the only Xp that isn't divided amongst the Players equally.

Xp is the most prominent of the reward tracks – it is used to purchase abilities, skills & to access the other reward tracks. Simply having a single direction for all characters is a less than fulfilling way to proceed and you should look at Xp as the cost of accessing the various reward tracks available to PCs. The different paths an Adventurer can chose for reward are listed below with each reward track detailed in its own section in this chapter.

- **Character Improvement** – For many players this is the sine-qua-non of the RPG experience. The Game of the North follows this perennially axiomatic system of allowing characters to improve through experience. The caveat, of course, is that PCs are distinct & special in the North & that they are assumed to gain & learn through experience – rather than becoming enfeebled, broken & depleted. There are mortal limits to advancement & those are established for each of the PC races. Be very wary of ever allowing a PC to exceed the stated maxima.

- **Money –** Money is an interesting reward because you, as the Ref determine its importance & value. The Game of the North uses an implicit system of silver coins which are intended as a simple & basic standard. You can, naturally, modify and embellish this system of coins & come up with your own systems involving a variety of metals & other substances. At the same time, you set the value of wealth in your campaign. In a setting where there are teeming millions of unwashed indigents – a henchman might be retained for a pittance, a game taking place in a vast impenetrable desert might have ruinously expensive water. The establishment & control over your setting's economy is yours – so you effectively establish the real value of Sp that you give. Any statements of cost – particularly those associated with spells – assume a certain baseline of value – but you can multiply or divide the stated values to suit the relative wealth present in your campaign. In the section of building your setting you'll have the opportunity to set prices & availability for all the goods & equipment in the setting – there you can also set a price multiplier. You can use these to modify or offset the value of Sp in the game rather than moderate or liberalize Sp awards.

- **Wealth –** As in life wealth is distinct from money in the Game of the North. PCs can acquire wealth – in the form of land & property as well as investments in the form of ships, carriages, chattel & the like. Wealth has the virtue of generating money itself. This is described briefly in the section on Strongholds in the main rulebook – but having these things doesn't necessitate the use of the stronghold rules – a PC or a party might have a few of the features of a stronghold without having an actual stronghold. You can offer wealth as an incentive – e.g.: "The baron offers you a plot of land and a castle in exchange for your participation in his scheme." Or, and more properly, wealth can derive from Player-initiated intrigues – e.g.: "Once we've posed as the Baron & his household for a year we'll have acquired all of his assets & control over politics in the kingdom." You needn't moderate wealth – but wealth sometimes has a chilling effect on adventuring. Once PCs become rich & secure they may well choose to retire from adventuring. This is effectively the point for many adventurers & opulent retirement is a perfectly respectable character goal. You may need to consider reasons for such characters to leave retirement – or you may wish to have players take up other characters who still have reasons for adventuring.

- **Training -** As you devise NPCs they will have maneuvers, just the same as Player Characters do. You can always offer to have an NPC maneuver become available to a PC given that certain criteria are met. This goes for Spells & really any other technique. Players with a teacher willing to train them can gain discounts on the XP cost of learning abilities or they may be granted free Maneuver training by NPCs. Bear in mind that some maneuvers are outside the abilities of a PC. A dragon, no matter how well disposed to a Halfling adventurer may simply be incapable of training the Halfling to use maneuvers like – *Eat Alive* or *Breathe Fire*. You can determine XP discounts by having the character involved make a Wisdom check – discounting the XP cost involved in learning an ability by a percentage equal to 10X the amount the roll succeeds by. For instance – an Elf character who is learning the Ethereal Beauty ability from a teacher may be granted a training discount to the XP required. The PC makes a wisdom check rolling a 5 against a WIS score of 12 – this grants a 70% discount to the XP cost. Very few NPCs will be able to teach more than one or two techniques – so finding good trainers is a difficult task in itself, one that provides its own reward.

- **Spells –** Characters who use Spellbooks can be rewarded with entirely new spells simply by acquiring another spellbook with spells already included. They may have to spend the requisite XP to bond the spellbook – but all of the spells in the book will then be available to the PC. This is an extremely useful

method for planting clues and red-herrings for players, and a good means for allowing you, as the Ref, to bolster weaknesses that you see in the party – or to help channel PC's energy in a particular vein.

➢ **Glory –** A PC will should be glad to have recognition that lacks any mechanical benefit at all, being declared a hero of the people, a scourge to monsters & a brilliant strategist should all motivate a PC adventurer. Of course, players will never care enough about these intangible story & plot relevant accolades unless they come with some kind of mechanical ability that helps players to survive against your constant onslaughts. This is because players are ungrateful & must be made to feel fear. One easy way to mitigate their constant terror while rewarding them in game is a simple award that grants a meta-game benefit. For instance - you may have a session-by-session MVP award granted by acclaim to the most valuable PC every game. This award grants a tangible benefit – such as forcing a reroll of a die once per session, or allowing instant healing or an automatic success on a saving throw. Actually producing a document of some type can be very effective in terms of motivating & engaging your players. You may also find success by creating a variety of plot based awards or competitively acquired awards & titles. You may have a competition between players to determine who among them should be made the captain of a salvaged ship – or you may have them contest between one another to determine who among them is the leader of the Party. You can provide certificates, plaques, honoraria & the like – to your own & your player's tastes.

➢ **Followers –** There are mechanics for hiring retainers & acquiring pets & familiars within the rules already presented in the Game of the North – but there are also Role-Playing reasons for an NPC to join or follow a PC adventurer irrespective of any rank or achievement. A very effective PC who speaks commandingly & offers many rewards might attract a band of down-on-their-luck drifters to follow her. A particularly benign PC might pull the thorn from the lion's paw, gaining it as a friend and ally. Rewards of this sort rely much more upon a Player's choices & a Character's activities – but you can offer them in advance of any action taken by the PCs as a carrot dangled before their eyes. Cynical Players will see NPC followers for what they are – a mass of HP that can be sacrificed before those of a precious character. Cunning PCs will see the potential these followers have for expanding & increasing their character's abilities.

➢ **Equipment –** You can make an easy mistake and that is to see equipment and gear generally as a mechanical benefit- "a 'buff' of some statistic or another. A fist deals d4 damage but a sword deals d8 – a sword is effectively a slightly better fist", you might say. This is a terrible sentiment and one you should avoid in the Game of the North. Virtually all of a PC's possessions are handmade, artisanal works of art. Not all of them are exceptional or bespoke – but players who cultivate a good relationship with their equipment will have more rewarding experiences- be stingy with gear & descriptive – let *a captain's saber engraved with a floral motif* stand in where you'd consider just saying – *sword.* You may as well wish to embellish the player experience with enchanted equipment. There is nothing quite so legendary or so satisfyingly mythical as a magical ring or sword. The Game of the North has specific methods for helping your players interact with a magical piece of equipment – that method is detailed in its own portion of this chapter – below.

➢ **Materials** – Monsters & NPCs may render up materials with intrinsic value after they are defeated. This treasure is determined by the details of the monster itself – a feathered dragon may give up magical feathers or exotic scales, perhaps its heart has value for potion making or perhaps it is a fist-sized ruby. This type of treasure is somewhat incidental and is determined by the PCs post-mortem searches of defeated adversaries. Monsters have a treasure rating – which is the search result that must be rolled below in order for the beast to render materials to adventurers.

➤ **Secrets –** A very effective carrot for many players is secret or obscure information. Big secrets often confer outsize benefits and so they should be meted out with care & consideration. As well it is important that secrets lead somewhere & mean something. For example, if you let slip that there are, in your campaign, 17 unspeakable spirits of ghastly demonism – and in turn one of your players becomes fixated on this idea & wishes to learn the name of each of these spirits – you can take the tack of granting a special power based upon these names – devising 17 different powers for that player, as well as 17 different secrets, different puzzles, different conflicts. You can give cause to the players to fear these secrets & to keep them secret themselves. The Game of the North has its own inbuilt secret path – the Stars of the North – a series of secret abilities & traits that can be opened through the use of Xp. This system is intended as a core element of the game – but one that can be easily differentiated to suit your own campaign's structure.

➢ **Recognition –** In real life most people pursue aims & goals with this very thing in mind. Very few people single-mindedly pursue any ambition without that they have the admiration of their peers (and their adversaries) close to their thoughts. Having NPCs recognize & praise the PCs, or possibly fear or revile them. Always represent the actions of the PCs as having social ramifications & emphasize that PCs are recognized for their honorable, dishonorable, glorious or misanthropic achievements. No innate system of tracking the specific actions of a player has been built into The Game of the North – however there are mechanical methods for tracking the glory & reputation of a party – meaning that collective action, the collective behavior of the players as a group can be tracked in. Nothing prevents you from expanding this system to encompass the actions of a single character. Creating & tracking a glory rank or a karma system are certainly viable methods for creating a reward track for your PCs.

➢ **Alignment –** The Game of the North has no fixed alignments – Law & Chaos is the principal axis that describes a PC's relationship with society. Good & Evil are treated as unreachable, aspirational goals. A character who is selfless & motivated by empathic connections to others may be described as *Good* – and thus be awarded that alignment – just as easily they could lose that alignment by forsaking others in pursuit of a conspicuously selfish aim. Evil, likewise is a difficult to attain & maintain ideal – one that you should offer as a stick or a carrot – depending on the desires of a player.

Bear in mind always that this list is not exhaustive, merely authoritative. No one player is going to be motivated by all of these qualities – and a good player may play multiple characters each motivated by a different series of rewards. Learn your character's motivations & see how they relate to your player's goals for playing the game.

Generating Random Treasures

Monsters & NPCs have a listed numerical value called the Treasure Score. This is the number that has to be rolled below on a search check. The difference between the search roll & the listed treasure score indicates what table you should use to roll up the random materials & loot that are gained through defeating opponents. This type of treasure is typically incidental, but it could be massive & significant, if the monster's treasure score is high & the PC's search attempts are good. Randomized treasure tables can be used to create fixed treasure for specific encounters as well.

An example of randomly gathered treasure could be designated with a very wise character's search of a defeated NPC with a treasure score of 4. The PC rolls to search the body and uses d4 based on a high wisdom score. With a result of 2 the difference between the two values is 2. You can decide to roll table 1 twice, or roll table 2 (or any other table if you prefer, or you can simply give out the type of treasure that you wish – these tables are tools not shackles).

All of the treasure tables consist of two or more d20 rolls that refer to the indicated columns – each d20 value indicates a different item & the relevant associated traits for that item. For every table roll for each column

Treasure Table 1			
Remains			
Material		Quality	
1	Claws	1	Destroyed
2	Fur	2	Ruined
3	Hide	3	Broken
4	Reagents	4	Scuffed
5	Teeth	5	Cracked
6	Gallstone	6	Salvagable
7	Bezoar	7	Servicable
8	Bones	8	Adequate
9	Stinger	9	Several
10	Wings	10	Numerous
11	Feathers	11	Handfull
12	Beak	12	Average
13	Skin	13	Regular
14	Horns	14	Decent
15	Antlers	15	Nice
16	Hooves	16	Excellent
17	Meat	17	Quality
18	Pearl	18	Fine
19	Leg	19	Ideal
20	Eyes	20	Perfect

Treasure Table 1 deals with physical remains & is most sensibly used for animals & monsters – but very bloodthirsty characters may wish to skin or scalp human adversaries. Roll 2d20 once for the material harvested and next for an indication of the quality.

Treasure Table 2 deals with personal items. These are the types of materials that a person typically carries for handy use or personal affectation. Roll once for the type of effect & second for a descriptor to give a sense of value. This table is best associated with NPCs – but it could easily represent the detritus in a bear's cave or a shark's gut.

Treasure Table 3 deals with vital supplies, the materials common to travelers & explorers. In the main these are pure representations of good used by pioneers – but each could potentially be described as a part of a monster or animal. Meat from a slaughtered animal, or medicine derived from a monster's bile are fair examples of non-literal interpretations of the table.

Treasure Table 2			
Personal Effects			
Item		Description	
1	Ink	1	Shabby
2	Jewelry	2	Silver
3	Paints	3	Wooden
4	Flint Striker	4	Leather
5	Icon	5	Dirty
6	Idol	6	Lead
7	Toy	7	Sharp
8	Dice	8	Delicate
9	Cards	9	Fancy
10	Notes	10	Elegant
11	Letter	11	Fashionable
12	Book	12	Hideous
13	Earring	13	Interesting
14	Instrument	14	Religious
15	Tool	15	Fabuluous
16	Knife	16	Broken
17	Picture	17	Tasteful
18	Clothes	18	Paper
19	Boots	19	Clever
20	Drugs	20	Useful

Treasure Table 3 Supplies				Treasure Table 4 Trade Goods							Treasure Table 5 Loot			
	Item	Quantity			Item		Quality		Quantity			Item	Quantity	
1	Hardtack	1	1	1	Pelts	1	Rare	1	5	1		Silver Coins	1	1
2	Waterskin	2	2	2	Lumber	2	Valuable	2	10	2		Silver Ingot	2	2
3	Flour	3	3	3	Metal Ingots	3	Exotic	3	15	3		Crude Gems	3	3
4	Jerky	4	4	4	Incense	4	Quality	4	20	4		Letter of Credit	4	4
5	Preserves	5	6	5	Perfumes	5	Crude	5	25	5		4X Silver Coins	5	6
6	Tubers	6	8	6	Tools	6	Shoddy	6	30	6		6x Silver Coins	6	8
7	Wine	7	10	7	Fabric	7	Mystical	7	35	7		5x Silver Coins	7	10
8	Beer	8	12	8	Oils	8	Holy	8	40	8		Silver Dust	8	12
9	Liquor	9	14	9	Containers	9	Scented	9	45	9		Gold Coins	9	14
10	Sugar	10	16	10	Soap	10	Patent	10	50	10		Gold Ingot	10	16
11	Medicine	11	20	11	Spice	11	Signature	11	60	11		Gold Dust	11	20
12	Sacks	12	24	12	Furniture	12	Fine	12	70	12		Cut Gems	12	24
13	Cloth	13	28	13	Games	13	Esoteric	13	80	13		2x Silver Coins	13	28
14	Pelts	14	32	14	Books	14	Rough	14	90	14		3x Silver Coins	14	32
15	Meals	15	36	15	Drinks	15	Pure	15	100	15		2x Gold Coins	15	36
16	Bedding	16	42	16	Drugs	16	Precious	16	120	16		3x Gold Coins	16	42
17	Nuts	17	48	17	Food	17	Excellent	17	140	17		2x Cut Gems	17	48
18	Salt	18	54	18	Weapons	18	Versatile	18	160	18		3x Crude Gems	18	54
19	Oil	19	60	19	Medicines	19	Portable	19	180	19		Exotic Coins	19	60
20	Firewood	20	70	20	Utensils	20	Wrought	20	200	20		10x Silver Coins	20	70

Treasure Table 4 refers to trade goods – materials hauled & carried for their value in commerce. Trade goods get a description & a quantity. In general the value of trade goods in terms of Sp & Xp is negotiable & based directly on the confluence of PC actions & NPC requirements & material scarcity. Even shoddy tools are likely to be valuable in a setting without cities or means to manufacture them, meanwhile a setting awash in forests may have very little demand for lumber. The quantity rolls indicates an approximate weight in whatever units are most reasonable. A result of 200 may mean tons of metal, pounds of soap or individual volumes of books.

Treasure Table 5 refers the unambiguous category of loot. Loot is usually rendered in coin. The second column indicates quantity – but the quantity can be modified by the first column as well. A roll of 20 & 9 would indicate, for example, 140 Silver Coins. Gold coins have variable value usually multiplied by 5 or 10 to figure an Sp value. The dust of these valuable metals is figured as a weight that corresponds to a number of coins – so 12 bits of silver dust are equal to 12 silver coins. **Table 5b –** is useful for generating the specifics of any gems found amongst loot. You can roll for each gem or use a single roll to derive an average an assign it to all the gems rolled as part of the loot.

| Treasure Table 5B | | | | Treasure Table 6 | | | | | Treasure Table 7 | | |
| Gemstones | | | | Treasures | | | | | Hoards | | |
Item		Value		Item		Description		Material		Tables	Rolls
1	Periodot	1	1sp	1	Weapon	1	Enchanted	1	Gold	1	2	1 1
2	Quartz	2	2sp	2	Necklace	2	Magnificent	2	Silver	2	1 & 2	2 2
3	Topaz	3	3sp	3	Earring	3	Splendid	3	Platinum	3	2 & 3	3 3
4	Garnet	4	4sp	4	Crown	4	Majestic	4	Steel	4	2, 3 & 4	4 1
5	Amethyst	5	5sp	5	Ring	5	Imposing	5	Diamond	5	2	5 2
6	Beryl	6	10sp	6	Scepter	6	Lordly	6	Ruby	6	2 & 3	6 3
7	Opal	7	15sp	7	Statue	7	Beautiful	7	Sapphire	7	3 & 4	7 1
8	Carnelian	8	20sp	8	Brooch	8	Huge	8	Electrum	8	4 & 5	8 2
9	Emerald	9	25sp	9	Dining Set	9	Antique	9	Palladium	9	4, 5 & 6	9 3
10	Ruy	10	50sp	10	Idol	10	Disturbing	10	Adamantium	10	4 & 5	10 4
11	Spinel	11	75sp	11	Painting	11	Fascinating	11	Mithral	11	3, 4 & 5	11 5
12	Tanzanite	12	100sp	12	Tool	12	Elegant	12	Orichalc	12	3, 4, 5 & 6	12 6
13	Diamond	13	125sp	13	Timepiece	13	Precision	13	Jade	13	2, 3, 4 & 5	13 4
14	Lapis	14	150sp	14	Spyglass	14	Sophisticated	14	Obsidian	14	2, 3, 4, 5 & 6	14 5
15	Chrysoprase	15	200sp	15	Book	15	Holy	15	Meteoric	15	5 & 6	15 6
16	Pearl	16	250sp	16	Bauble	16	Impressive	16	Elemental	16	4, 5 & 6	16 4
17	Onyx	17	300sp	17	Reliquary	17	Ancient	17	Quintessential	17	2 & 3	17 5
18	Moonstone	18	400sp	18	Tapestry	18	Inspiring	18	Wooden	18	2, 3, 4 & 5	18 6
19	Jasper	19	500sp	19	Gown	19	Glorious	19	Ivory	19	2, 3, 4, 5 & 6	19 7
20	Agate	20	1000sp	20	Armor	20	Exotic	20	Pearl	20	1, 2, 3, 4, 5 & 6	20 8

Treasure Table 6 is used to create a specific piece of treasure. Roll 3d20 and consult each column to create an art object or item of notable value. You can embellish any of the rolls here by referring to the starting gear tables used by PCs when creating their characters. To derive an Sp value for the item you can multiply all of the d20 rolls together- for instance a Huge Pearl Brooch might have a value of 1,280 Sp – While an enchanted gold weapon may have a value of 1 measly Sp. If you aren't satisfied with the randomized value of the treasure you can simply substitute any Sp value between 1,000 & 10,000.

Treasure Table 7 is used to generate treasure hoards. A treasure hoard is comprised of several rolls from the other tables - the first column indicates which tables should be consulted while the second table indicates how many individual rolls should be made. For instance a roll of 17 and 13 would indicate that you should roll 4 times between tables 2 & 3 - or, if you are feeling magnanimous 4 times on each of the tables.

Obviously – these tables are functional purely as tools for quickly creating incidental treasure or for inspiring you as the Referee to create a template for the types of loot that your NPCs and Monster threats will offer when vanquished. If you have in mind specific treasures you'd prefer to include you should absolutely forgo the use of any randomized tables.

The constellations of the North have a powerful effect on certain, star-crossed individuals. It is likely that players become fixated on opening their star signs and gaining the peculiar, sometimes uncanny powers that the stars convey to their most devoted aspirants. What the signs actually do when they are opened is not a matter for rules, rather, they are an opportunity for you as the referee to dispense gifts & rewards that you determine suit your players. The star signs are meant to grant a certain level of power & prestige to players & to provide an ongoing & mysterious series of rewards for players intrigued by the prospect.

As the Ref determining what opening the star signs does is entirely up to you. The stars mean what you decide they mean – of course guidelines are provided and an array of story elements & effects is offered here for you to use as a default. What is best, though, is for you to try to incorporate the signs into your setting, creating a series of legends that correspond to great heroes, heavenly beings and notorious monsters. Doing so will allow you create paths to enlightenment for your players.

A character's stars are determined by a 3-18 roll, 3d6, which determine the precession of the stars at the character's birth. You can have the players roll discrete signs for each of the moons and sun, but it is best for you to have the players roll but once to determine their signs. Each number 3-18 is a potential story, a legend. Give each of the signs a persona, a characteristic, and then consider the story as told by the stars in sequence – this can provide you with a path of enlightenment for your players.

A girl is born to miniscule wealth, she must make her own way in life with very little **(The Mouse)**

The handsome bird falls in love with the mouse & sings to woo her heart **(The Bird)**

The Mouse and the Bird are pursued from home by a vicious hunter. The bird is eaten **(The Cat)**

The mouse grows to a valiant lady while evading pursuit by the hunter, she becomes bold **(The Lady)**

She travels through seasons and grows in wisdom & strength, learning all the time **(The Plow)**

She elects the warrior life of a hero for herself, she allies herself to the forest **(The Boar)**

And in so doing comes face to face with the gods of the sky who made all things **(The Face)**

They set their own knight upon her, in their anger and shame. He burns the world **(The Knight)**

She comes to see the gods as evil & the world as pure **(The Skull)**

She passes out of the council of the heavens and comes to favor mankind **(The Door)**

She is acquainted with all the types of men & women & bands them together **(The Banner)**

Among them is the Hunter, who is the hero of the forests, the great one **(The Hunter)**

Among them she is made a leader & a queen, she is chosen by the sage **(The Mosquito)**

All the world weeps to see her go, as she leaves to go to danger **(The Weeper)**

She rises up and becomes beautiful & radiant, she faces the king of heaven **(The Rose)**

Their Child is taken by chance & fickle fate, she is found and raised **(The Dice)**

Each of these elements, when arranged according to a character's astrology develops into a pathway to metaphorical enlightenment. This, by no means, is meant to be a guide for the character's behavior or ambitions – instead it's a means for you to create stories and give them a series of abilities that are allied to a character's arc.

The Sun sign will mimic the White/Black moon signs – this means that the White/Black sign is the perfected, enlightened (or potentially evil, malignant) culmination of their entire persona. Each character path is based upon a story composed of 16 discrete elements, which, when arranged in sequence tell a different tale. By establishing the story the referee is able to come up with a compelling path for his or her characters.

Should you prefer to have the players to roll their signs discretely, you should consider offering some kind of additional, special benefit for multiple iterations of the same sign. Having discrete rolls is an interesting way of compounding the elements of your mythology and allowing strange variations, it is a fine way to go, but be aware that it calls for you to make more rulings & to define a variety of mythologies.   The Stars and the power they exert are the domain of a particular class of people – PCs, genrally, but you may choose to assign stars and powers to an NPC. Such NPCs are distinct & powerful, superior to the hoi polloi that a character may encounter.

A girl is born to miniscule wealth, she must make her own way in life with very little. (The Mouse) She comes to see the gods as evil & the world as pure. (The Skull)   The mouse grows to a valiant lady while evading pursuit by the hunter, she becomes bold (The Lady)   She is acquainted with all the types of men & women & bands them together (The Banner)

The Mouse Path is the journey of the graceful good through the anti-gnosis, blossoming into excellence which in turns draws the support of allies, supporters and retainers.

The Mouse Sun – The character requires ½ normal food & drink

The Blue Skull– The character's Save Vs. Death is improved by 2

The Green Lady – The character's AC increases by 2

The Red Banner – The character can command warriors. Retainers Attack & Damage is improved by an amount equal to the character's HD.

The White Mouse – The character is beatified to the stars and is immune from diseases & sickness

The Black Rat – The character is vilified by the stars and spreads disease while being immune to them

The Bird Path

The handsome bird falls in love with the mouse & sings to woo her heart. (The Bird) He passes out of the council of the heavens and comes to favor mankind (The Door) She travels through seasons and grows in wisdom & strength, learning all the time. (The Plow) Among them is the Hunter, who is the hero of the forests, the great one (The Hunter)

The Bird Path is the transcendence of love leading to personal growth through the true-perfect match with the greatest & best. The Bird Path is the route of love transcending self.

The Bird Sun – The character is a gifted performer & singer with a beautiful voice

The Blue Door – The character receives one ability from another race.

The Green Plow – The character earns 20% more Xp on all Xp earned.

The Red Hunter – The character gains +2 to attack and damage.

The White Bird – The character's song enchants all who hear it, they must save vs. Spells or be charmed

The Black Crow – The character sings a death knell, all who hear the song must save vs. Spells or take 1d4 damage for every HD the character possesses.

The Mouse and the Bird are pursued from home by a vicious hunter. The bird is eaten. (The Cat)   She is acquainted with all the types of men & women & bands them together (The Banner)   She elects the warrior life of a hero for herself, she allies herself to the forest (the Boar)   Among them she is made a leader & a queen, she is chosen by the sage (The Mosquito)

The Cat Path is the journey of the atavistic hunter who mingles in secret among people & then becomes a bloody wildman, thus transcending the self, becoming a being of the wilds.

The Cat Sun – The character's running & jumping ability increases by 50%

The Blue Banner – The character goes unseen & unrecognized among the many, increasing Hide / Shadow & Move Quietly by 2 each.

The Green Boar – The character is master of the wilds, doubling travel speed & foraging ability

The Red Mosquito – The character's HP become the maximum for HD

The White Cat – The character can create a region of silence around herself that affects others who fail a save vs. spells.

The Black Wolf – The character can create a region of fear around himself that affects those who fail a save vs. spells once per day in an area within the character's line of sight.

The Lady Path
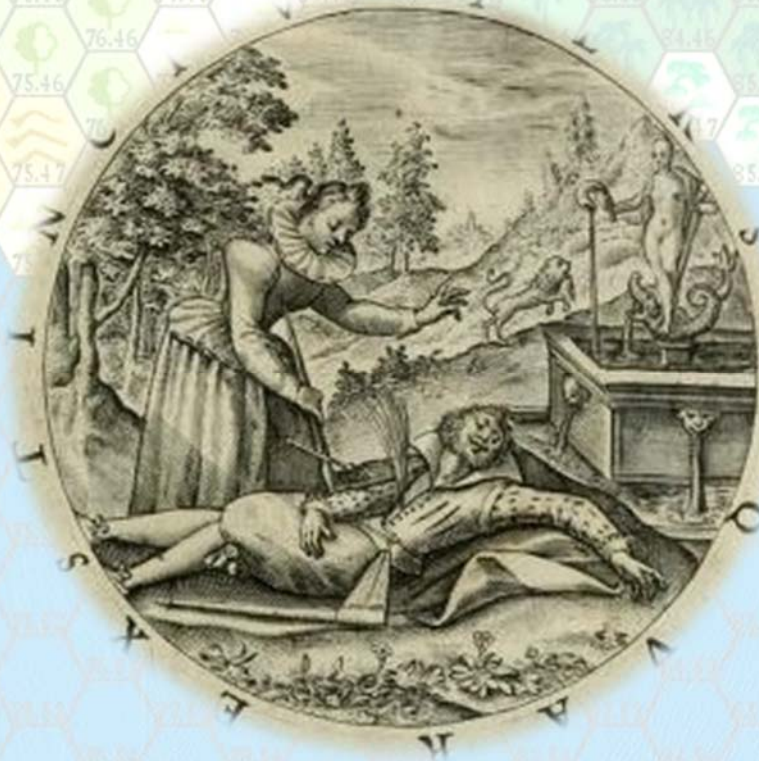
The mouse grows to a valiant lady while evading pursuit by the hunter, she becomes bold (The Lady) Among them is the Hunter, who is the hero of the forests, the great one (The Hunter)And in so doing comes face to face with the gods of the sky who made all things (The Face)   All the world weeps to see her go, as she leaves to go to danger (The Weeper)

The Lady Path is the journey of the well-bred heroine who gains the favor the mighty & by so doing begins a conflict with cruel fate, leading the world to week for her. This is a route of decency, hubris & remorse.

The Lady Sun – The character's diplomacy dice are increased by 1 step.

The Blue Hunter – The character's strength is immense, her encumbrance capacity increases by 50%

The Green Face – The character gains the strength to rebuke wrongs and can shame others with stern rebukes which are resisted with a save vs. petrification in order to attack or resist the character

The Red Weeper – The character recovers from death one time, returning with half her hit points.

The White Lady – The character resists all Glammers of level lower than her HD

The Black Witch – The character can make a demand that subjects must obey if their save vs. Spells fails

The Plow Path

She travels through seasons and grows in wisdom & strength, learning all the time.   (The Plow)
Among them she is made a leader & a queen, she is chosen by the sage (The Mosquito)   They
set their own knight upon her, in their anger and shame. He burns the world (The Knight) She rises up
and becomes beautiful & radiant, she faces the king of heaven (The Rose)

The Plow Path is the voyage of the evolving hero, growing in wisdom through the seasons, she is chosen as a leader, an elder who faces the Great Enemy of Man but she ascends, defeating death

The Plow Sun – The character gains an immediate 1,000 Xp

The Blue Mosquito – The character learns 3 languages immediately

The Green Knight – The character's to hit increases by 2

The Red Rose – One of the character's statistics increases by d6 to a maximum of 18

The White Plow – The character gains 100,000 Xp immediately

The Black Sword – The character gains double Xp from defeating monsters & NPCs

The Boar Path
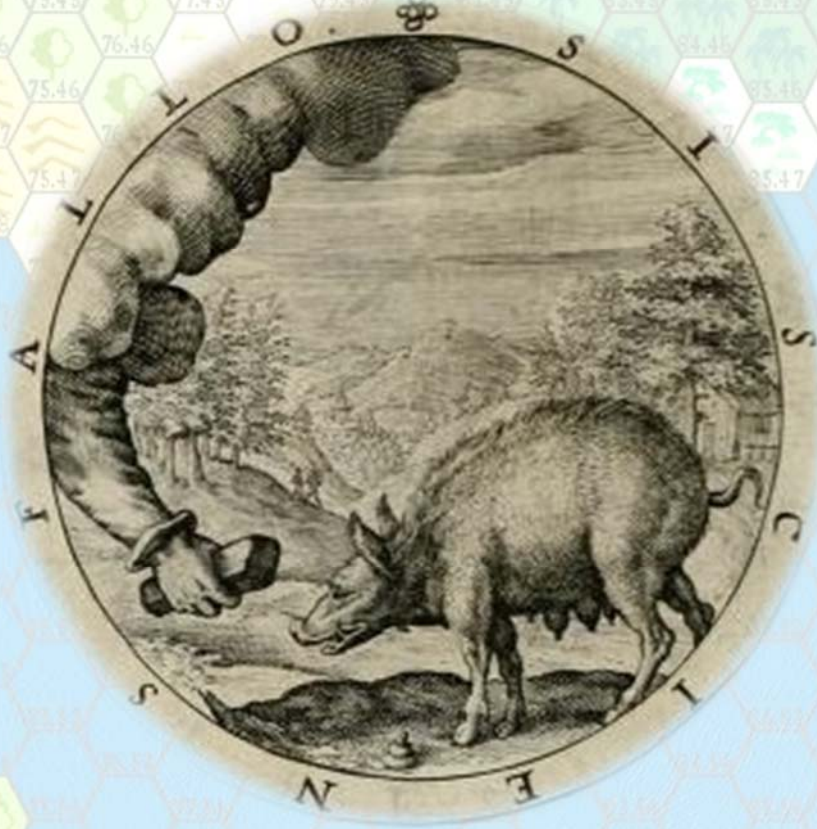
She elects the warrior life of a hero for herself, she allies herself to the forest (the Boar)　　All the world weeps to see her go, as she leaves to go to danger (The Weeper)　　She comes to see the gods as evil & the world as pure. (The Skull)　　Their Child is taken by chance & fickle fate, she is found and raised (The Dice)

The Boar Path is a feral journey through battle & conflict, in which the character comes face to face with the ignoble will of the gods through the infliction of despair. Her efforts are ultimately left to chance rather than her own will.

The Boar Sun – The ferocious character's warrior nature causes all damage dice to increase by 1 step

The Blue Weeper – The character leaves despair behind. Whenever killing anyone those witnessing must save vs. Death or be forced to flee

The Green Skull – The character can cause her bones to shine through her skin, gaining the ability to intimidate others using diplomacy

The Red Dice – The character can re-roll any die once a day

The White Boar – The character gains 2 HD

The Black Dog – The character becomes a werewolf
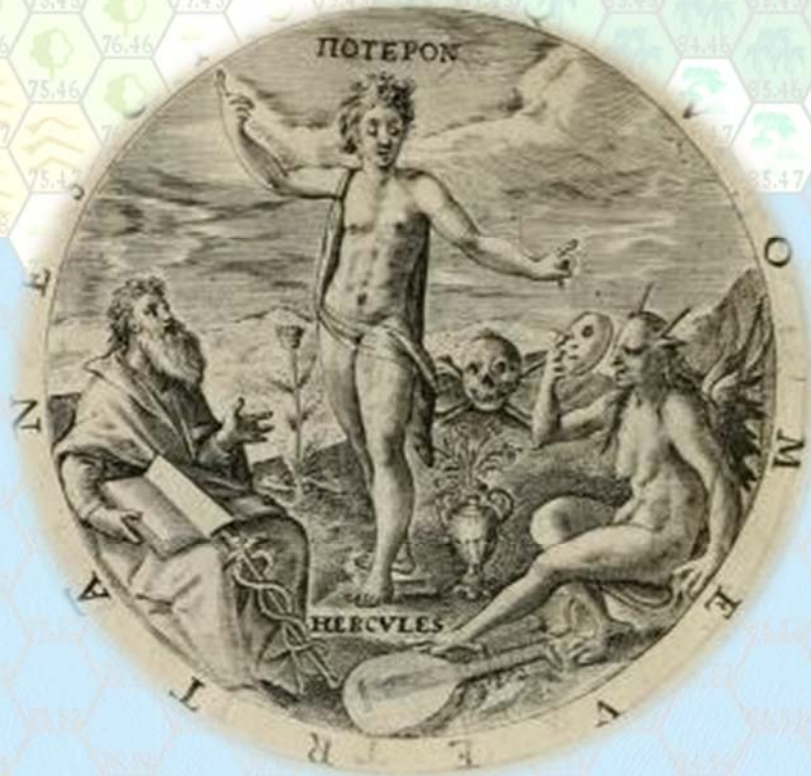
And in so doing comes face to face with the gods of the sky who made all things (The Face)   She rises up and becomes beautiful & radiant, she faces the king of heaven (The Rose)   She passes out of the council of the heavens and comes to favor mankind (The Door) A girl is born to miniscule wealth, she must make her own way in life with very little. (The Mouse)

FACE PATH = The Light of the gods shines upon her, she is favored and comes to the presence of the king of gods, out of the heavens she departs being born into the world into insignificant circumstances

The Face Sun – The character becomes fabulously beautiful & well formed

The Blue Rose – The maximums of all the character's skills is increased by 1

The Green Door – The character learns one spellcasting technique of any race.

The Red Mouse – The character only needs food & water once per week

The White Face – The character is immune to any effect that changes their shape if they wish it

The Black Mask - The character can shift appearance to look like anyone else

They set their own knight upon her, in their anger and shame. He burns the world (The Knight)   Their Child is taken by chance & fickle fate, she is found and raised (The Dice)   She is acquainted with all the types of men & women & bands them together (The Banner)   The handsome bird falls in love with the mouse & sings to woo her heart. (The Bird)

The Knight path is a burden to many, a brutal upbringing governed by fate leads the character to a motley assemblage of followers who help to teach the warrior the ways of love & joy.

The Knight Sun – The character's AC is improved by 1

The Blue Dice – Once per day the character can re-roll a saving throw

The Green Banner – The HD of any of the character's followers is increased by 1

The Red Bird – The character can enchant anyone to fall in love with anyone if they fail a save vs. spells

The White Knight – The character's party becomes a Knighthood & gains a Code for free

The Black Marauder – The character's party becomes Vigilante & gains an Initiation for free

She comes to see the gods as evil & the world as pure. (The Skull)   A girl is born to miniscule wealth, she must make her own way in life with very little. (The Mouse)   Among them is the Hunter, who is the hero of the forests, the great one (The Hunter)   The Mouse and the Bird are pursued from home by a vicious hunter. The bird is eaten. (The Cat)

The Skull Path is a journey into the mundus, the unsentimental earthly path of terrestrial power & authority. It is a path of authority over the weak and a denial of the fantastic.

The Skull Sun – The character's Saves vs. Spells improve by 1

The Blue Mouse – The character can hold her breath for up to an hour

The Green Hunter – The character's diplomacy dice with animals are improved by 2 steps

The Red Cat – The character can attack an extra time one turn per round and rolls d10 for initiative

The White Skull – The character has the bones of the North and regenerates 1 HP per hour while in contact with the earth

The Black Crown – The character has terrestrial majesty & can summon an earthquake every year

The Door Path

She passes out of the council of the heavens and comes to favor mankind (The Door)   The handsome bird falls in love with the mouse & sings to woo her heart. (The Bird)   Among them she is made a leader & a queen, she is chosen by the sage (The Mosquito)   The mouse grows to a valiant lady while evading pursuit by the hunter, she becomes bold (The Lady)

The Door Path is an auspicious journey. The heavenly soul descends to earth in search of the noble enterprises, becomes a favorite in the world's order & ascends to an unassailable status.

The Door Sun – Born to the light the character gains the Prayer ability

The Blue Bird – The character's prayers, when spoken in sublime tones, have their level improved by 1

The Green Mosquito – As the avatar of the divinity the character gains an innate holiness that wards off enemies. Opposed alignment NPCs have their attacks against the character reduced by 2.

The Red Lady – The beatified queen, the character's party becomes a Heresy or Sect & gains a free Rite

The White Door – The character becomes an Angel, with wings and a halo.

The Black Wall – The character becomes a bulwark against spiritual meddling. The character becomes immune to spells of level lower than her HD.

She is acquainted with all the types of men & women & bands them together (The Banner)   The Mouse and the Bird are pursued from home by a vicious hunter. The bird is eaten. (The Cat)   All the world weeps to see her go, as she leaves to go to danger (The Weeper)   She travels through seasons and grows in wisdom & strength, learning all the time.   (The Plow)

BANNER PATH = From the teeming many comes the one who betrays, leaving them in despair, she grows to perfection in pursuit of the self

The Banner Sun – The character gains a free retainer.

The Blue Cat – The character gains a familiar

The Green Weeper – The character's allies can absorb damage in her place, once per round an ally can take a hit intended for the character.

The Red Plow – The character's NPC followers receive the same Xp as the character.

The White Banner – The statistics of the character's party are all improved by 1.

The Black Flag – The character can disrupt any organization. The character can force a reroll for any party or stronghold that they oppose.

Among them is the Hunter, who is the hero of the forests, the great one (The Hunter)The mouse grows to a valiant lady while evading pursuit by the hunter, she becomes bold (The Lady)   She rises up and becomes beautiful & radiant, she faces the king of heaven (The Rose)   She elects the warrior life of a hero for herself, she allies herself to the forest (the Boar)

HUNTER PATH = Born great, he finds a fascinating woman, their love becomes the heroic & they are allied to the wild spirit of the soul.

The Hunter Sun – The character's range with all ranged attacks are doubled.

The Blue Lady – The character doubles the effect of any cover they find.

The Green Rose – The character blossoms into power & grace. 1 statistic improves by d4 – to a maximum of 18

The Red Boar – The character becomes a being of the wilderness, gaining true knowledge and gains the Shamanism ability for free along with her HD in spells per day.

The White Hunter – The character becomes a valiant being of the wilderness and can turn into one type of animal of her choice, and speak to and command such animals.

The Black Assassin – The character becomes a murderous being of death. Once per month, if the character wishes she can command an NPC to die. The target must succeed on a save vs. Death or have their HP reduced to 0.

Among them she is made a leader & a queen, she is chosen by the sage (The Mosquito)   She travels through seasons and grows in wisdom & strength, learning all the time. (The Plow) Their Child is taken by chance & fickle fate, she is found and raised (The Dice)   And in so doing comes face to face with the gods of the sky who made all things (The Face)

MOSQUITO PATH = Chosen by the sage, she grows in vast wisdom, but is lost to chance & must face the gods' judgment

The Mosquito Sun – Born under this sun, the character is among the elect, one of the chosen among their people. The character's social dice improve by one step among members of his own species.

The Blue Plow – Such a character's love of learning is rewarded with a 10% bonus on earned Xp

The Green Dice – Chance favors the character's learning, the PC gains incredible skill at games of chance and gambling.

The Red Face – The character steps up diplomacy and damage dice against an NPC they share a language with by 1.

The White Mosquito – As the pinnacle of the race, the character gains two racial abilities and all party members gain the same powers.

The Black Wasp – The character becomes the avenger of their race. All racial abilities are doubled in effectiveness if they can be, as long as the character only adventures with other members of the race, they all gain a free re-roll once per session.

All the world weeps to see her go, as she leaves to go to danger (The Weeper) She elects the warrior life of a hero for herself, she allies herself to the forest (the Boar)   A girl is born to miniscule wealth, she must make her own way in life with very little. (The Mouse)   They set their own knight upon her, in their anger and shame. He burns the world (The Knight)

WEEPER PATH = Born to sorrows, she joins the wild fray, having nothing, she turns in wrath against the world

The Weeper Sun – The character can endure, gaining 1 extra HP per HD.

The Blue Boar – A love of danger grows within the character who becomes immune to fear caused by a creature of equal or fewer HD than their own.

The Green Mouse – The Character fears no want and is able to store up food & rest, consuming enough of each in one day every month to sustain herself for 30 days.

The Red Knight – The bloody handed warrior – the character's maneuvers all have their die type improved by one step. The character has double the normal number of maneuvers.

The White Weeper – The character can endure great punishment. The character may reroll any death save once per day.

The Black Laugher – The character becomes a zombie with maximum statistics if killed.

She rises up and becomes beautiful & radiant, she faces the king of heaven (The Rose)   And in so doing comes face to face with the gods of the sky who made all things (The Face)   The handsome bird falls in love with the mouse & sings to woo her heart. (The Bird)   She comes to see the gods as evil & the world as pure. (The Skull)

ROSE PATH = A perfect creature born as the servant of the gods, beloved by all, she turns against the ephemeral and grows to love the world

The Rose Sun – The character adds 1 to her CHA/WIS/INT or STR/DEX/CON to a maximum of 18

The Blue Face – The character can sense the alignments of others

The Green Bird – The character can persuade others to change alignment with a result of 20 or better on an influence check.

The Red Skull – The character has a forceful power over the land and can retreat into the earth once per day burying himself over the course of a single minute. While buried the character does not suffer.

The White Rose – The character reduces all saving throws by 2.

The Black Thorn – Once per day the subject of a character's abilities is unable to save against them, automatically failing.

Their Child is taken by chance & fickle fate, she is found and raised (The Dice)they set their own knight upon her, in their anger and shame. He burns the world (The Knight) the Mouse and the Bird are pursued from home by a vicious hunter. The bird is eaten. (The Cat)   She passes out of the council of the heavens and comes to favor mankind (The Door)

DICE PATH = By random circumstance is born the scourge of the world who slaughters the bright & sweet and who swears revenge upon the heavens

The Dice Sun – The character can reroll as many of their stats as they choose

The Blue Knight – The character learns two additional maneuvers

The Green Cat – The character can lower the difficulty of a skill check by 1 step

The Red Door – One of the character's possessions becomes magical and can be attuned.

The White Dice – The character can reroll a die rolled by anyone once per encounter

The Black Cards – The character is a very gifted cheater, and a skilled grifter and can choose to automatically win any game of chance or skill.

You may choose to ignore the stars in your campaign altogether, or you may choose to substitute another scheme. Having the players roll for a particular destiny, an ancestral spirit, a guardian angel, a demonic tempter or a physiological merit or flaw are reasonable substitutions. You should still require an Xp investment on the part of the player to unlock the relevant attributes that these grant. Some alternative examples are provided as a starting place for your own developments:

Stars	Angels	Humors	Ancestors	Spirits
Sun	Guardians	Earth	Hero	Animal
Red	Avengers	Air	Villain	Tree
Blue	Paragons	Fire	Founder	God
Green	Familiars	Water	Creator	Ancestor
White/Black	Tutors/Tempters	Wood/Metal	Noble/Outcast	Demon/Angel

Such modifications could replace or compliment the Stars – you are invited to create all the necessary components that your campaign demands in order to add the depth of character investment that suits you.

When creating these elements, strongly consider the Xp costs that you wish to impose. Should you come up with another set of character compliments, humors, for example, you will likely wish to have these features cost double or triple their corresponding price. Alternatively, if you choose only one path for your players you may decide to give them all of their stars, as an example, for free at the time of character creation. The Xp cost is ultimately a decision made by the Ref & the prices listed for players shouldn't be taken as a mandatory rule.

Enchanted Relics of the North

The North comprises thousands upon thousands of ancient, lost lands. Some of these kingdoms achieved a pinnacle of technological & magical progress that has yet to be even approached by contemporary lands. As a result, there are a few remaining relics of these archaic nations that are unaffected by time, that have a life of their own in legend & song. PCs have at their disposal the potential to advance or improve their normal equipment - even through magical enhancement. These simple improvements don't approach the mysterious prowess of the ancients. This section deals with your role in creating and dispensing the ancient & powerful relics of the world's founders.

Enchanted items are always special, hugely significant & sometimes character defining. No PC should ever have more than two or three of these at any time & a good campaign will rarely have more of these relics than there are PCs in the campaign. When creating your campaign you should come up with a handful of legendary objects, weapons & tools. There will be stories & lore concerning these items & the possibility for quests & missions to recover said objects. There are no casual enchanted relics – all are significant, notable & storied.

Once you've given some thought to these items – you'll need to create them. These objects are powerful, they have an anima of their own, identities – possibly even intellects, souls & personalities. Owing to the qualities of identity that these relics possess – they won't relinquish access to their greatest abilities to just anyone – rather PCs who possess these objects need to attune them – befriend them, effectively. This is accomplished in two distinct ways – first, the expenditure of XP – players need to devote their own XP to an enchanted item in order to bond the object to them. Second, the relics have their own terms – tasks or behaviors that they require to be performed by their possessors.

When you create your enchanted relics you'll need to determine 1 – how many tiers of power it offers (you can roll 3d4 to randomize this). 2 – What the relic desires. 3 – How difficult it is to attune the object. 4 – If there are any mitigating factors that help this process along.

For ease of explanation a pair of examples are provided. First, let's look at the Axe of the Dwarf Lords

Axe of the Dwarf Lords

Tier	XP Required	Deeds Done	Powers Granted
1	0-1000	0	Dwarfsight, Dwarf Languages
2	1001-2000	4	Double Damage vs. Dwarf-Foes
3	2001-4000	8	Improves HD by 1 Step
4	4001-8000	12	Poison Immunity, Dwarfsmithing
5	8001-16000	16	Returns when thrown, Dwarf-Form
6	16001+	20	Command Dwarfs, Summon Ghost Dwarfs

The axe is an ancient relic of the northern dwarves – it is found in an ancient grove of petrified trees near a depleted mine. The empty mine contains a formidable mechanical giant – all that is left of this race of dwarves after their civilization was upended by their own machine-slaves. This being is terrifyingly effective & given its intense, lingering hate of the dwarves – leaves the Axe out in the open as bait for dwarves – cynically preying upon their famous greed.

The Axe has 6 tiers of power and it grants its possessor powers & advantages based on these tiers. At the first tier – the character merely carries the Axe – carrying the axe grants knowledge of all dwarf languages & the ability to see in the dark as if the PC were a dwarf. In order to advance to the next tier the carrier of the axe must perform 4 deeds deemed worthy by the axe – these can be incidental & the axe may not give any true indication of its wishes at this tier. Deeds persuade the axe of the carrier's 'dwarfishness'. Merely being a dwarf constitutes 1 deed. Each dwarfish racial power counts as another deed. Protecting or helping dwarfs counts as a deed as does striking down any of the living-machines (the enemies of the dwarfs in this campaign).

At the second tier the axe gives nudges – feelings that inspire the character to follow a path set by the axe. It unleashes its malice at this tier dealing double damage to the living machines.

At tier 3 the Axe & the wielder are bonded- the axe is capable of communicating its preferences to the player as feelings – it will prefer certain actions – giving a sense of approval, and discourage other actions. It lends a bit of its uncanny durability to the faithful wielder – increasing all of that character's HD by 1 step (i.e.: d10 HD becomes d12).

At tier 4 the wielder has slain a dozen of the dwarfs' enemies & has proven it is a friend to dwarves. The Wielder becomes immune to poison as the axe cleans the blood of its owner – as well the peculiar crafting insights of dwarves are granted to the character who gains the dwarfsmithing power.

At tier 5 the bond is almost complete – the axe has a voice that can be heard by its owner – this voice is steady & calm, it gives good advice but rarely issues any demands & rarely argues. When thrown, the axe flies back to the hand of its possessor – it cannot be lightly discarded – for it desires to be in its owner's hand. As well – the player character who owns the axe can turn into a dwarf – or if already a dwarf- can change appearance to become like any other dwarf. This transformation can be performed any number of times every few minutes.

At tier 6 the axe and its wielder become one – their identity & purpose is shared. The wielder can now command other dwarves who are awed by the dwarfish authority embodied in this melding. A number of HD of dwarves equal to the Wielder's Charisma score are bound to the character as followers. The Axe has knowledge of the past & the present & can summon the ghosts of its fallen carriers to offer aid & assistance. Every day it can summon a total of 6 HD worth of Dwarven Ghosts to aid the wielder. These ghosts are founts of knowledge, lore & ancient ability – and they are also competent, ghostly combatants.

And that is that – the Axe of the Dwarf Lords can be a simple oddity – an axe that grants knowledge of languages & allows its carrier to see in the dark – or it can be a Player Character's focus of identity – provoking all kinds of quests & opening a new range of character motivations. This is the role of Enchanted Relics – to offer a reward & to offer a path of advancement.

Tools of the Thief King			
Attunement Level	Thief Jobs	Xp Spent	Power Unlocked
Page of the Trade	0-5	250	+1 to Scale Walls, Find Traps, Open Locks & Pick Pockets
Knight of the Trade	6-10	750	-2 to Saves Vs. Traps & Devices, +1 chance to detect secret doors
Prince of the Trade	11-20	1500	Learn 2 dead languages, +1 to Hide in Shadow, Move Quietly & Hear Noise
King of the Trade	21+	3000	Magically command ropes, turn inot a log for 1 hour per week

The Tools of the Thief King are a more basic item – offering fewer straightforward magical rewards to their possessor – while still providing novel abilities that a player might not otherwise gain.

These tools are merely superior- they grant material benefit to most thieving actions – however they react to bolder & more successful thieves – granting greater powers to those who've fulfilled the tasks in line with those of the previous thief kings. They respond to action more than attunement through Xp – and only once they are fully attuned do they offer their most complex & magical benefits.

Juxtaposed to the Axe of the Dwarf Lords- the tools here stand in for a more modest item with an easier path of attunement. The tools provide interesting benefits without game-defining powers. Player Characters who are not themselves thieves may never gain all of the benefits of these items – though, the benefits the tools offer may sway a character toward criminality. You could, as the Referee, chose to make the tools a set – offering one to each of your players – so that every one of them gains the benefits offered – increasing them according to their interest in becoming the fabled King of Thieves.

Magical treasures – particularly those that are bonded to a PC at a high level provide one last path to adventure – but it is one that you should employ somewhat sparingly – with a mind toward your player's likeliest reactions: You can take the object away – either because its ideals & motives have been betrayed – or because the relic has been merely stolen. These are powerful motivations – but ones that players may object to very strenuously – be wary of alienating your players entirely. You can imagine the behavior of good & bad players – acrimony, pique and enraged quitting are signs of a bad player – but you yourself will be guilt of being a bad referee if you employ ruthless tactics senselessly & overmuch.

First of all – if you're uninterested in running the Game of the North or creating your own campaign setting you may wish to skip this section as it contains spoilers.

Here is the Story of the North. A billion or million or 10,000 years ago there were dozens & dozens of space-gods. These beings were beyond unimaginable – their power was immense & their motives beyond comprehension. For their own reasons, they traveled the cosmos finding planets to control & build upon. On one of these planets they found two large continents – a north and south. The gods vied with one another to control this world & they came up with a compromise – lest they fall to arguing and destroy all possible universes. They demarcated the Northern continent and granted one section to all the gods & pantheons according to their preferences. Different gods wanted different things – they shaped these allotments (which were formed into six-sided regions) according to their most imaginative whims. They created races of people to worship them or to fight for their favor, each according to each. Eventually – the gods bored of these attitudes and departed. Once they'd gone – some essence of their force & preferences remained. Upon the departure of the gods the kings of the mortal races began to manipulate these relics of the gods' desires and this created nations, kingdoms & empires. And then – the North decayed – with the loss of the ancient gods the continent became inhospitable or else it became too crowded with monsters or there were natural disasters – for every hexagonal allotment there were dozens of reasons to leave the North. After this hemispheric destruction the people fled to the South – where for thousands of years civilizations have followed the direction of mortal preference. Now, some bold adventurers have chosen to return to the North in search of their own fortunes – and the Space-Gods have taken note – some have returned.

So I welcome you – my space-god colleague. The work of the Role-Playing Game is collaborative & effortful but also exceedingly rewarding. In this section are provided a few tools to help you configure & define the parameters of your own hex. Each hexagonal location in the Game of the North is intended to be an entire setting – a whole campaign that you can produce, run & do as you will with. You are invited to sell & market your Hex to other players and encouraged to share your adventures with others.

Hexes are used here as a unit of measure without any real exposition beyond. It is given to you to determine & establish the bounds of your campaign. A Hex was magically created by unthinkable space-gods and so it doesn't have any very firm geographical bounds. Most hexes are of a size between a large city or a small country. Some may contain seas or deserts or both. You may be clever enough to figure out how to create your own world spanning adventures within the confines of a single hex.

As well, it is a common understanding between players of games such as this that rules, tables & ideas are portable & fungible commodities – these systems are available to you to use or discard as you please. If they help you create a world, then it is hoped you enjoy them, if they interrupt your ability to create a world, of course discard them.

Every setting starts with you – a space-god who writes the history and paints the geography, who populates & invents your own hex. What follows are some worksheets & tables intended to help you devise and record your hex's particulars.

Affinities

We begin by assigning the Affinities – each hex has its own set of 8 potential affinities – ruled by 8 Governor Stones. The Governor Stones are McGuffins of substantial puissance. They are what is left of the ancient gods and they create an aura – within a hex, that profoundly affect the environment – physical & psychic within a setting. Player Characters – who gain awareness of the Governor Stones may choose to search them out and imbue them with their own affinities.

You must determine the disposition of the governor stones in your hex campaign, their locations & states. Typically a hex has 4 Attractions and 4 Repulsions – but you can modify this to your liking. The Attractions and Repulsions are thematic in nature – though they can have absolute values- you could say that Trolls & Black Dogs are attracted to a hex, for example – though the story that this would create is up to you, you may find that you prefer a broader catalog of themes to guide your campaign. Determine your Hex's affinities & record them.

Affinities

	Atractions:	Repulsions:
1	Slaves	Freedom
2	Princes	Riches
3	Masters	×
4	Servants	×

In the example the hex calls out to Slaves & Princes – as well as Masters and Servants – the Hex drives out riches and freedom. The Example campaign is based upon a mercantile, colonial society with rival colonies enriched by slave labor. These colonies owe allegiance to outside rulers back in the South & so the riches that are won here are driven away, as is any sense of freedom – everyone, Slaves & Princes alike, are consumed by the performance of their vital roles.

Once you have determined these affinities, you'll want to place your Governor Stones (you can call them whatever you wish, these stones are magical relics that have a terraforming effect on the North; in aid of this determination you should now establish a few significant landmarks.

Landmarks

The hex has need of many types of locations where adventures can occur, plots develop & stories begin & end. The most dramatic, significant elements of play should occur in notable, significant locales. Think of a few regions & prepare to describe them & their significance. List them out and try to order them in the sequence that you anticipate Adventurers discovering them. This will help you to pace your campaign and provide you with appropriate levels of difficulty & challenge. This should not be construed as an effort to put the players on rails, you should always anticipate, even allow or encourage the players to follow the plots that appeal to them & ignore those that don't – let them challenge themselves with unwinnable scenarios or let them bask in their glorious triumph over weaker opponents.

In the Example some spots have been left empty – improvisation being important at the table, it is perhaps wise to leave blank spaces in the map to be repurposed or devised on the fly. There is no reason a Referee couldn't have many more than 12 or many fewer landmarks – but whatever the preference, these landmarks will indicate the locations & anticipated revelations that you the Ref want to pit against your players. In the example, The Underground is a prevailing dungeon that connects many other regions, it is an underlying element that may always be accessible. The second area is the Landing locations – this can be a spot for ships to land, space-landers or something else entirely – but it is the point at which the Players begin their adventures. The other dungeons are likewise marked according their anticipated role in the campaign.

Knowing where your adventures will happen will help you place the Governor Stones – in the example the Governor stones may exist all together in one location – the Volcano Altar – or they may be distributed, even held by factions in each of the landmark domains. Landmarks should be thought of as milestones, they may be whole regions or account for a single climactic scene.

	Landmarks	
	Landmark	**Signficance**
1	The Underground	Connections, Dungeons
2	Landings	Starting Locales
3	Wastelands	Outdoor Dungeon
4	Unclaimed Keep	Potential Base
5	Volcano Altar	Affinity Guide
6	Last Cataract	Barrier to travel
7	Shrike Delta	creates divisions
8	Bay of Ked	Point of Contention
9	Maiden's Tower	Wild Magic
10	West River	Second Tier Adventures
11	×	
12	×	
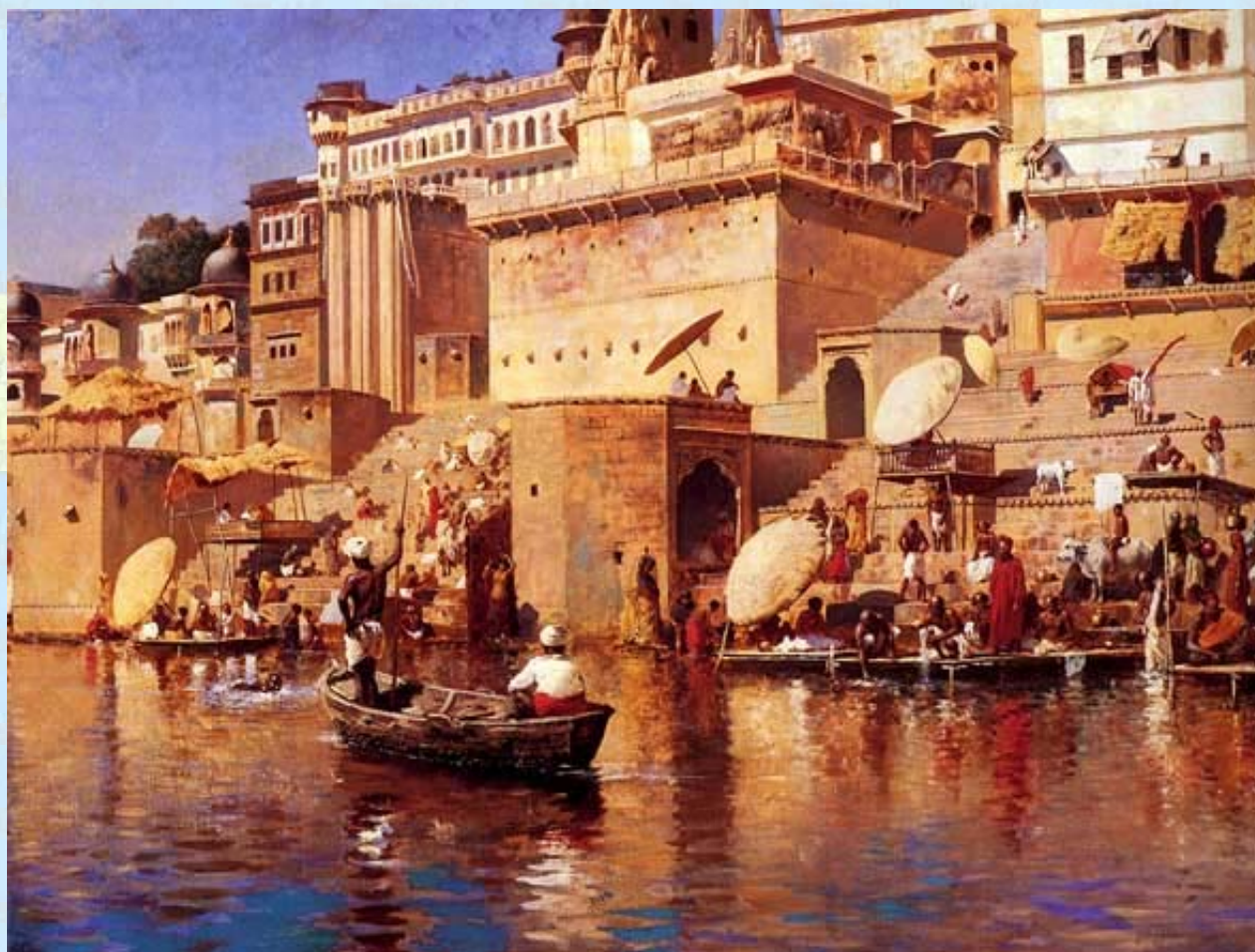
Now you should determine the factions that will exist in your campaign. These should be generated exactly as if they were adventuring parties. These factions will be the player's rivals and foils – their creation will match the creation of a party as depicted in the Players' Guide. You can assign the statistics for these factions to suit your expectations – but each faction needs to have its own goals, rivalries, maneuvers, techniques & so on. The more detail you create, the more fully realized the campaign will be.

Set up your factions so that they have direction, goals and the possibility to fail or succeed at their respective agendas.

In the sample provided the Factions are reasonably well established, they have their innate qualities set, their actual development in term of Xp expenditure is not detailed here, rather each of the factions can be created separately and recorded using the Party Record Sheet.

Factions

	Name	Glory	Reputation	Secrecy	Influence	Membership	Devotion	Xp
1	Black Scorpion	4	5	10	16	12	2	6300
2	Wild Hunters	5	12	5	14	14	3	8000
3	Ramhorns	8	4	3	8	14	10	7300
4	Cowboy Slavers	4	4	4	4	18	9	7000
5	Libras	10	1	12	2	10	12	2500
6	Oceangoats	8	1	9	6	14	8	4500
7	Lion Knights	10	6	4	5	15	12	7600
8	Guild Wrights	5	7	14	10	14	6	8500
9	Science Miners	6	4	8	4	9	4	6400
10	x							
11	x							
12	x							

Having created factions and landmarks, you're ready to map in the Strongholds that will dominate your campaign hex. The strongholds will indicate the power structure at work in the campaign. You can have as many or as few of these as you wish – bearing in mind that the values presented will ultimately determine the Players' ability to divest & invest wealth & to recruit or replace hirelings.

Not every factions needs a Stronghold and not every Stronghold has a faction.

Use the rules from the Players' Guide to determine your Strongholds' qualities, types of rule, resources & so forth. The statistics set here should be the default state for the Strongholds in the Campaign Hex – you can add depth to the campaign experience by playing out the Stronghold's monthly actions, modifying them according to the efforts of the PCs.

Strongholds

	Name	Diplomacy	Development	Recon.	Justice	Might	Fortification	Sp
1	Ked	17	20	0	4	20	0	29200
2	Astra Plantation	2	13	3	0	19	14	4745
3	Rest	15	14	3	0	7	11	5110
4	Run	1	12	12	1	0	0	4380
5	Dobley	1	10	2	4	5	14	14600
6	Nandi	3	11	3	0	4	5	4015
7	Piscati	0	10	4	4	4	8	14600
8	Wright Bridge	13	10	8	0	7	13	3650
9	Oceangoat	4	15	8	0	3	6	5475
10	Hobtown	0	8	12	0	0	4	2920
11	Lions' Gate	6	10	3	6	12	7	21900
12								

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Factions & Strongholds

The Game of the North is set to be played out, preferentially, as a sandbox game. As an open-ended, amorphous campaign setting, your Hex needs to be populated thoroughly by different groups with different, opposed & complimentary goals. They need to have bases of operations & there need to be zones of contention. Determining which factions you want to incorporate into the hex, as well as the locations of note & their relative dominance is best accomplished well in advance of plotting any locations on a map at all. Create these elements & from them conceive of a long term plot that will unfold within the setting.

The factions and strongholds, locations and affinities together will help you to put together a timeline of anticipated events & outcomes. Once you've established a vague timeline prepare to abandon it in favor the Player's agenda. Your role here, as the Referee is to build a playground for your players – the factions & strongholds you devise here are intended to be points of articulation where the Players can grab hold and shake. Always think of your setting as a place for the players to play. They are the heroes and villains of this story – you are creating the setting, the setting is powerful, but the point of the game is that the players are able to carve out their own destiny in the world.

As you create your factions and strongholds, imagine them in ruins, defeated and burning at the hands of the Players; imagine them opposing and aiding the players in their quest for glory, power & dominion.

Geography & Encounters

Now you must map out your campaign. Determine the types of geographies, the different landforms and water features you want to incorporate. It's best to establish a dozen or so terrain types that you want to include in your hex – and doing so, you'll be able to populate the hex with the background creatures & monsters that will add spice to your campaign.

In the example, 11 distinct terrain types are set – these are the paints with which the campaign map will be colored in. Each of the terrains will have their own encounter tables – these tables are used for procedural adventuring – randomized encounters, scenes and developments that will encompass the majority of Player vs. Campaign combats & scenarios outside the larger plot developments. This is an important place to pause and consider the relationships your factions & strongholds will have with the world surrounding them.

Terrains			
1	River	11	Scrubland
2	Ocean	12	
3	Savannah	13	
4	Jungle	14	
5	Beach	15	
6	Forest	16	
7	Swamp	17	
8	Mountain	18	
9	Volcano	19	
10	Underground	20	

Encounters

Terrain Type	River
1	Oceangoat Pirates
2	Trade Convoy
3	Goose Flock
4	Carp School
5	Hobtowners
6	Crane
7	Hippopotamus Wallow
8	Dobley Caravan
9	Wright Union
10	Shipwreck
11	Crocodile Swarm
12	×
13	×
14	×
15	×
16	×
17	×
18	×
19	×
20	×

Every terrain should have at least a few types of possible encounters – put together a list of the types of encounters & creatures you want to populate these areas. Once you've come up with a few of these you'll have a sense of how common encounters in the terrain type will be. In the example – there are 11 types of encounters – translating the workspace into a proper encounter table will render several blank spots – which will in turn indicate that there is no encounter – alternately, you can use your workspace as the encounter table for the terrain.

Whenever you wish to check for an encounter both you and one of the players can roll a d20 – combine the results to create an impromptu encounter. For example – using the River table above – if you roll a 10 and a player rolls an 11 – you have generated a procedural encounter in which a swarm of crocodiles is harassing or somehow occupying a shipwreck. Is the ship currently sinking? Did the crocodiles sink it? This is up to you, of course, the tool is only an aid to imagination, a method for populating the hex with interstitial encounters – giving the campaign a sense of vitality. There might be calm patches in the river – you may roll a 20 along with your players – in this case – there's nothing to see, the river is calm. Populate your table with as many distinct scenes as you think are appropriate & that you would enjoy refereeing.

At the same time consider the frequency of these rolls – will there be an encounter every day, every week, every hour? This is where you embellish the life of your campaign & help the players immerse themselves into the shared unreality of the setting – use these encounters to drive action, incite fear, reward daring & punish hubris.
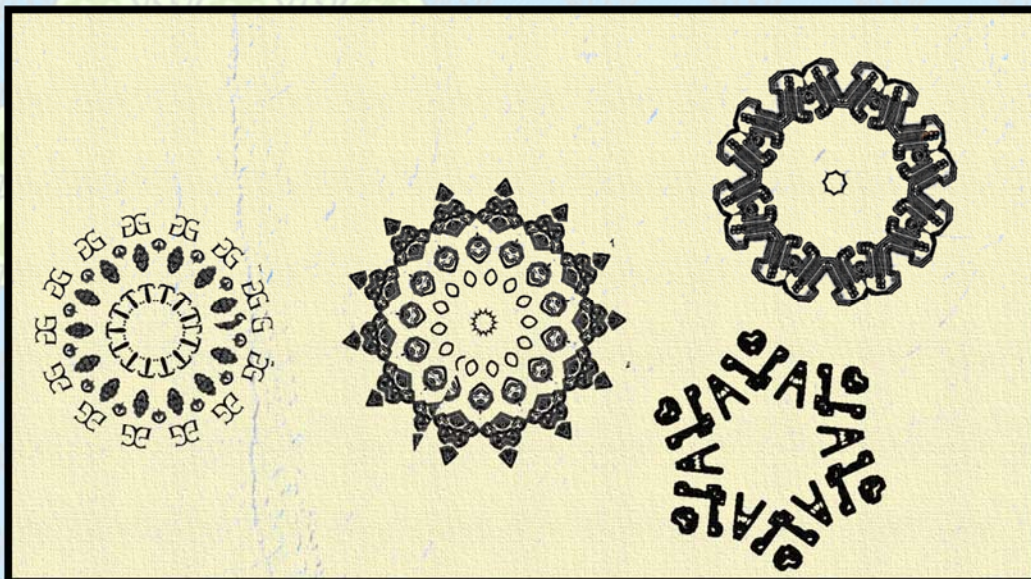
Non-Player Characters

As the Referee you'll certainly be tasked with representing all of the setting, its dangers and inhabitants. This section is not about creating all of the NPCs in your campaign – rather, this is where you can devise a few specific NPCs – characters of your own invention that can inhabit and inform the campaign. These are characters you intend to reoccur in your players' adventures – for the purposes of exposition, help, rivalry and so on. These NPCs exist outside of factions – the factions and strongholds discussed above very well may encompass the villains or the allies of your campaign – this section is not about them – rather, this is where you invent characters of your own to be your voice, your hand in the character's development.

Your NPCs need to have goals, ambitions and direction of their own – they can provide hints and models of how to navigate the campaign that your players might not stumble upon without a friendly nudge or a hostile rivalry.

Your NPCs are proxy characters – identical to a PC character in every way – you should feel free to assign or grant them Xp, assign or roll their statistics, give them alignments, ambitions, goals of their own.

Non Player Characters

	Name	Race	Charisma	Constitution	Dexterity	Intelligence	Strength	Wisdom	Xp
1	Never Suffer a Witch to Live	Human	11	16	13	13	16	11	80,555
2	Rossiters Esq.	Human	10	11	8	11	16	18	10,070
3	Jing-Jing	Goblin	11	9	10	11	18	10	38,614
4	Iron Fang Fredriksdoctor	Human	9	11	18	7	11	7	48,288
5	Absalom Doom	Dwarf	10	16	18	9	17	6	95,083
6	Peeg	Halfling	14	16	11	8	7	13	57,782
7	Solus Wee	Elf	16	11	10	8	14	11	40,500
8	Principals	Orc	13	18	17	11	14	8	17,233
9									
10									
11									
12									

Tables for Stochastic Imagination Stimulation

You're going to want to create a history & a prehistory for your setting. The tables provided here are decent guidelines for randomly generating a layered & storied past. As with virtually all of the random rules presented – this is purely optional, but it is worthwhile to try and generate your setting's antique lineage – if only so that you can be inspired by the results to include something you'd otherwise not have considered.

Layers of Habitation

The North is ancient place that has been continuously populated, depopulated & repopulated for millennia. In those eons many groups have come & gone risen & faded into senescence & obscurity. The works of these ancient people remain and function as dungeons, lairs, oubliettes & monuments. Noting these layers of habitation is a worthwhile enterprise, as it will help you to populate your hex & campaign & will give you useful insights in terms of how these layers ceded dominion to each other over time.

Previous Inhabitants					
1-2	**Trolls**	**37-38**	**Angels**	**73-74**	**Beastfolk**
3-4	Ogres	39-40	Demons	75-76	Abominations
5-6	**Humans**	**41-42**	**Roll Twice**	**77-78**	**Nommo**
7-8	Elves	43-44	Morlocks	79-80	Bunyip
9-10	**Dwarves**	**45-46**	**Roll Thrice**	**81-82**	**Slimefolk**
11-12	Goblins	47-48	Animals	83-84	Coralfolk
13-14	**Orcs**	**49-50**	**Gorgons**	**85-86**	**Squidfolk**
15-16	Halflings	51-52	Machines	89-90	Mossfolk
17-18	**Dragons**	**53-54**	**Eloi**	**91**	**Sharkfolk**
19-20	Giants	55-56	Titans	92	Dreamfolk
21-22	**Centaurs**	**57-58**	**Cyclops**	**93**	**Mirrorfolk**
23-24	Satyrs	59-60	Dinosaurs	94	Aliens
25-26	**Faeries**	**61-62**	**Gnomes**	**95**	**Robots**
27-28	Devils	63-64	Slugfolk	96	Colors
29-30	**Birdfolk**	**65-66**	**Frogfolk**	**97**	**Krakens**
31-32	Plantfolk	67-68	Lizardfolk	98	Gods
33-34	**Merfolk**	**69-70**	**Gorillas**	**99**	**Spirits**
35-36	Bugfolk	71-72	Raksasha	100	Behemoths

Generate anywhere between 1 and 20 layers of habitation for your hex, and take time to consider what kinds of relics & remains their cultures have left behind. A few charts are provided to help you generate random cultures – or to stimulate your imagination into devising your own.

Previous Inhabitants –

This is where you establish the species that once inhabited your hex. Roll d% and you'll be able to have a rudimentary list of the different layers of inhabitants.

These inhabitants are named but as with a lot of what is presented in this book – are left with ambiguous descriptions. Some of these creatures are bizarrely abstract – *Colors* - for example, which you could devise as a species of extinct, but sentient shades of light – or perhaps this incites in you a different sensibility – the notion of a race of different colored folk – neon-skinned elves or rainbow-bearded dwarves. Specific descriptions are left for you to devise to suit your needs- but the baseline races that exist in most Game of the North variants are described here – as a guide.

Humans – You can of course veer toward human ancestors – even of the fictional variety. Neanderthals, Sasquatches, Piltdown Men & Homo erectus are all fair choices for such a layer.

Elves – You may choose to go with a wider interpretation of the name when inhabiting your hex' history with elves. Are they shoe-makers? Toy-makers? Are they unspeakably beautiful, heavenly, immortal crafters? Are they like the kami, hiding behind every rock or are they the sidhe riders, or an unseelie court of wild hunters?

Dwarves – Ancient clans, or perhaps the first clan home. A lost cavern to the center of the world? The Dwarves may have lived upon the surface, under a mountain or hill – or even in the forests & swamps. Dwarves can likewise be represented by an ancient forebear species- giant sloths, or gibbon-like creatures.

Goblins – Maybe a race of redcap fairies, or a society of steampunk like gnomes. Goblins can be as smart or as dumb as you like, they can be a purely adversarial group of prolific hate, or an industrious antlike people easily angered. As Dwarves tend to (in all their incarnations) reflect craftsmanship & greed, Goblins tend to represent Wrath & Ingenuity.

Orcs – In the Game of the North Orcs stand in for a lot of concepts – they are a kind of human-ish other – possibly in the vein of Gigantopithecus. They may represent discredited ideas about feral people, or they may be animal-worshipping pre-agrarian hunters. Orcs tend to embody ideas of atavism, brutality & the freedom enjoyed by animals, they are a bridge between the unthinking and the thinking creatures of the world.

Halflings – Interpretations of Halflings are variable – sometimes they stand in for domesticity, rural charm & etc… Sometimes they embody ideas of childhood & resemble a whole species of lost boys. Halflings, in the Game of the North usually stand as a subordinate, allied race that shadows & interacts with another established race. So Halflings affiliated to human cities might be grotesque Dickensian sewer dwellers, or they may be affable secret household allies, like brownies.

Monument Descriptors					
1-2	**Modest**	**37-38**	**Holy**	**73-74**	**of Beasts**
3-4	Concrete	39-40	Haunted	75-76	of The Gods
5-6	**Deep**	**41-42**	**of Horrors**	**77-78**	**of Kings**
7-8	Rich	43-44	of Mystery	79-80	of Hunters
9-10	**Abandoned**	**45-46**	**of Wonders**	**81-82**	**of Lords**
11-12	Vertiginous	47-48	of Stars	83-84	of Might
13-14	**Maddening**	**49-50**	**of Space**	**85-86**	**of Torments**
15-16	Celestial	51-52	of Earthly Delight	89-90	Roll Twice
17-18	**Harmonic**	**53-54**	**of Peril**	**91**	**Enchanted**
19-20	Impassible	55-56	of Despair	92	Colossal
21-22	**Formidable**	**57-58**	**of Insanity**	**93**	**Everlasting**
23-24	Regal	59-60	of Death	94	Impregnable
25-26	**Mystical**	**61-62**	**of Life**	**95**	**Intact**
27-28	Serene	63-64	of Wisdom	96	Futuristic
29-30	**Hideous**	**65-66**	**of 1,000 Tales**	**97**	**Heavenly**
31-32	Cyclopean	67-68	of Forbidden Lore	98	Demonic
33-34	**Lost**	**69-70**	**of Visions**	**99**	**of Limitless Riches**
35-36	Arcane	71-72	of Heroes	100	of Endless Youth

Once the species is determined you'll want to gather a bit more information – add a descriptor or two to each of the prior inhabitants. You may have begun with Mossfolk & are at a loss for what this could mean. Using the descriptor table you find that these Mossfolk are Emotionless & Horrific – you determine that this was a race of pod-people, parasitic plant people that caused the extinction of the previous inhabitants – while simultaneously replacing them.

Roll as many descriptors as you like in order to embellish the history of your setting.

Inhabitant Descriptors					
1-2	Undead	37-38	Insane	73-74	Water
3-4	Barbaric	39-40	Ruthless	75-76	Mountain
5-6	Warrior	41-42	Artistic	77-78	River
7-8	Athletic	43-44	Seer	79-80	Lake
9-10	Religious	45-46	Robber	81-82	Emotionless
11-12	Mystical	47-48	Vampire	83-84	Egalitarian
13-14	Wealthy	49-50	Rock	85-86	Learned
15-16	Builder	51-52	Forest	89-90	Roll Twice
17-18	Vigilant	53-54	Water	91	Impossible
19-20	Literary	55-56	Miner	92	Mummy
21-22	Rich	57-58	Wind	93	Horrific
23-24	Rational	59-60	Star	94	Invisible
25-26	Ghost	61-62	Sun	95	Underground
27-28	Occult	63-64	Night	96	Roll Thrice
29-30	Cannibal	65-66	Wizard	97	Superior
31-32	Valiant	67-68	Evil	98	Heavenly
33-34	Doomed	69-70	Moon	99	Hellish
35-36	Apocalyptic	71-72	Fire	100	Hibernating

Monument Natures					
1-2	Grave	37-38	Statue	73-74	Thicket
3-4	Tower	39-40	Menhir	75-76	Factory
5-6	Dungeon	41-42	Bridge	77-78	Monument
7-8	Ruined City	43-44	Sewer	79-80	Castle
9-10	Ruined Fortress	45-46	Academy	81-82	School
11-12	Wall	47-48	Mine	83-84	Bunker
13-14	Dam	49-50	Grove	85-86	Fortress
15-16	Observatory	51-52	Library	89-90	Pueblo
17-18	Lighthouse	53-54	Canal	91	Pyramid
19-20	Garden	55-56	Road	92	Colossus
21-22	Maze	57-58	Laboratory	93	Skyscraper
23-24	Cavern	59-60	Vault	94	Arcology
25-26	Temple	61-62	Shrine	95	Space Elevator
27-28	Ziggurat	63-64	Mausoleum	96	Borehole
29-30	Ship	65-66	Village	97	Labyrinth
31-32	Prison	67-68	Oasis	98	Alien Menagerie
33-34	Tunnel	69-70	Fountain	99	Lost Civilization
35-36	Zoo	71-72	Waterfall	100	Castle

Current Inhabitants & Colonists					
1-2	**Trolls**	37-38	**Humans**	73-74	**Plantfolk**
3-4	Ogres	39-40	Elves	75-76	Abominations
5-6	**Dragons**	41-42	**Dwarves**	77-78	**Kappa**
7-8	Wyverns	43-44	Goblins	79-80	Wendigo
9-10	**Golems**	45-46	**Orcs**	81-82	**Roll Twice**
11-12	Mutants	47-48	Halflings	83-84	Roll Thrice
13-14	**Plant Monsters**	49-50	**Humans**	85-86	**Roll Twice**
15-16	Beast Monsters	51-52	Demons	89-90	Roll Thrice
17-18	**Sea Monsters**	53-54	**Angels**	91	**Aliens**
19-20	Eldritch Monsters	55-56	Devils	92	Robots
21-22	**Giants**	57-58	**Giants**	93	**Moss Monsters**
23-24	Dinosaur Monsters	59-60	Centaurs	94	Fungus Monsters
25-26	**Machine Monsters**	61-62	**Satyrs**	95	**Fish Monsters**
27-28	Bird Monsters	63-64	Animals	96	Vampires
29-30	**Lizard Monsters**	65-66	**Sphinxes**	97	**Zombies**
31-32	Spider Monsters	67-68	Minotaurs	98	Morlocks
33-34	**Ant Monsters**	69-70	**Djinn**	99	**Eloi**
35-36	Beastfolk	71-72	Kenku	100	Time Travelers

Monuments – For every layer of habitation – every prehistorical civilization should leave behind some kind of significant material remains. The most notable of these will be geography spanning ruins – monuments to ancient hopes & fears that become the foundation of your setting's adventures. These are locales of note, interesting places for PCs to explore and for monsters to lurk. You should come up with at least one monument for each of your layers of habitation. The tables here are presented for helping you to create an evocative locale.

Current Conditions – You can randomly generate as much of your setting as you need – coming up with as many randomly generated biomes & ecologies as you desire. You may wish to simply embellish your mountainous forest setting with a random element or you may wish to create the entirety of your setting through application of the random table – creating a bizarre quilt of unrelated terrains.

You'll also want to populate your setting with some contemporary inhabitants. These can be conventional beings with their own colonies – an amalgam of two or more such creatures or entirely unique creatures that inhabit your setting. It is a simple matter as well to augment these inhabitants by using the tables from the main rulebook used to describe the PC's home hexes.

As always the use of random tables is by no means a mandatory aspect of your role as a world-builder. These are provided as lists to consult & aids to the imagination.

The sample setting 51.51 has been created using the worksheets but no random generation. The Sample Setting 52.46 was created entirely using the random tables presented here. Alternatively the sample setting 00.00 was created using none of these.

Terrain Types					
1-2	**Chasm**	37-38	**Woods**	73-74	**Glacier**
3-4	Forest	39-40	Desert	75-76	Azoic Desert
5-6	**Swamp**	41-42	**Mountain**	77-78	**Swamp**
7-8	Mire	43-44	Hill	79-80	Mountain Range
9-10	**Jungle**	45-46	**Peak**	81-82	**Pit**
11-12	Plateau	47-48	Canyon	83-84	Fault
13-14	**Valley**	49-50	**Mesa**	85-86	**Moraine**
15-16	River	51-52	Estuary	89-90	Island
17-18	**Stream**	53-54	**Pond**	91	**Volcano**
19-20	Lake	55-56	Cave	92	Spring
21-22	**Beach**	57-58	**Forest**	93	**Vinyard**
23-24	Cliff	59-60	Hill	94	Farm
25-26	**Fjord**	61-62	**Plain**	95	**Valley**
27-28	Plain	63-64	Sea	96	Underworld
29-30	**Meadow**	65-66	**Wadi**	97	**Satelite**
31-32	Moor	67-68	Delta	98	Abyss
33-34	**Heath**	69-70	**River**	99	**Alien Landscape**
35-36	Fen	71-72	Lake	100	Mushroom Forest

Recording Your Hex

All of this may seem to be a bit excessive, the records, the bookkeeping. While these elements certainly help at the table, aid in realizing and executing the adventures in your campaign – there is another element to all of this record-keeping. A larger project that you are invited to participate in – the populating of the North.

Record Sheets are provided for your hex & at the end of this book and can be accessed online.

The Game of the North is explicitly a game about exploration, conquest & adventure. But it also a game about populating a vast, forgotten continent. Your story is going to be incredible, your plans, exploits and their realization is a vast and impressive feat – one that should go remembered. The purpose of this record-keeping, scoring and planning is for you to participate in the project as a collaborator. You can go to the Game of the North website and enter the information for your Hex, upload & share your campaign and invite others to pit their skills against your designs. The Game of the North is a product of imagination, all of ours.
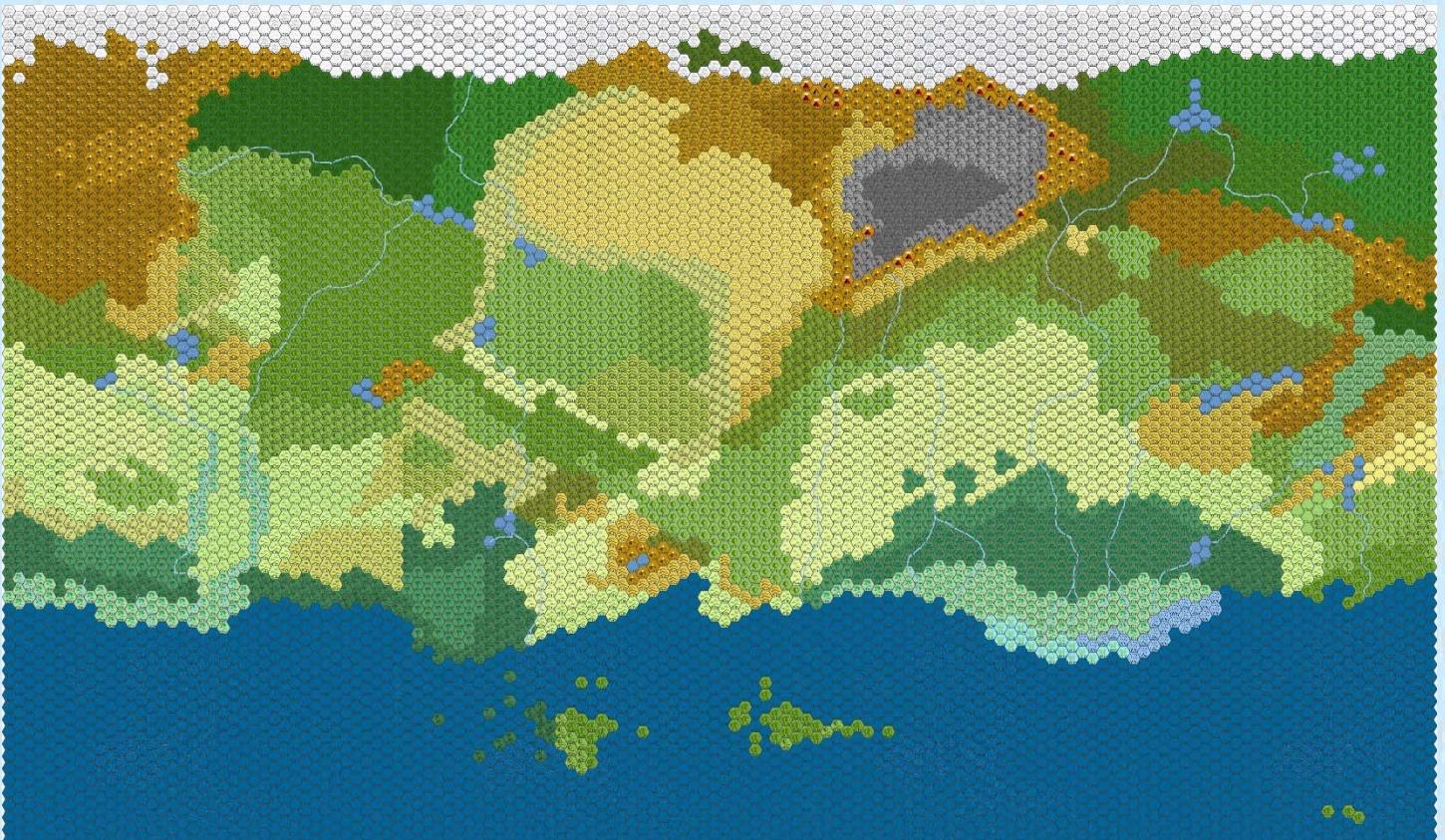
NPCs Playing All The Parts

The variety of encounters that your players will contend with fall into a few varieties – They will face puzzles, riddles, traps– all the obstacles that you can think of. They will also deal with people, animals and monsters. This section deals with how players will interact with other people and how to portray & create the people that they will meet.

NPCs are people. Members of any of the adventurer races, as well as members of other similar species & subspecies. The possible types of NPC in your campaign are entirely up to you & you could, for example, include a race of civilized lizard men, or exclude all Orcs & Elves from your setting. NPCs are statistically almost identical to the NPCs presented in the players' guide. They come in the three flavors- Followers – the stats of whom range between 7-12, Experts – who have skills & abilities of note but not on a par with the adventuring PCs; & Professionals – who are the equivalent of reasonably competent adventurers themselves.

There are additional types of NPCs that aren't available for hire, usually, by PCs. These characters are almost always Referee controlled & they represent the greatest challenges that PC adventurers will encounter – they are Villains & Rivals.

Followers, Experts, Specialists as well as Villains & Rivals will all be detailed hereafter in this section but a few notes specific to your role as the Referee are worth sharing here.

First – PCs are, in the Game of the North – Adventurers. They tend not to have professions, specialist training & so on – as such they're reasonably good at a lot of things with the potential to be excellent at many things. A Professional soldier is a match for a PC in a fight – irrespective of their tier as an NPC – though they may have no skills to speak of or any magical talent. Adventurers are, as a rule, much more effective than other characters but a particularly focused & experienced NPC is likely to be better than almost any PC at one specific task. The Greatest Wizard in the world is likely an NPC, as is the greatest Swordsman and so on – but a given PC may be second best at both of these. This specifically refers to the mission of the Game of the North – which is to tell stories about adventure the emphasis lies on picaresque & self-directed questing rather than single-minded pursuit of a single story or ability.

Statistics	NPC Types				
	Follower	Expert	Professional	Rival	Villain
HD Size	0	1	2	1 per PC	2 per PC
HD #	0	d8	d8	d10	d10
HP	1	4	8	6 per PC	7 per PC
AC	11	12	13	14	14
Attack #	1	1	2	2	2
Attack +/-	1	2	3	4	4
Initiative	11	13	15	15	15
Speed	12	13	14	15	15
Saves	19	18	17	16	14
Stats	d6+6	d6+8	d6+10	d6+10	d6+12
Skills	1	2	3	4	5
# Appearing	1	1	1	1	1
Morale	11	13	15	15	16
Treasure	1	2	3	4	5
Parley	2d6	2d6	2d6	2d6	2d6

NPC statistics are presented here as a crude standard. These designations differ from those in the PC section of this book as they are for the types of characters that are met but not hired by PCs – Hirelings & retainers will have a different flavor than purely Referee-Run NPCs.

The table provided gives a fair method for generating NPC statistics – but additional details – such as Maneuvers & Spells will have to be generated as if the character was being created using the regular rules systems for creating a PC or creating a Monster.

Realistically – there is no mechanical distinction between the different statistical blocks that comprise NPCs, Monsters, PCs – even magic items – they're all a series of numbers – and as such they lack life or interest, it's up to you as the Ref to portray these equations as personalities with compelling qualities & stories of their own – hints & tricks for doing so follow.

Making People

The Next thing, and most important is that NPCs are people. Your campaign, your adventures, they're only going to be as good as your NPCs – because it's the narrative voice of the NPCs that give your players information about the setting & the circumstances around your plots. During PC interactions with Referee controlled NPCs – you should not hesitate to portray your NPCs in broad strokes with distinctive affectations & elaborate descriptions. Your PCs will want meaningful interactions with easy to comprehend characters – NPC give you the opportunity to give them what they want.

Example NPCs:

1- A Friendly, Knowledgeable Shopkeeper who the PCs return to over and over is a Follower. She has no HD to speak of and is average all around.

2- A Plucky Youth from the mean streets who follows the PCs, gaining their trust while picking their pockets. Having come from difficult circumstances he has a single HD and above average DEX & CHA. This is an Expert.

3- A Mercenary Leader hired to protect a stronghold. She & her group try to drive off the PCs, but in the end she is forced to fight. She battles the PCs to a draw before succumbing to her wounds – but not before ending the lives of many of the PCs followers. She is a Professional. Her stats are above average & she has at least 2 HD. She may also attract or lead her own party.

4- A Furious Mad Wizard whose haunted tower is a vault of dangers & treasures. For long days the party struggle through its strange dimensions & mazelike corridors, only to find him at its center. Blazing with baneful magic & destructive energy, he strikes – challenging the entire party & inflicting casualties with reckless abandon. This a Villain. He has HD as determined by you – usually equal to the sum of all the HD of the PCs, and he has the powers & abilities to threaten & combat the whole table alone.

5- A Courteous Knightly Figure who seeks adventure, fortune and fame. She is an elf with statistics in line with those of the PCs – they are generated the same way – she gains Xp, spends Sp, and may be searching for the same treasures as the players. She may even beat them to it. This is an example Rival – a character in her own right, who is a competitor or antagonist to the players.

When generating NPCs – it's worthwhile to indicate if they are Followers with 0 HD, Experts with 1 or 2 HD, Professionals with 2-5 HD, Villains with 5-20 HD or Rivals with 1-10 HD. Beyond their name & HD designation, NPCs can all have their own powers & abilities- usually in line with those of the PCs. This includes maneuvers, racial abilities, spellcasting and the like – as well as the adventurer skills & so forth. A simplified version of the PC record is provided for noting NPC statistics.

NPCs & Parties

NPC cohorts gain benefits from being members of a PC led party -in the same way, when you devise your setting you'll come up with a few parties of your own to represent the different organizations in your setting – NPC members of parties gain those benefits – and NPC Villains & Rivals gain benefits as if they were PCs. For instance - in a party with a high Influence rank the followers & rank & file would have

additional pieces of equipment – while the higher tier Rival & Villain NPCs would get the benefit to social tests.

Don't be shy about promoting an NPC from one class to another. The Friendly Shopkeeper might learn the hard way the dangers of the North & go on to become an expert & then a professional – hiring a rag-tag band of adventurers herself to avenge the destruction of her town at the hands of ravening monsters. After venturing deep into the wilderness and losing her party & her mind she becomes at home in the dangerous wilds & returns to harass & battle her former friends, this time as a powerful witch. Any NPC could potentially have such an arc – one that matches the adventuring life of a player.

Portraying NPCs

NPC cohorts gain benefits from being members of a PC led party

NPCs are characters in their own right & you will be required to play all of them. This includes establishing goals, personally traits – whole identities in fact for these characters to inhabit. This is no mean feat- and if your game is full of NPCs you'll need to be able to become a series of shopkeepers, mercenary commanders, kings & thieves all on the turn of a dime – it's not the easiest trick to pull off – and doing so with a lot of nuance or subtlety is probably an impossible task. Better to play the NPCs broadly & to give them distinctive, memorable personae that you can call upon quickly & easily. The cunning ship captain with a diabolical energy who shouts in gruff monosyllables – the flattering, weasel of a trader who always tries to cheat. Even the blandly lovely noble who always needs rescuing – if you're playing the role of dozens of people in a single session, you'll need to make them distinct & the easiest way to do so is with some forced accents, obvious mannerisms & characterizations that border on parody. Don't expect players to pick up a lot of subtlety (but also, don't feel it necessary to abandon subtlety! Especially if you prefer to include it!) each NPC probably exists in the mind of a player for only a

brief period within the session – they may never reappear in the campaign at all, but if they do, you'll want the PCs to be able to remember them quickly.

These are some cues to help you switch between NPC performances with relative ease. The tables allow you to generate a range of behaviors & idioms which is intended to help you portray the NPCs more easily.

Positive Personality

1	Brave	6	Kind
2	Friendly	7	Funny
3	Interesting	8	Demanding
4	Complimentary	9	Generous
5	Helpful	10	Entertaining

Negative Personality

1	Pompous	6	Cowardly
2	Aggressive	7	Lustful
3	Immature	8	Greedy
4	Reckless	9	Obtuse

Distinctive Behaviors

1	Stutters	6	Brags often about true things
2	Flinches for no reason	7	Smokes or has a similar compulsive habit
3	Eats when talking	8	Drinks & prefers to be drunk
4	Laughs often & is humorous	9	Fidgets constantly & is easily distracted
5	Curses relentlessly	10	Calm possibly quiet as well, even tempered

Positive Personality – This is the NPC's positive quality – the likeable or virtuous thing about them. These are open to interpretation – a Kind barbarian warlord may be gentle to animals or children while otherwise bloodthirsty.

Simply because these traits are positive doesn't mean that the NPC is particularly proud or demonstrative of them.

Negative Personality - This is what is unlikeable about the NPC – or at least what is bad about them – anticipate that some PCs have a perverse sense of humor and that they may well find themselves endeared to a greedy or cowardly NPC.

NPCs may hide these qualities or be ruled by them – again these descriptors are cues to help you portray a variety of NPCs easily.

Distinctive Behaviors – Everyone has something about their behavior that makes them identifiable – some trait that allows you to distinguish the people you know even from a distance. The behaviors here are useful for giving you a performative cue to inovoke the NPCs presence to your players.

Each of these behaviors is easy to portray and provides a simple quality that allows PCs to identify your NPC characters with relative ease.

Beyond all of these qualities it's useful & easy to assign a catch-phrase or common saying to your NPCs.

NPCs need motivations in order to be well realized & portrayed usefully. For your purposes an NPC's motivations can be explained as the sum of their Goals, their Fears & their Secrets.

Goals – The NPC's aspirations – what they're looking for and what they want out of life. If PCs are able to help or offer these to them you should improve the PC's chances at parleying with the NPCs successfully.

Fears – NPCs are motivated by fear just as anyone else is. If an NPC is particularly cowardly their fears are their primary motivation – if they are brave they may give little thought to these. When an NPC's fears are used to motivate them they are often very effective – if PCs use these coercive tactics they should get a bonus to their social tests used to parley.

Secrets – An NPC's secrets are possibly strong motivating factors – whether they are trying to protect those secrets or working to keep ahead of their sinister backgrounds. Some NPCs may be indifferent to their secrets – and many NPCs may not have secrets at all. Those that do can become the victims of blackmail if PCs are skillful at getting to the bottom of these little known shames.

Goals

1	Get rich	6	Find a certain person
2	Do something glorious	7	Become or remain free
3	Achieve higher status	8	Gather information or seek intelligence
4	Create something impressive	9	Dominate others & achieve power
5	Find specific items	10	Find safety or remain secure

Fears

1	Specific animals - e.g.: spiders, dogs, black cats	6	Witches, Curses, Magic - superstitious
2	Drowning, water, boats	7	Being touched or being too close
3	Members of a specific race- e.g.: Orcs, Goblins	8	Members of another gender
4	Imprisonment or capture	9	Poverty, hunger, powerlessness

Secrets

1	Kin-slayer	6	Posing as another person; identity theft
2	Runaway criminal	7	Shunned or driven out of normal society
3	Unfortunate religious beliefs	8	The location of some lost treasure
4	Shamed by cowardice	9	The location of a lost love
5	Shamed by dishonor	10	A spy for the PC's enemies

Positive First Encounter

1	Wants mercy - is subservient	6	Wants to join - is a fan
2	Wants assistance - is solicitous	7	Wants to listen - likes stories
3	Wants companionship - is friendly	8	Wants to share - is Hospitable
4	Wants information - is inquisitive	9	Wants to meet - is attracted
5	Wants left alone - is solitary	10	Wants to fight - is competitive

Negative First Encounter

1	Wants to fight - is hateful	6	Wants to overpower you - is merciless
2	Wants your things - a thief	7	Wants to humiliate you - is jealous
3	Wants you to go - is disgusted	8	Wants to rob you - is Criminal
4	Wants you to die - is contemptuous	9	Wants to violate You - is lustful
5	Wants you to plead - is arrogant	10	Wants to hurt you - is unkind

Indifferent First Encounter

1	Mocks you - is impudent	6	Jokes with you ineptly - is awkward
2	Pesters you for money	7	Wants to fight - not talk
3	Bothers you for information	8	Wants to bargain for your gear
4	Insists you leave	9	Wants you to buy something
5	Doesn't want to talk	10	Wants you to hurry up

First impressions are the most important impressions – depending on the impression a PC makes, as determined by the initial reaction roll, an NPC will tend to react in a somewhat predictable way. First impressions are a two way street & it isn't just what the PCs think of the NPCs – but the attitude of the NPCs toward the PCs that these tables reference.

Reactions are rolled using the dice & modifiers relevant to the PC – a base roll for two characters that share a language is 2d6. Charisma modifies the die roll by adding a bonus or deducting a penalty – other traits may increase or decrease the size of the rolled dice.

Positive First Encounter (10+) – If someone makes a good impression on the NPC this is the type of behavior that is typical of the character.

Negative First Encounter (<6) - When someone irritates or bothers the NPC – this is the type of behavior that they're likely to demonstrate.

Indifferent First Encounter (7-9)– When PCs score a middling result on their initial reaction roll the NPC will tend to react with the type of behavior indicated here.

Notable Features

1	Remarkably ugly - scars, missing features, hump, lesions or asymmetry	11	Otherworldly Trait - halo, horns, wings, hooves, soft glow, tail
2	Notably attractive - well built, symmetrical, beautiful	12	Sickly - Running nose, open sores, emaciated, missing teeth
3	Large - possibly fat, possibly tall, possibly both	13	Pleasant - regular looks, regular form, size & shape, typical & likeable
4	Peculiar coloration - strange eyes, strange hair, strange teeth or skin	14	Distinctive Attire - Masks, elaborate robes, nudity, exotic armor
5	Freakish - extra limbs, extra features, bizarre limbs, absurd size	15	Hirsute - enormous beard, bearlike body-hair, bushy eyebrows
6	Animalistic - Dog-muzzle, cat-eyes, dolphin-hair, walrus-tusks	16	Indistinct - unremarkably plain, difficult to remember, bland, forgettable
7	Well Groomed & Dressed - always in fancy garb & well made up	17	Decorated - many piercings, tattoos, scarification, jewelry
8	Shabby & Slipshod - Dirty, unkempt, smelly and indifferent	18	Small - possibly miniature, maybe small, thin or both
9	Distinctive Feature- Big nose, small fingers, small face, big feet	19	Civilized - frequently groomed, cleaned & fashionable to the local standards
10	Anachronistic - uses stone age gear, or has electronics	20	Menacing - deep voice, cold stare, aggressive posture, bared teeth

Notable Features – Everyone's got something distinctive about them that makes them easy to recognize (and what's more – easily described). The features listed here aren't strict or specific as much as they are guides to coming up with the trait that jibes with your own vision of the NPC.

A *Pleasant* Orc Necromancer may be particularly tidy or notably perfumed. A *Shabby* King may rule a dirty manor or make specific use of antiquated, old-timey trappings & equipment.

One thing that the Game of the North assumes is your own willingness & interest in creating non-player characters along with your avidity for portraying them at the table. Neither of these tasks is particularly easy and so what's presented here are aids to your imagination – not guides to inventing well drawn characters.

Should you need to spontaneously generate NPCs – your best bet is to draw on your experiences – if you need a guardsman for a town consider your last encounter with the police – think of a security guard or a soldier that you know personally – use your impressions of these people to create a quick portrayal.

If you're interest is in completely creating NPCs from scratch from these tables – you're unlikely to have a very good experience. It's better to have a sense of the kind of dramatic role you want the NPC to have initially and then to use the tables & indications here to give them the details that make your portrayal of the NPC at the table easier & more recognizable.

Monsters – Dangers In Your Setting

This section provides you with the tools you will need to populate your setting & campaign with monsters, traps and various dangers that will be useful for challenging your players and creating adventure-laden storylines. Remember that The North is a wild, lost continent – survival & the persistent fear of ancient and modern menaces can drive many plots. Monsters differ from other types of NPCs – such as villains or henchmen - they are monstrous because their motivations (the guidelines you use to portray them in the story) are monstrous – wholly unlinked to the ambitions or desires of people.

Liminal Tiers

In the Game of the North monsters are divided into 3 non-exclusive categories- Ecological Monsters, Folkloric Monsters & Legendary Monsters. These types are, as stated, non-exclusive – there may be monsters that occupy each category – but before delving into such a scenario it's best to explore what these categories mean.

Ecological monsters exist in an ecology. They are alive or at least have a discernable life-cycle. They have a role in the ecology & they exist within your setting in a dynamic but predictable way. A bear is an ecological monster – it lives in the woods, hibernates, wakes & eats people if it can. It has offspring & it has prey animals. A tribe of ogres is likewise an ecological monster – they live in a community, they hunt people for food, eat what they can find, bear offspring & protect their territory. They may be able to talk, establish relationships & have social & political motivations – and they remain ecological monsters. In short, an ecological monster has a role & a place in the setting that is at functionally naturalistic. They participate in the world in a naturalistic way – seeking food, shelter, wealth or safety. Nevertheless they are monsters – that is, the principal means by which PCs encounter them is at the end of a sword, they can certainly be outwitted, tamed or negotiated with – but these are tactics that, should they fail, always return to form – battle ensues.

Folkloric monsters exist outside of ecology but not nature. These are creatures that have stories spread about them, their strengths and weaknesses are unexpected & confusing – there may seem no rhyme no reason to their behavior or antics. A local rumor tells of a hermit who wears a bear's skin – becoming a bear at will, who speaks in only gruff whispers and who weans & raises lost children and bears alike & who can only be defeated decisively by having an acorn placed in her mouth is an example of a folkloric creature. She doesn't hunt for food, she doesn't act in any way that seems sensible by nature- she doesn't reproduce herself & she doesn't fit any pattern that is obviously part of the world. Folkloric monsters are the subjects of rumors & they can potentially be defeated by swords & spells, but are best faced by folkloric means. A river-spirit who lures people close to the banks by appearing as a helpless drowning man, and who can only be defeated by a beautiful woman who tricks it into coming onto land is another example of a folkloric creature. In general these beings occupy a niche in the psychic ecology – that is, they exist as ideas or fears given form & they have sometimes comical, sometimes uncanny abilities. There may be many such creatures & they may even come about in the same way – but they are not related by blood, they are related by thought.

Legendary monsters exist at the pinnacle of ecology – they likewise exist in the pinnacle of the mental space that surrounds civilization. A legendary creature has a name and a role, it has authority & power in the setting. Grampa Brown the giant bear who attracts a tribe of half-mad followers & who manifests as a ghostly presence in the midst of the town to make demands of the townsfolk is an example of a legendary monster – he has a name, he has

peculiar wants & attracts followers, imitators & carves his own place in the physical and mental ecology of his territory. There is only one such creature and can only ever be one such creature.

As stated, these categories aren't necessarily exclusive. A few examples of how a common monster can be made to occupy each category are presented here.

Zombies

An ecological zombie is created by the infectious bite of other zombies. These creatures roam in packs and rise from the profaned graves of the wicked. They spread their unclean reach by corrupting the corpses of others. These creatures are killed with relative ease but create more of their own kind through their festering claws & infected bites.

A folkloric zombie is a person who has died but who is in turn resurrected by a local witch or warlock. This is a person who has a curse laid upon them in life, who falls into a deathly torpor & is buried alive. When exhumed on the night of the full black moon the zombie awakens – a mindless, obedient husk of its former self. This zombie is immune to all kinds of mental stimulation, fear, madness & distraction – it obeys without failing the commands of its creator & if it is 'killed' it returns to life on the night of the full black moon. The only final way to destroy such a zombie is to cut off all of its limbs and head & to bury each in a different unmarked grave. A student of a witch may be able to learn the secret of making such a zombie – and a character can steal the zombie's controlling witch's bag of gravedust – which charm grants the witch control over the zombie.

A Legendary zombie is Sandpile Mik – the everliving remains of a man who was buried alive in a mine collapse. Sandpile Mik is a powerful and hostile power that infests the mine. He is able to command minor earthquakes & emerges from the mine when the moons are all dark to drag folk into his lair – turning them into his own undead servants. Sandpile Mik can't be killed as he grows back whenever his lifeless body touches the ground. Those who wish to defeat him must burn him up to ashes and then throw the ashes into the sea.

Dragons

An example of an ecological dragon is a type of fire-breathing dinosaur. A huge lizard-bird hybrid who stalks the moors & flies above the forests searching for prey. These creatures hunt & eat & some have a low cunning intelligence & the ability to speak. Those that live for a long time manage to learn more than simple, rudimentary culture & become capable of higher reasoning. Very ancient examples of these creatures grow to gigantic sizes & have great knowledge of the distant past & its mystical secrets. Adventurers may seek out the lore of these ancient dragons or they may try to find & loot the hatcheries of the dragons to find eggs & scales of these monsters for their own purposes.

A folkloric dragon is a timeless being linked to a specific river. The river Eis has scaly banks of red shale and the locals call these the scales of the Eis River Dragon. In times of flood the river leaves its banks & the dragon rises into the air – a sinuous scaled serpent that winds through the air flying without wings. The river dragon can be appeased by offerings of sweets placed upon the banks (all of which are mysteriously consumed when no-one is looking). Festivals are held seasonally & whole village holidays are held in the dragon's honor. A certain old man of the village tells a tale of a cave hidden on the river bank that can only be found when the river is lowest - but adventurers interested in going there when the conditions are right can find a small & sleepy dragon – like a charismatic mix of wolf & python & salamander. The creature's fierce demeanor hides its seasonal weakness – for its strength comes & goes with the river's annual floods. If captured by having its tail held firm in both hands the dragon offers to perform any one task in exchange for being set free.

Zodanurlguh the Brilliant Eyed is a legendary dragon. The shimmering multi-hued creature is as big as a whale & it sleeps in the harbor of the city Amat. The dragon's realm is a series of ancient caves & lost tunnels of a much more ancient civilization. The lowly underground dwellers that haunt the city's underworld all worship Zodanurlguh as a god & the great dragon regards this as expected & natural. She dispenses to her most loyal followers one of her eggs – that they might raise up a fledgling child as their own idol of her cult. The five monstrous tribes of subterranean monsters each have their own egg or hatchling-god & though they war with one another for Zodanurlguh's favor- they prefer above all else to sneak into the overworld to steal children and gold – as offerings to their idols & their god. When Zodanurlguh stirs there are great waves in the harbor & fear overtakes the city – this has been the state of things for a long time & the Amataens accept that they must offer a few of their children to the unspeakable underworlders unless they wish that the dragon visit calamity upon them & destroy the city utterly. It is into this situation that a band of likely heroes find themselves drawn – to at last put an end to the ancient dragon's tyrannical rule.

The Divisions between these types are holistic – they cover every aspect of the monster and are definitive – they describe the monster's role in the setting & your reality. In this respect, these categories are analogous to the division between NPC and PC. The NPC and the PC are both characters but the division makes all the difference in how they interact with the setting.

Practically speaking – Ecological Monsters are suited to incidental or random encounters as well as set pieces involving variable tactics, each more or less likely to succeed. Folkloric monsters are more in the nature of oddities & puzzles – they'll tend to occupy specific locations or specific circumstances – scenes involving them will be a combination of frightening, confusing & whimsical. Legendary Monsters are effectively final bosses, NPCs around who orbit significant aspects of your setting & story.

Generating Monster Statistics

In most cases you'll want to pit your monsters against your players in scenarios involving combat. In order to adjudicate these combats you'll naturally have to generate statistics for your monsters. Monsters have some commonalities with PCs but their statistics are intentionally distinct. The essential Monster stats are described here so that you'll be able to create monsters with relative ease.

HD Size – This is the die type used when rolling the monster's HP – it ranges from d2-d20 based on the monster's size.

HD Number – This is the number of HD that a monster rolls when calculating HP. The more HD the more skillful & capable the monster.

HP – This is a static bonus added to the Rolled HP for a monster – this represents the monster's relative durability & strength. Some monsters add a bonus, some deduct a penalty.

AC – This is the monster's defensive ability – it has a floor of 10 – meaning without any modifications it is hit 50% of the time. This increases if the monster is armored, skilled or evasive.

Attack # - The number of attacks a monster makes in a turn. The higher the number the more deadly a monster – this represents skill as well as multiple limbs & attack types.

Attack Mod – The bonus to the monster's attack rolls.

Initiative – The bonus applied to the monster's attacks

Speed – The number of spaces the monster can move on its turn.

Saves – All monster saves are consolidated into one statistic. This represents the monster's ability to avoid certain death.

Stats – Monsters are expected to have a 10 in all of their stats – so that in the event that they must make a stat check they have a 50% chance of succeeding. Increasing this number increases the chance of success.

Skills – Monsters are assumed not to have skills, per-se. If they do, these skills are are identical to the adventuring skills of a PC. When forced to make a check Monsters are assumed to have a rating of 2 in each skill – modified by the considerations presented below.

 # Appearing – The number of the monsters that appear at once. This value can be a strict number or a range. Modifications to this number either increase the number or they increase the dice rolled in a range.

Morale – This value represents the monster's courage. When menaced or threatened a monster must roll under this number on a d20 or be compelled to flee or surrender. The base number for monsters is 12.

Treasure – Each monster surrenders up treasure when it is defeated beyond whatever treasure it may be guarding. This number indicates the target for a PC search roll. The rolling this number or below indicates that treasure may be acquired by defeating the monster. A greater difference between target & result indicates which tables are rolled when generating random treasure – as described in the preceding chapter.

Parley – This represents the dice that PCs use to make social tests against the monster. Low numbers of dice and smaller dice indicate a monster is less capable of social interaction. More intelligent & sophisticated Monsters use more & larger dice.

Descriptors – Every Monster has at least one descriptor – a value that suggests the Monster's other abilities and their role in an ecology. A monster's statistics are modified by their descriptors using the tables presented here (purely as a foundation – these are functional guidelines rather than strict rules for monster design). Layering descriptors is a useful way for creating distinct monsters, but each descriptor, if used to apply statistics, will significantly empower a monster - making it extremely dangerous.

Maneuvers – A monster has maneuvers – just like a PC – and they have as many maneuvers as they have HD. Maneuvers for monsters are based upon their descriptors – with the description of the monster informing the creation of its maneuvers. An Undead monster with 2 HD may have maneuvers based upon draining life & resisting certain types of magic and so on.

Basic – At their most basic a monster is a menace that you describe, something you create entirely in the mind of your players. A monster needn't have any sophisticated statistical development, it can be simply – a monster. The Basic template is a standard baseline for you to use – consider all the other modifications presented below to be applied to this template.

Animal – This monster is an animal with animal desires & qualities. It wants to eat & sleep & mate and not to be eaten itself. Most animals are not monsters at all – but some monsters are animals. A particularly bloodthirsty tiger, a man-eating lion, a pack of ferocious wolves – anything that might constitute a real danger to ordinary people in the setting count as monsters. Animal monsters tend not to be very intelligent & use no tools and usually don't speak any languages.

Automaton – Monsters described as Automatons are often mechanical, but just as frequently magically animated objects. These monsters are mindless & robotic, they have no fear, no mind at all. A golem, a construct of magic & clay may be an automaton – as might be an ancient robot or an automated alien android. Automatons may respond to a single language, and potentially speak. If they have any specific skills or abilities they generally cannot deviate from those routines or use them creatively. Thinking machines are potential Automatons – but they will have other descriptors assigned besides

Modifications for Monsters						
Statistics	**Monster Types**					
	Basic	Animal	Automaton	Boss	Bug	Dragon
HD Size	2	1	1	2	1	3
HD #	1		1	2	1	3
HP	1	2	3	4	3	4
AC	12	1	2	1	2	2
Attack #	1			1		3
Attack /-	1			1		2
Initiative	1		-2	2	-2	
Speed	12	1				4
Saves	19		-5	-2	-3	-3
Stats	10			2		2
Skills	1			1		
# Appearing	1	1			4	
Morale	12		10	2	10	3
Treasure	1		1	1	1	10
Parley	2d4	1d4	1d2	2d6	1d4	2d6

Boss – A boss is a boss monster – a more advanced, intelligent & powerful version of an extant monster. Bosses often command their lesser brethren, but may be encountered alone. A boss monster often is the most powerful monster in a locale & will tend to dominate, not just other creatures of the same type, but all the monsters in a region. A lurking, monstrous king in the depthy pits of a dungeon may be a boss, as could be the alpha-wolf in a pack of vicious Murderdogs. One merit of the Boss as pertains to PC adventurers is that if it is defeated, often enough its followers & minions will be broken & scatter or possibly surrender outright. You can have a Boss' morale modification apply to creatures in its charge.

Bug – Instead of delving into the varieties & nature of arthropod species all of them are bundled under the banner of bug – here are spiders, fleas, ants & crabs – all those crawling creatures that occupy the same psychic presence of miniature, menacing crawling & alien. Bugs are usually pretty resistant to mental manipulation of any kind.

Dragon – Dragons are essential monsters that fulfill a very particular role. Dragons accumulate wealthy & power, knowledge & authority. They are powerful misers who are powerful combatants in many arenas. A dragon needn't be a classical dragon – a winged, fire breathing lizard, it may just as well be a terrible magical demon, a winged flying mermaid. Dragons have lairs, treasure, intelligence & strategy. They may also have wings, fiery breath & scaly hides. Dragons are usually spellcasters & one of their maneuvers at least should be a spell that they can cast.

Modifications for Monsters						
Statistics	**Monster Types**					
	Elemental	Faerie	Fast	Ghost	Giant	Immortal
HD Size	1				4	2
HD #	1	1		2	2	1
HP					4	2
AC			2	4	1	1
Attack #	1			2	1	2
Attack /-	1	2			2	1
Initiative		3	2			2
Speed		2	10			1
Saves	-1	-3				-5
Stats		1				5
Skills		2				1
# Appearing						
Morale	4			2		2
Treasure		2		2	1	2
Parley	1d4	2d8	1d4	2d4	1d4	2d8

Modifications for Monsters						
Statistics	**Monster Types**					
	Intelligent	Magical	Mount	Pack	Pet	Plant
HD Size		1	1			1
HD #	1	2	1			1
HP	1	1	1		1	4
AC	2	2		1		3
Attack #	1	1				
Attack /-	1	2				
Initiative	5	1		3		-5
Speed		2	2			-10
Saves	-2				-2	-3
Stats	1	2	1		2	
Skills	4	2			2	
# Appearing	1	1		4		1
Morale	3	2	2	2	2	10
Treasure	2	2	1	2	1	1
Parley	2d8	2d6	2d6	2d4	2d6	1d2

Elemental – Elemental monsters are based upon & have abilities relating to one or more elements. If the elemental monster is a creature of fire, its attacks deal fire damage, it is immune to fire & so on. If the monster has more than one element – you'll want to apply the bonuses from the template multiple times & grant it abilities relating to all the elements that relate to it. Elementals often respond to the ancient languages that relate to the elemental planes that govern their type. Pure elementals are often mindless, and are often co-described with the Automaton template – while some monsters have elemental traits, meaning this descriptor is added to their other templates – a Fire-Dragon or a Water-Ghost are fair examples.

Faerie – Fairies are the beings of prehistory – creatures of a dreamworld civilization. Some beings like Elfs and Dwarfs and Goblins that have a faerie ancestry are able to shift into the mortal world, most Faerie creatures exist in a flattened plane of existence – as shadows cast by the inhabited world. Faeries are always either light or dark, sinister or correct. A Faerie creature abides by bizarre, hard to explain rules that govern their existence. For this reason Faerie Monsters are often bound to locations or to people, families or objects. The Faerie of a particular forest might manifest throughout the forest, might have many minions – follower creatures. Another Faerie might be bound to a certain house, where it seems to protect the residents while harming guests who don't offer it milk & sugar. A Faerie monster usually has a peculiar weakness – in the form of a particular food or phrase or song – as well they have a particular strength based upon a bond that they possess.

Modifications for Monsters						
Statistics	**Monster Types**					
	Slime	Sneaky	Swarm	Trap	Undead	Warrior
HD Size	1				1	1
HD #	1		3			2
HP	1		3		5	2
AC	1	5	3	2	1	2
Attack #		1	1	1	1	2
Attack /-		3	2		2	3
Initiative	-3	2			-2	2
Speed	-5	2			-2	1
Saves	-4		2		-10	
Stats						2
Skills		5				1
# Appearing	2					
Morale	10		2		10	3
Treasure	1				2	2
Parley	1d2	2d6	1d2	-	1d2	2d6

Fast – Fast is a prosaic addition that simply adds some modification to the monster's movement speed – including a much greater movement speed & a higher AC. You can extrapolate fast to refer to aquatic creatures, flying creatures or a type of being that swims through the soil – or merely a fast running creature that is nondescript otherwise. Fast also applies a different movement type than might normally be encountered – a flying pig would, for instance, be a fast animal.

Ghost – Ghost Monsters are the remnants of once living things. Whereas Undead creatures are the soulless bodies animated by malice – ghosts are the lingering souls, bereft of bodies. Not all ghost creatures need be dead - some creatures & beings may be natively intangible spirit monsters. Most ghosts will have a maneuver that allows them to enter the bodies of others, possessing & controlling them. This could extend to even un-living forms, such as houses or a sword. Ghosts often have magical abilities that mirror the effects of phantasms.

Giant – Giant is a descriptor as well as a sort of type. A centipede is merely a nuisance, something unpleasant that one sees here and there, a giant centipede – the size of a horse – well that is a monster. At the same time a 50 foot man is a monster. A giant monster is anywhere between two and 2 million times the size of a normal creature. Adding this descriptor means that the monster is substantially larger than a person.

Immortal – Beings from beyond our reality such as Angels and Demons are Immortals. Some immortal beings reside within our reality – monsters like sphinxes or nagas – beings without a beginning or an end. Such creatures have no sense of history or time – they may exist in all times at once. They do not age, are not subject to diseases or hunger or thirst. Immortal monsters are significantly different from others in these respects and more. They will tend to be both capable magic users and will have knowledge of many, perhaps all languages. In many cases an immortal monster can be considered a demi-god or an earthly avatar of a god.

Intelligent – Intelligent is a descriptor added to any monster. If the monster would ordinarily lack the ability- this descriptor grants the ability to speak language and to read. Some monsters are purely intelligent without any other monstrous qualities. A normal cat with this descriptor would be able to speak, read, perhaps to cast spells – and so becomes a monster. Other creatures with this descriptor – particularly those that are already monstrous simply become intelligent varieties of the monster in question. An intelligent ghost may be a kind of specter- a spiritual manifestation of a wizard or a scholar.

Magical – Magical monsters have innate magical abilities - usually a few specific spells that constitute one or more of their maneuvers. They will tend to understand magical practices, and may be wizards in their own right, with spellbooks and spells of their own devising. Adding this quality to a mundane, non-monstrous creature can make the creature a Monster – a magical dog whose bark can shake the trees is monstrous, as is a spider whose web binds & charms people. True monsters – those with other descriptors who have Magical added as a designation generally become spellcasting variants of the original creature. A Magical Immortal could be an angelic wizard or a demonic priest.

Mount – Monstrous mounts could include the undead horse ridden by a vampire king, or it could be a monster that may function as a mount for intrepid PCs – perhaps a tame griffin for example. Mount is applied whenever the possibility exists for the creature to be tamed & ridden – if not by the PCs, then by an NPC or even other monsters.

This tag can be acquired by tame creatures if they are taught to carry a rider – even very common animals, such as a deer or a wolf, provided they can accommodate a rider, may *become* mounts, acquiring this descriptor & traits.

Pack – Pack creatures work together & practice team based tactics. Pack monsters are potentially extremely organized and may even rival an army's effectiveness in large enough numbers. A monster that is pack based will have its number appearing increased either by the indicated number or a shift in the die type. Pack creatures often have maneuvers that utilize & rely upon their superior numbers & are skillful at having team-based tactics.

Pet – Pet monsters are suitable to become the pets of NPCs & PCs. Creatures like housecats could obviously be assigned this tag – but just as possible is the attribution of pet status over a huge & menacing monster – so long as its disposition & nature allow it to become a pet. Pets are protective of their masters & tend to provide aid in fights rather than to instigate battles on their own.

Plant – Plant Monsters are creatures made principally of plant material. This can include things like tree-men or wicker-golems, even huge, predatory venus fly-traps. Plant monsters move slowly but very often have abilities associated with regenerating health & resisting damage. These creatures are resilient, patient & only occasionally intelligent.

Slime – Constituting many types of grotesque, shapeless monsters, slimes are essentially chemical oozes that have the ability to inflict harm on others. Infrequently these are entirely naturally occurring monsters i.e.: vast slime-molds that drown those who tumble into them. More often these are somehow ambulatory, predatory entitites – either alien in origin or magically actuated. Slimes are very resilient against harm & their maneuvers often incorporate acidic damage, resistance to harm & the ability to withstand non-melee attacks. Slimes are frequently weak against a single condition such as fire or cold.

Sneaky - A sneaky monster is one that is skilled. Its skills & abilities generally revolve around stealth & ambush – hence: sneaky- but such a monster might have a whole raft of other skills, like scaling walls & detecting traps. Sneaky monsters tend to attack from ambush, remain concealed and may follow players around before striking. Magical & Sneaky monsters may have magical stealth – invisibility & so on. Ghost & Sneaky monsters may be insubstantial & able to pass through solid objects without interference.

Swarm – Swarms are monsters composed of many smaller entities. A swarm of otherwise innocuous creatures like bats & rats constitutes a monster – as does a swarm of animate fungi or a massive slime-mold colony. Any monster, effectively, that lacks its own physiology and is formed of many smaller creatures
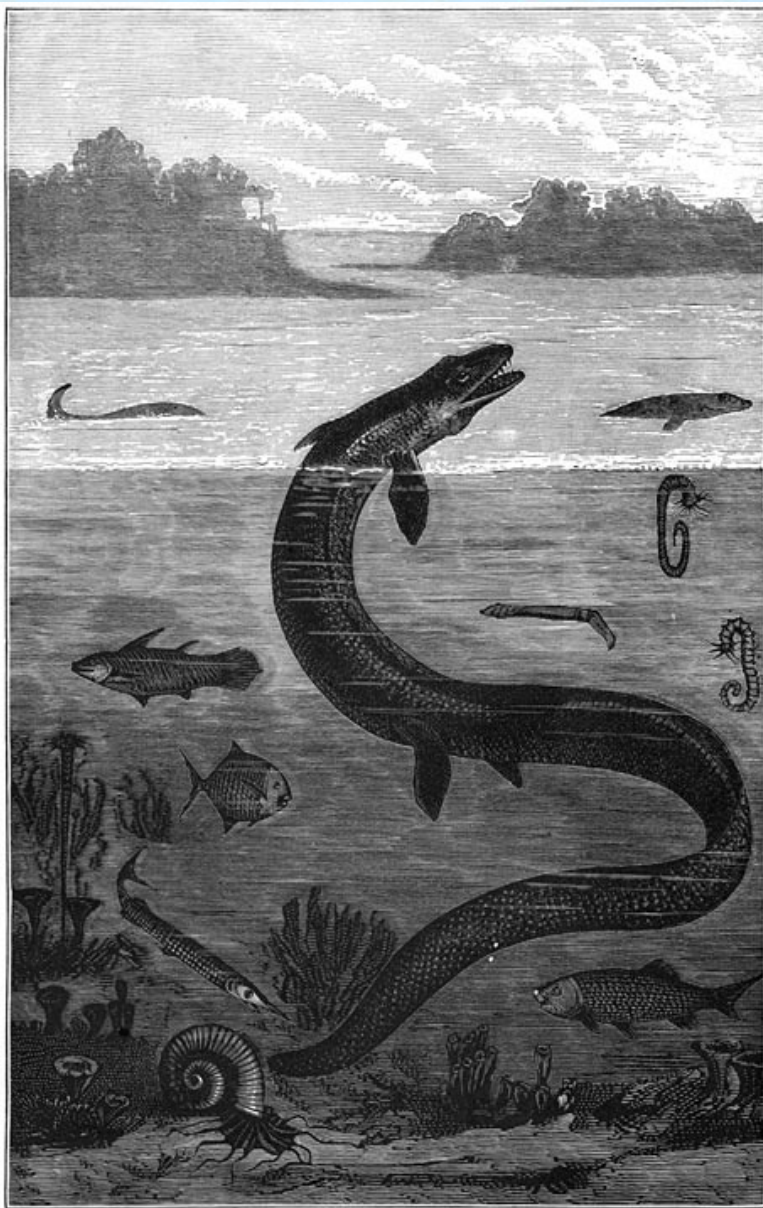
can be a swarm. Swarms generally have maneuvers that are related to their ability to engulf & overwhelm things, including people or whole communities. A Giant Swarm might be a swarm that can overwhelm a town, or it may be a swarm of larger megafauna – such as a swarm of wolves or bears. Swarms are notoriously stupid – they almost never attempt skill or ability checks and are very difficult to treat with using any social tests.
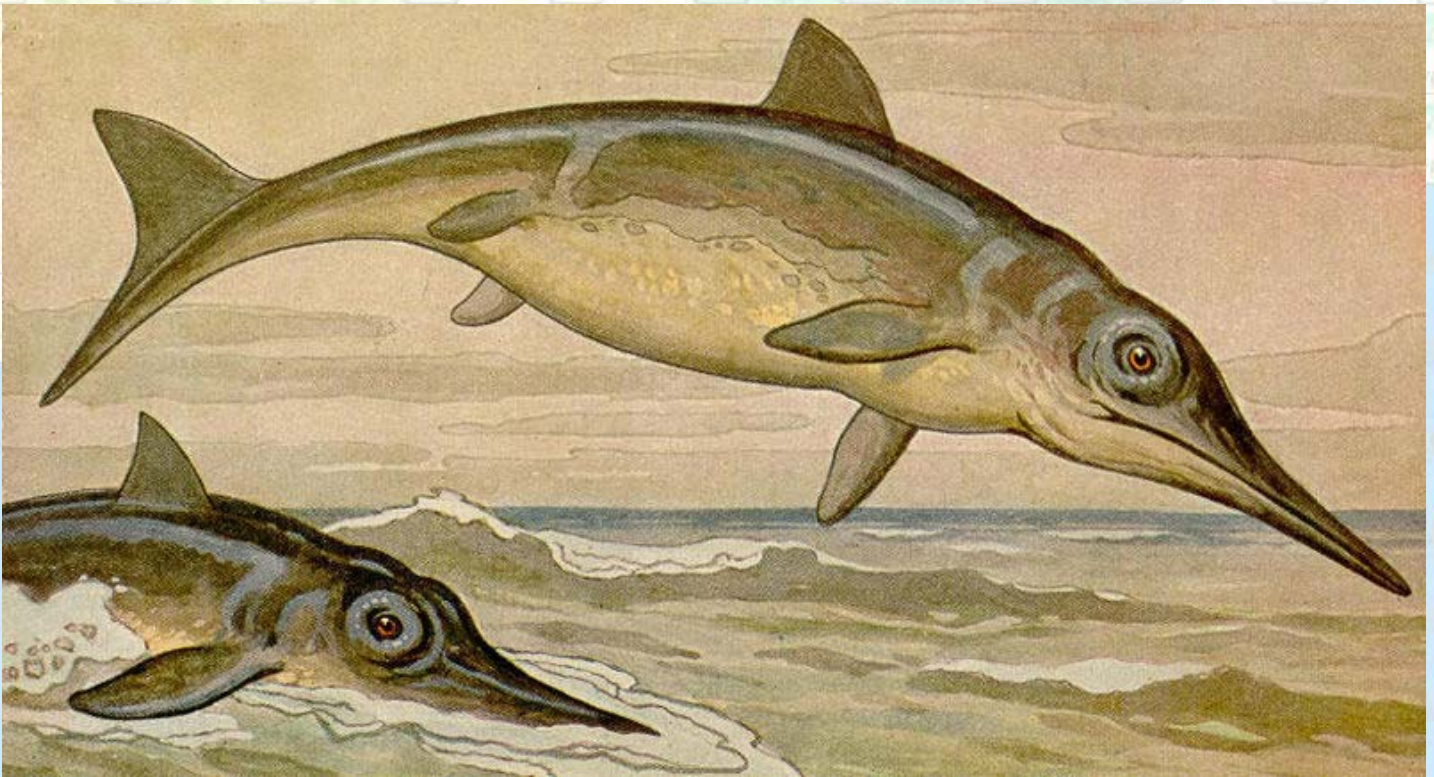
Trap - Trap monsters lie in wait & inflict damage only very sporadically, sometimes only once. Traps are not neccissarily even Monsters per-se, but are included as they can statistically be created in a manner similar to the creation of a monster. Some monsters, even sentient & intelligent ones deserve the Trap designation owing to their method of predation. An enormous ant-lion with magical knowledge would be a trap monster – awaiting & tapping prey. A monster that uses ambush & strikes hard in its initial attack is a good candidate for a trap.

Undead – When a creature has the semblance of life after death it is not dead, but undead, an unliving husk animated by dark forces & magic. Undead monsters almost always hunger for the living & are inimical to all life. Undead monsters with no other characteristics are often animated on the spot by magical means – usually spells. An undead monster that is intelligent, magical or a faerie creature for example may be a vampire or a corpse that has been cursed. Ghosts differ from undead in that the undead being is without a soul while a ghost is a soul (or portion of one) without a body. A Monster that is both a ghost & undead may be a binary monster – a ghost seeking its animated body – or it could be an ensouled undead being – perhaps a mummy or a lich.

Warrior – The warrior descriptor adds combat ability & ferocity to a monster. A creature with this quality is more skilled at fighting, more adept at taking and dealing damage and generally less prone to flight. Adding this descriptor significantly improves a monster's combat puissance & can be imposed on a particular example of a monster: e.g.: A Warrior Vampire – who is the animated corpse of a fallen knight; or it may be a feature of all examples of a monster – e.g.: All tyrannosaurus rex could have this quality as they are gifted at combat.

Hit Dice

A monster's HD is a rough indication of its relative power. Monsters, like PCs and NPCs have a number of Hit Dice & an indicated Die Type. The larger the creature the higher the die type –ineffective monsters use d2 and d4 up to very powerful creatures that use d12 & d20. The number of HD decides the real force that a monster possesses. Not merely in terms of staying power – but in terms of its other abilities and attacks. As with PCs – Monsters have a number of maneuvers based on the number of HD they possess. In some instances, a monster is representative of a tribe or group of similar creatures. Ecological monsters of this type will tend to vary in the number of HD they have based on the specifics of a specimen. A warrior of a clan of lizard-demons may have 4d8 HD – while a hatchling only has 2d4 HD.

When using a monster in an encounter you can roll each specimen's HD separately – generating an HP maximum – this can simulate a variety of effects. A low HP example may have previously been injured by a recent combat, a specimen with a high HP total may be a particularly vital example of monsterdom. You can also simply take an average value of the indicated HD and apply it to all the monsters universally.

Monsters attack using their innate abilities – this in contrast to NPCs and PCs who use training & weaponry to make attacks. A monster is monstrous, and thus has the ability to frighten, kill and otherwise endanger people by virtue of its mere being. A monster has a number of maneuvers based upon its HD. Creating the maneuvers that your monsters will use is likely the most onerous aspect of monster creation. Inventing specific attacks & spells for every HD of every monster may seem initially quite demanding. This effort is made simpler if you consider the monster thematically. Think of not just what the monster is, but what it does. A gigantic ogre may eat people whole – and have a suite of maneuvers related to that. For your reference some basic maneuvers that you can adapt to individual circumstances are presented here.

Regeneration – The beast recovers on HD worth of Hit Points.

Mass Attack – The monster uses one of its attacks against multiple opponents simultaneously.

Spellcasting – The Monster can cast a specific spell or a number of spells based upon its HD.

Defense Mode- The Monster takes half damage from attacks while defending.

Ablative Defense – When the monster is harmed an amount of damage is returned to its antagonists.

Restrain – The creature somehow inhibits movement or immobilizes opponents completely

Absurd Strength – The Monster can destroy buildings & structures maybe even lift & throw them.

Elemental Ray – The Creature can throw some kind of energy in a ranged attack.

Camouflage – The monster can hide or remain concealed with great skill.

Venom – The monster inflicts poison with one of its attacks.

Terrifying – The monster is too frightening to engage with & may provoke a rout.

Telepathic – The monster can communicate without speaking, it may read thoughts as well.

Shape Shifting – The monster can assume other forms, or any form.

Aura – The monster radiates some kind of energy that makes it difficult or painful to approach.

A Monster can use all of its attacks on each of its turns – but only one of its maneuvers. A 3HD monster with three attacks uses as many of those as possible during each of its turns – for instance, if such a creature was a 10 legged cat ridden by a demonic imp with 3 attacks – it may strike with its cat's claw, its imp's fork & its fiery breath on each of its turns in a round. And it may attack the same person. Assuming that there is no – one in range however, this monster may only make its fiery breath attack as it tries to close into hand-to-hand proximity. This may seem overwhelming or unfair – but a Monster is intended to be a real danger – a danger to the world itself.

A maneuver consumes the monster's entire turn – generally – though you can invent maneuvers that incorporate multiple attacks. By no means does a maneuver mandate an attack however. Some maneuvers are pure defense, some are simply non-combat tricks & abilities that the monster may possess. These should invoke & imply the descriptors you've come up with for your monster. A fast monster may have a special technique for running away, an armored monster may have a method for rolling up into a ball defensively, a magical monster may simply cast spells. A monster that has the capacity for magic at all can cast spells the same way that Players do – using an entire round to cast a spell – but you may consider creating specific, spell-based maneuvers for such a monster.

Monster attack & damage rolls are determined by looking first at the HD of the monster. The damage die used for the monster's attacks should be 1 die smaller than the monster's HD. A monster that rolls d20's for its HD rolls d12s for its damage rolls. A monster that uses d10s to calculate its HD rolls d8s for its damage rolls.

Defeating Monsters

Monsters alone, devoid of any other story or adventure related awards grant their slayers Xp equal to 200 times their HD divided among all the surviving combatants.

Creating Monsters

While you'll likely wish to make use of your setting to generate monsters, it's entirely likely that you may have the disposition & the time to create monsters purely to amuse yourself. Presented hereafter in this section are tables that you can use to randomly generate all the monsters you want. Use the tables as you see fit, you can roll as you please or choose whatever suits you.

Monster Appearance & Form

1	Troll	21	Horse	41	Chicken	61	Panther	81	Goat
2	Ogre	22	Serpent	42	Troll	62	Dove	82	Ape
3	Dragon	23	Fungus	43	Elemental	63	Spider	83	Chimp
4	Wyvern	24	Moss	44	Insect	64	Bat	84	Skeleton
5	Golem	25	Fish	45	Puma	65	Dinosaur	85	Vulture
6	Mutants	26	Elephant	46	Wolverine	66	Fly	86	Heron
7	Plant	27	Robot	47	Cougar	67	Sheep	87	Pony
8	Beast	28	Alien	48	Ladybug	68	Husky	88	Elk
9	Sea	29	Kappa	49	Eloi	69	Troll	89	Moose
10	Eldritch	30	Humanoid	50	Buzzard	70	Kangaroo	90	Scorpion
11	Giant	31	Abomination	51	Moth	71	Crocodile	91	Constrictor
12	Dinosaur	32	Plant folk	52	Morlock	72	Mongoose	92	Asp
13	Machine	33	Kenku	53	Time Traveler	73	Ichthyosaur	93	Pigeon
14	Bird	34	Djinn	54	Clam	74	Snail	94	Raven
15	Lizard	35	Minotaur	55	Badger	75	Squirrel	95	Shark
16	Spider	36	Centaur	56	Faerie	76	Titan	96	Bull
17	Ant	37	Devil	57	Insect	77	Weasel	97	Cricket
18	Hominid	38	Eye	58	Reptile	78	Cyclops	98	Mastiff
19	Demon	39	Sphinx	59	Gorilla	79	Gecko	99	Amoeba
20	Angel	40	Fox	60	Jaguar	80	Iguana	100	Tortoise

Monster Descriptors	
1	Basic
2	Animal
3	Automaton
4	Boss
5	Dragon
6	Elemental
7	Faerie
8	Fast
9	Ghost
10	Giant
11	Immortal
12	Intelligent
13	Magical
14	Swarm
15	Pack
16	Sneaky
17	Undead
18	Warrior
19	Roll Twice
20	Roll Thrice

Monstrousness	
1	Eats Children
2	Steals Souls
3	Spreads Sickness
4	Lurks Behind You
5	Poisons Water
6	Enslaves People
7	Consumes Hearts
8	Hunts People
9	Ruins Weddings
10	Wrecks Harvests
11	Sours Milk
12	Deceives Kings
13	Teaches Evil
14	Spreads Lies
15	Governs Evilly
16	Blasphemes
17	Hates Everything
18	Steals Livestock
19	Demands Tribute
20	Causes Dissent

Terribleness	
1	With Extra Arms
2	With Many Eyes
3	Coated in Slime
4	Invisible Skin
5	Hideous Shape
6	Covered in Horns
7	Stinks like Filth
8	With Many Tails
9	Tentacled
10	Warty
11	Atavistic
12	Slobbering Always
13	Shooting Rainbows
14	Horrible Color
15	Piercing Cry
16	Horrid Song
17	Fangs & Teeth
18	Extra Heads
19	Many Mouths
20	Radiating Power

Horror	
1	Leaps from Shadow
2	Lurks Underwater
3	From Another Plane
4	Always Behind You
5	Leads The Storm
6	Pulls Them Under
7	Holds Them Down
8	Invades Dreams
9	Watches
10	Always Returns
11	Bites Without Eating
12	Touches Your Face
13	Sees You Sleeping
14	Knows
15	Giggles Hideously
16	Gives Evil Wishes
17	Hungers for Blood
18	Is Eternal
19	Cannot Die
20	Crushes Bones

Desires	
1	Ends The World
2	Kills Gods
3	Destroys Cities
4	Takes Everything
5	Enslaves All
6	Eats
7	Collects Bones
8	Burn It All
9	Consume Magic
10	Break Nations
11	Spoil Oceans
12	Rule The Past
13	Master the Future
14	Spread Plague
15	Defeat Hope
16	Kill Mothers
17	Prophecy Doom
18	Crush Fathers
19	Conquer All
20	Crushes Bones

Weaknesses	
1	Light
2	Cold
3	Fire
4	Secret Words
5	Mirrors
6	A Certain Song
7	Childrens Laughter
8	Virgins
9	Cleanliness
10	Holy Signs
11	Fences
12	Running Water
13	Magic Swords
14	Iron Nails
15	Code of Honor
16	Hospitality
17	Kindness
18	The Eyes
19	Silver
20	Solitude

Here is a monster generated using the random rolls from the previous pages. The rolls indicate that the creature is a cross between a chameleon & a scorpion & that it spreads dissent, is magical & sneaky & that it lurks in water. It is weak to iron nails.

As an *Ecological Monster* – we can extrapolate a bizarre species – a miniature & alien menace:

These miniature creatures with squamous lizard-like bodies possess a pair of snapping claws & their long tails end in a third, spear-like appendage. When found the creatures seem to be inert. In this phase of their development they are always found curled into a ball in a stagnant pool, barely distinguishable from rocks, they wait to be handled by the unwitting. Once the creature begins to stir it patiently waits for a good opportunity – as it is both clever & capable of minor feats of magic. When those who have awakened the creatures are vulnerable one of them attaches to the back of the subject's neck using its pincers – and then it bores a hole into their skull using its spearlike tail. After this, the creature's victim becomes incapable of making good decisions – its alignment turns toward evil & they are devoted only to protecting the parasite & betraying their allies. The creature is difficult to remove and may kill its host unless an iron nail is driven into its heart.

The creature can be a *Folkloric Monster* as well:

In a certain well in a certain town lurks the malign beast. This creature whispers from out of the darkness & uses its formidable illusion magic to cause the people of the town to turn on one another, to betray their leaders & to shun visitors. The folk of this town, having, for a long time

been corrupted by the dissident whispers of the thing in the well are notable to outsiders for making no use of iron and for attempting to drive off any who make use of that metal. While this appears to be nothing more than a religious taboo, interested parties who investigate further will note that everyone who uses the town well does so alone. No one takes help and uncharacteristically the well is not a place of gathering for the villagers. Whenever a PC uses the well they are confronted by these whispers & some illusions that provoke sedition & betrayal. Those who resist these charms & wish to investigate further may find the malignant beast living in an underground cave that the well gives access to. The creature is large- as big as

a horse & it swims through the water propelled by its reptilian tail. When confronted the malignant beast (which is difficult to see in the darkness but which resembles a chitin-clad lizard with an odd number of legs) uses its stinger-ended tongue to attack from range & its 5 awful pincers to attack up close. The creature is resistant to all harm but it fears & is harmed by iron weapons. It uses its magic & its ability to cloud minds to its last – always attempting to turn others against their allies. Legends say this being is the cursed remnant of someone who was drown in the well as the result of a betrayal. A warped spirit that has taken on a physical form and seeks to draw others to the same grisly fate.

Using the rolls you can also make the monster a *Legend*:

Once the familiar of a powerful wizard, the monster was warped & corrupted by magic. The familiar suffered greatly but through the crucible of its development it became both sentient and powerful in its own right. Now, quite mad and filled with antipathy for mages of all kinds the creature has taken up residence in the land. Finding that the waterways provide excellent cover, the creature uses its magic & natural form (that of an alligator sized chameleon with a stripe of armored plates and a pair of pincers at the end of its tail) to remain concealed in the canals & rivers of the region. It wanders far and wide in search of wizards to torment & destroy. When anyone with magical ability is discovered it uses its own magic to undo the wizard, methodically turning the spellcaster's allies against them. This has gone on for long enough that there are only a few wizards left in the land & they exist in a state of constant fear. The creature toys with them & whenever it is able, captures & corrupts their own familiars – these it transforms & mutates so that they too take on a nightmare form & spread the plot of wizard-genocide. Many among the nonmagical population regard the harm the creature has wrought as the just deserts of all wizards – and some will even act in aid of the creature.

With monsters it is perhaps best to leave the naming of the creature to those that it menaces. Giving each monster its own explicit name can have unintentional consequences. A monster may seem commonplace, or less threatening if it is well known. PCs and NPCs will likely name the creature after what it does & what it looks like – if possible, let your PCs name these creatures as they are encountered.

Knowing Your Players

This game, like all Pen & Paper RPGs is uniquely collaborative. The game without players is merely a book. Indeed the book is entirely optional. Because the game is a collaborative effort to tell an adventure story it requires collaboration – collaboration requires understanding. Presented here are the types of players you are likely to encounter along with some tips on how to run the game for them.

Player Agatha – Player A is enthusiastic about the game and the hobby as a whole. Agatha is a young player who has had a lot of exposure to the tropes of the hobby without actually playing games much herself. She may have learned primarily from video games. Agatha is excited by the prospect of doing anything at all rather than having a few strictly dictated choices. Because she is young and lives in fantasy the adventurous aspects of the game are less compelling to her than are breaking social taboos. Expect this player to behave erratically toward NPCs and to need a little help with game mechanics.

Player Bridget – This player is interested in the game for its social element, but is not merely a spectator. This player is probably friends with at least one of the other players & will make the game itself a satisfying social encounter. Bridget is very good at storytelling in her own right & brings a fresh perspective to the game. Invite this type of player to improvise often & try to coax her into stating goals so that you can offer these rewards as narrative eventualities.

Player Chris – A player like this is somewhat inscrutable. They come to the game because they want to, they work on their characters when not at the game –they may even write elaborate backstories and player logs – but the table they are very reserved. This type of player needs to be made to feel empowered – that they are not just along for the ride but are able to drive events & make choices that will drive the adventure.

Player Dave – This is a player of the Old School. Such a player may have been in Lake Geneva 40 years ago, or they may have been raised by someone who was. This is a player who has seen it all and done it all, they've been
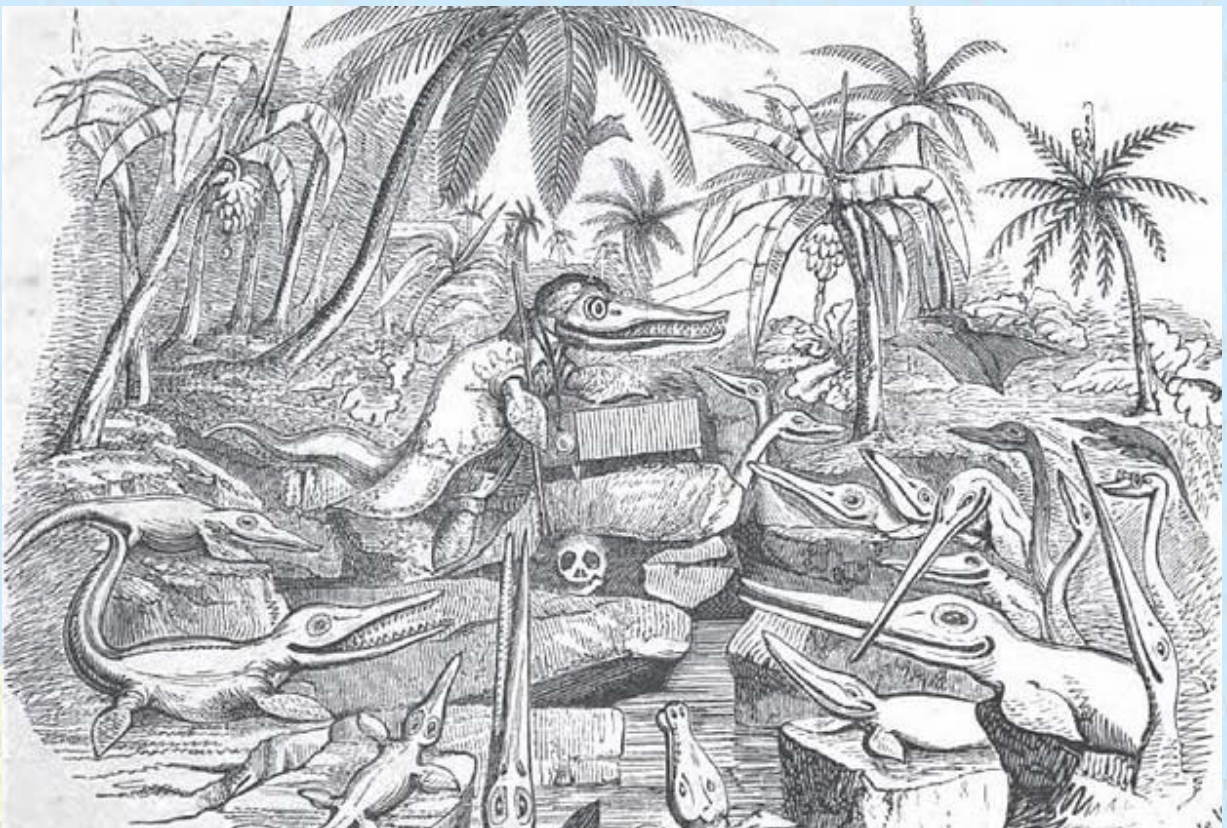
through canonical dungeons & murdered more PCs than you've even met. And yet, they still show up to play. This player is hard to surprise, but easy to entertain – they're committed to the hobby and they've played enough to recognize different styles. A Dave style player is generally pretty affable, easygoing and easy to play with. They will expect & deal casualties, they are sentimental about games, not characters.

Player Esther – Esther wants to play the game because her boyfriend does. She's trying hard to be a good sport & she's just involved in genre fiction enough to play along with the tropes. Player Esther wants to play the game 'the right way' and may not easily understand that anything you want to do you can do, and the acting aspect – the Role-Playing tends to elude her. Esther will generally play a version of herself with only slightly less restraint.

Player Frankie – Frankie doesn't quite grasp the difference between Pen & Paper and computer RPGs. He thinks that there are strict boundaries, or if it's obvious there aren't – he thinks there should be. Frankie does well in a role where there are strict guidelines to behavior but is a disaster as the Referee. This type of player is interested in the game & the stories that can be told using it, but is a bit more interested in simple mechanics and the ability to kill opponents and progress their character.

Player Geoff – Geoff is a rules expert. He devours the rules of many games without ever even playing them. He's knowledgeable and very capable of inventing strategies that will break your story & totally derail your NPCs and Monsters. At the same time Geoff is a great confederate – he'll help keep track of rules & is excellent at keeping track of initiatives & other bookkeeping tasks that might be overwhelming for a new Referee. As a Referee Geoff is a bit too smart for his own good. His clever tactics, when unleashed on unsuspecting PCs tend to be excessively murderous.

Player Harriet – Harriet is working out her own very specific fantasies. Expect her to play a very similar character in all the campaigns you run & for this character to have similar motivations & aspirations. This avatar type character when portrayed & run well is a known quantity that you can build a campaign around – when done poorly she's a bit of a Mary-Sue, effortlessly capable of solving every problem. Don't let this player get too comfortable – challenge her character and don't let her just rely on her well worn repetitive tactics. At the same time – never make those tactics totally obsolete – there's no need to punish Harriet.

Player Isaac – Isaac cheats. He misconstrues rules to his advantage & may fudge or falsify die rolls. This player is likely to have a somewhat unsatisfactory personal life & comes to the game in search of a win. You can get somewhere with an Isaac if you aren't too put off by cheating. The best thing to do is to pair him with an appropriately antagonistic player – one who will anticipate & call out his bad behavior while forcing him to improve as a player.

Player JR – JR loves to game & it's his primary mode of recreation. He's really interested in playing the game and is a solid player who performs well. The hardest part about playing with him is that he'll pore over the rules in between sessions & that he bores easily of playing the same character. JR will ask to reconfigure or 're-spec' his character between sessions in an attempt to get all of the experiences the game has to offer out of one campaign. This impatience can star to derail the campaign especially if you indulge him too much. The best thing a for a player like this is to put them in charge of devising spells & building the party & strongholds. This will help them to focus on useful tasks while away from the table without allowing him to become distracted & interested in switching horses midstream.

Player Kevin – Kevin is an affable loser. He'll build a doomed character and enjoy playing that character but expect all along a satisfying death. His characters have death wishes & expiration dates. This is a handy player to have on hand as you'll usually have a convenient scapegoat when the time comes for you to murder a PC.

Player Lian – Lian is very good at getting into character. He portrays his PC with aplomb & is usually one of the smarter players you can have. Generally interested in exploring the setting, the real danger you face from a player like this is away from the table – where you might be tempted to reveal too much & spoil the surprises that are upcoming. This player is one who helps the game go forward by convincingly portraying an avid & almost always, smart character.

Player Matthew – A good foil for almost any other player. Matthew understands first and foremost that the game is supposed to be fun. He'll try and draw new players out of their shells & he's fairly good at acting and not at all shy about it – which also helps to put new or shy players at ease. Matthew will speak up, sometimes in opposition to you as a referee – if he feels that you're not giving the others enough of a chance. He's also very handy at forcing inexperienced players into the limelight – giving them a chance to shine.

Player Nikk – Nikk is an experienced player who tries to make novel characters for every campaign. These tend to start off pretty distinctly & his characterizations start off strong – but Nikk is a sprinter & on a long timeframe his characters all devolve to being versions of himself. Your best bet is to either play brief scenarios with Nikk or to get him to play a PC that doesn't diverge too far from his median persona.

Player Olivia – Olivia just sucks. She complains, forgets what she's doing & ignores what's happening in the game. She'll often sabotage climactic scenes by petulantly asking what is happening & then rudely demanding that everyone stop while she determines what she will do during the scene. Olivia tends to be the guest of another player – do not feel as if you are being held hostage by Olivia – you can refuse her entry to your game.

Player Pat – This player is working out their own things at the table. Very often Pat will play a character of the/an opposite sex – very often a kind of fantasy substitute for him/herself. This won't prevent anyone from having a good time but it can cause distraction – particularly if other players address the situation. You should actively protect the feelings of a player like Pat while steadfastly refusing to address the situation yourself. Drawing attention to this kind of a player's choices only feeds a controversy that shouldn't exist at all.

Player Quentin – This player has extremely troubling personal habits. Whether unclean as a preference, or possibly indigent or purely deranged, Quentin is unpleasant to be around. This player is effectively a hobo who has come to find that RPG players need, above all else, other players. Because an open chair is easy to find at the table Quentin will be invited or invite himself. It's only a matter of time before he alienates other players to the point that the game is disrupted though. When dealing with such a player you must carefully weigh their contributions to the story & the game against the disruptions their behavior creates.

Player Ron – Ron is solid, an organized & methodical player – Ron is an effective tentpole. You can expect him to miss very few sessions & for him to play in an almost professional way. He will have a good time, but it may be hard to tell. Ron is very good at organizing other players & getting the game to happen at all. He's also exceptionally reliable in the game – you can build story around his character because it is easy to see what he'll do with his character and what his character is capable of. Ron will never forget to add a bonus, and will never need reminding about the spells he can cast & what they can do.

Player Steve – Steve has all the makings of a star but is too unreliable to really build your game around. He may not show up often but when he does he puts in a good performance, eats up your exposition & generally improves everyone's mood. The real problem is that he's just not usually available. When he can be there he's the star of the campaign, when he's not your campaign seems rudderless. The best thing you can do is to make Steve's character a sort of recurring guest star. Maybe give his character more Xp or more equipment or abilities than others – so that whenever he can show up he'll be able to really portray his star quality & can inspire the other players without allowing them to actually rely on him.

Player Tim – Tim's a lot of fun. He likes the theatrical aspect of the game but his needle is perpetually stuck on comedy when it comes to humor vs. drama. His characters will often be absurd and he'll try to keep the joke going, sometimes long after it stops being funny. The worst thing you can do with Tim is try to get him to stop being funny, the best thing you can do is try to join him in the joke. Give Tim enough background to make his humorous character a part of the setting rather than a pure outsider. If he's insistent on being Monty Python like – you may want to move him more toward Life of Brian than say Holy Grail. Get him to find a niche in your setting to exploit it for humor rather than letting him break the verisimilitude by trying to be a jokey outsider.

Player Ulthan – This player is probably smarter than you. He sometimes plays a foolish character but not often as he'll see the virtue in having an avatar that is capable of understanding plots & story. Ulthan will tend to see through your plots easily – he's consumed more media than anyone you know. You'll have trouble tricking or surprising Ulthan, who doggedly pursues the plots you lay out, but if you can, you'll be a hero to him. Ulthan often makes characters with their own goals & agendas, it's best to make him a confederate by putting these goals within his reach.

Player Veronica – Veronica has heard that there's a lot to this RPG thing and she wants to try it out. She's not very invested in the game or even in playing it, this is a chance for her to be part of a group she may have some misconceptions about. Veronica might develop as a player but it's just as likely she'll try and spoil the game for everyone else if she thinks that they're somehow having more fun than she is, and she's probably not having much fun. Don't waste a lot of resources trying to help Veronica enjoy herself, she's not likely to return after a few sessions.

Player Wendy – Wendy wants to be at the game and is very invested in playing when she's at the table. She'll unselfconsciously portray a character & is really versatile, she can play villains, heroes and everything in between. What Wendy can't do is be bothered to think about or plan the game when she's not at the table. Wendy isn't a great Referee but she's an incredible player, she doesn't have the time or the inclination to write or map or do any of the other tasks that are required of some players – so don't put any kind of responsibility on her. Wendy carries the game far, when she can, but she just doesn't have the time she needs.

Player Xan – Xan is a weirdo, a strange person with strange ideas who likes the idea of a fantasy world in which those ideas can be explored. This player will tend to build oddities. Half-dinosaur half-angel characters with human familiars are the kinds of things you can expect. Xan delivers though – portraying a strange character with real facility and usually staying in character. You may feel that the bizarre nature of the characters Xan wants to play are off-putting but you'll have a better time & so will Xan and most anyone else, if you relent & allow them their overwrought monstrosity. These characters are fun to run & easy to involve. As outsiders normal plot elements may not interest them, but they can reliably be drawn in by a very specific and maybe even innocuous plot point. Expect a player like this to turn their nose up at treasure but to have magpie like fascination on the kinds of buttons NPCs wear or the exact temperature that magical elements boil at. This character keeps you on your toes.

Player Yancy – Have you seen the latest episode of the fantasy TV show? Yancy has and his character concept is lifted directly from the show's protagonist. Yancy isn't a bad player- and depending on your disposition he might be the best of them all. If you want to run an homage to a well known property then Yancy is your guy – he knows what is & isn't canon – he knows the storylines & he's prepared to play any character from the show or movie or comic. Now – if you prefer not to run something that is derivative – it can be tricky having Yancy around. You'll find you prefer to have him conceal his influences a little bit & you can do this by trying to get him to combine other fictional characters into the persona he builds.

Player Zabz – Zabz is an unsung hero of the game. This is a player who will pick up other players, who will call and organize, invite & host the game. Zabz loves to game & he's a bit evangelistic about it- he wants everyone he knows to at least try to play. If you've got a Zabz, you'll always have a game – he does the heavy lifting of organizing and browbeating players & he shows up reliably on time for every session. You can't take Zabz for granted though – he loves to play but he sees all of his effort as a show of loyalty. Make sure his character has some kind of reward for the players persistence- a bit more spotlight, a bit of extra Xp – don't be shy about handing out Xp to players who feed you or drive you around.

A Final Word

The Game of the North has been a collaboratively produced game that reuses & revisits the works of actual geniuses. There are too many people, living and dead to thank – rather, it is the long arc of civilization & technical progress that has allowed me to make this book and to share it. I hope you have excellent luck with the Game of the North & I encourage you to take up the mission of creation that is at the heart of the Game of the North.

If you have questions on rules interpretation, character or setting generation – or – if you want for me to print & distribute your setting on your behalf you can always contact me at Jeremiah@gameofthenorth.com

Thank you for journeying to the North & may your adventures there be filled with daring!

GAME OF THE NORTH
THIS IS THE CHRONICLE OF
_____

Belonging to the race of _____
Who has attained the title of _____
And the sobriquet _____
Who has earned the quantity of _____ XP

Standing _____ tall and weighing _____ With _____ Hair and _____ Eyes
ϙ Born at _____ at Hex N°_____◦ _____ years ago◉
Who has since learned to speak the languages of _____
Aligned with _____ - _____ Worships the deity _____
Of the _____ Religion

CHA
Charisma

CON
Constitution

DEX
Dexterity

INT
Intelligence

STR
Strength

WIS
Wisdom

HIT POINTS

ARMOR CLASS

ATTACK MODIFIER

Devices/Traps

Breath/Explosion

Death

Petrification

Spells

Scale Walls (_____)

Find Traps (_____)

Hear Noise (_____)

Hide in Shadow (_____)

Move Quietly (_____)

Open Locks (_____)

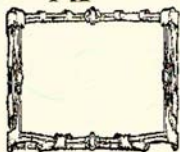Pick Pockets (_____)
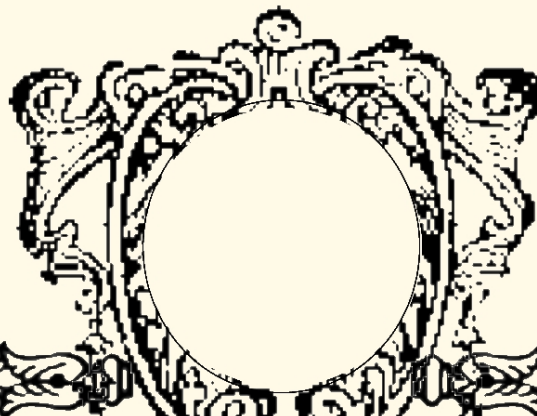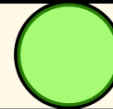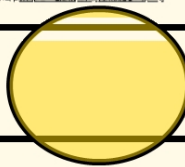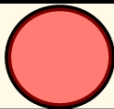
Dwarf Character Record

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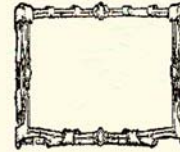
a DWARF

Hailing from the land of _____ at _____

Who's Hair is _____ and who's Eyes are _____

And Who is _____ Feet Tall and Weighs _____

XP

SP

| HIT POINTS | ARMOR CLASS | ATTACK BONUS |

CURRENT HP

CHA CHARISMA

CON CONSTITUTION

DEX DEXTERITY

INT INTELLIGENCE

STR STRENGTH

WIS WISDOM

DEVICES/TRAPS

BREATH/EXPLOSION

DEATH

PETRIFICATION

SPELLS

SCALE WALLS — MAX 7

FIND TRAPS — MAX 9

HEAR NOISE — MAX 7

HIDE IN SHADOW — MAX 7

MOVE QUIETLY — MAX 7

OPEN LOCKS — MAX 9

PICK POCKETS — MAX 7

HD
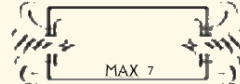
CYAN SIGN

CARMINE SIGN

SUN SIGN

VERDANT SIGN

SAMNITE OR FULLIGIN SIGN

DWARF ABILITIES - circle as acquired

CHTHONIC SURVIVAL   DWARFSMITH   SPELL RESISTANCE

CARRYING CAPACITY   ENDURANCE

RUGGEDNESS

DWARFSIGHT
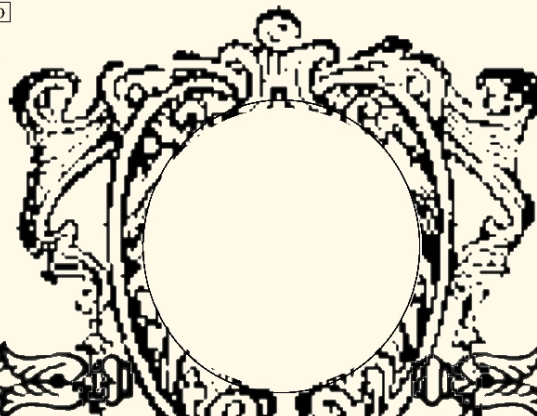
Elf Character Record

Here is the Chronicle of _____

an **ELF**

Hailing from the land of _____ at _____

Who's Hair is _____ and who's Eyes are _____

And Who is _____ Feet Tall and Weighs _____

XP

SP

HIT POINTS

ARMOR CLASS

ATTACK BONUS

CHA
CHARISMA

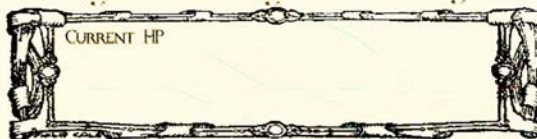CON
CONSTITUTION

DEX
DEXTERITY

INT
INTELLIGENCE

STR
STRENGTH

WIS
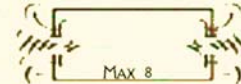WISDOM

CURRENT HP
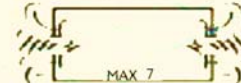
DEVICES/TRAPS

BREATH/EXPLOSION

DEATH

PETRIFICATION

SPELLS

SCALE WALLS   MAX 8

FIND TRAPS   MAX 9

HEAR NOISE   MAX 9

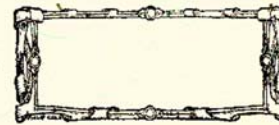**HIDE IN SHADOW**   MAX 7

MOVE QUIETLY   MAX 8

OPEN LOCKS   MAX 7

HD
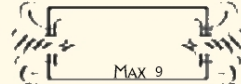
CYAN SIGN   CARMINE SIGN   SUN SIGN   VERDANT SIGN   SAMNITE OR FULLIGIN SIGN

ELF ABILITIES - CIRCLE AS ACQUIRED

WOODLAND STRIDES   ETHEREAL BEAUTY   SLEEP IMMUNITY   WIZARDRY

TRACELESS PASSING   SENSE HIDDEN   ILLUSION RESISTANCE   GLAMMERS

DISEASE IMMUNITY

338
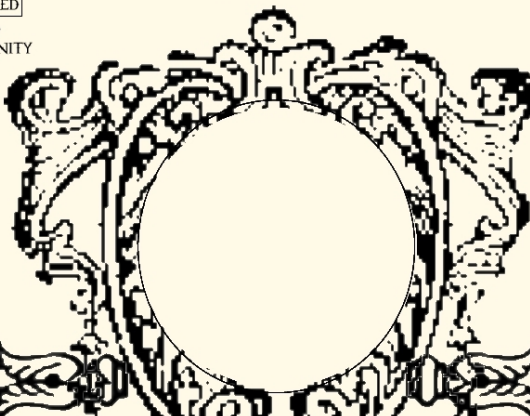
Goblin Character Record

Here is the Chronicle of _____

a Goblin

Hailing from the land of _____ at _____

Who's Hair is _____ and who's Eyes are _____

And Who is _____ Feet Tall and Weighs _____

XP

SP

HIT POINTS   ARMOR CLASS   ATTACK BONUS

Current HP

CHA
Charisma

CON
Constitution

DEX
Dexterity

INT
Intelligence

STR
Strength

WIS
Wisdom

DEVICES/TRAPS

BREATH/EXPLOSION

DEATH

PETRIFICATION

SPELLS

SCALE WALLS — MAX 8

FIND TRAPS — MAX 9

HEAR NOISE — MAX 8

HIDE IN SHADOW — MAX 7

MOVE QUIETLY — MAX 7

OPEN LOCKS — MAX 9

PICK POCKETS — MAX 8

HD
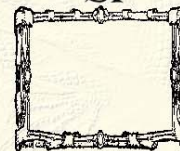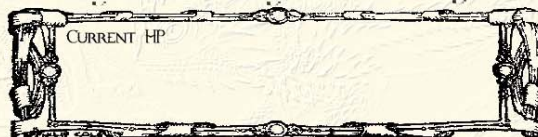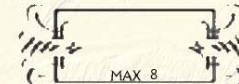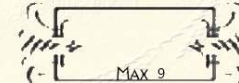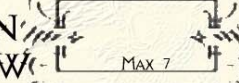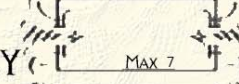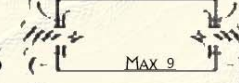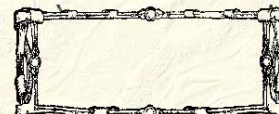
Cyan Sign   Carmine Sign   sun Sign   Verdant Sign   Samnite or Fulligin Sign

Goblin Powers

Eat Anything - Tinkering

Ruin - Chthonic Survival

Jinx - Rampage

Destructive

Illusion Resistance

Wizardry

Glammers
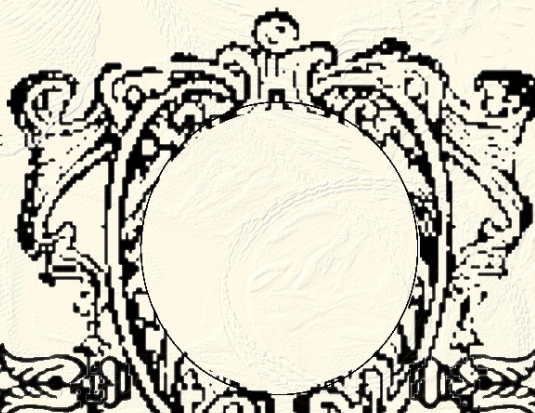
Here is the Chronicle of _____

a HALFLING

Hailing from the land of _____ at _____
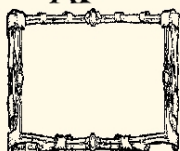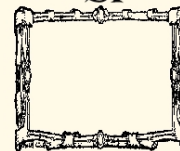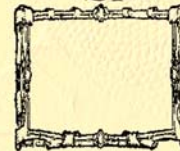
Who's Hair is _____ and who's Eyes are _____
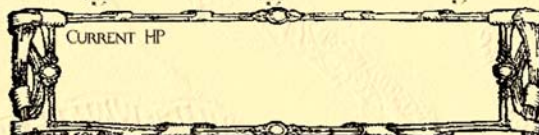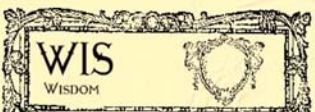
And Who is _____ Feet Tall and Weighs _____

XP

SP

HIT POINTS   ARMOR CLASS   ATTACK BONUS

CHA Charisma

CON Constitution

Current HP

DEX Dexterity

INT Intelligence

STR Strength

WIS Wisdom

DEVICES/TRAPS

BREATH/EXPLOSION

DEATH

PETRIFICATION

SPELLS

SCALE WALLS — MAX 8

FIND TRAPS — MAX 8

HEAR NOISE — MAX 8

HIDE IN SHADOW — MAX 9

MOVE QUIETLY — MAX 9

OPEN LOCKS — MAX 7

PICK POCKETS — MAX 9

HD
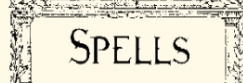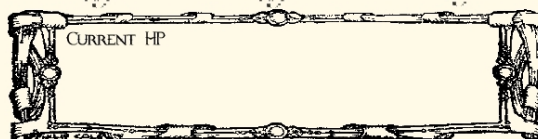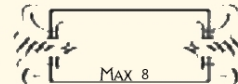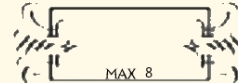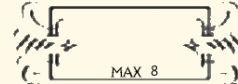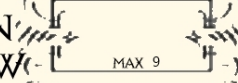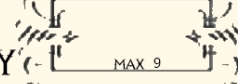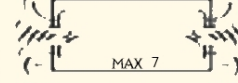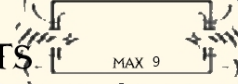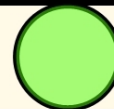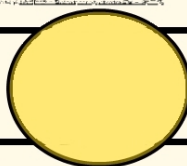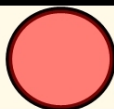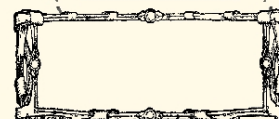
CYAN SIGN   CARMINE SIGN   sun SIGN   VERDANT SIGN   SAMNITE OR FULLIGIN SIGN

Halfling Abilities - Circle as acquired

LUCKY   WHISTLING   JINX

SKIP STONE   OVERLOOKED

DOMESTICITY

ANIMAL LANGUAGES
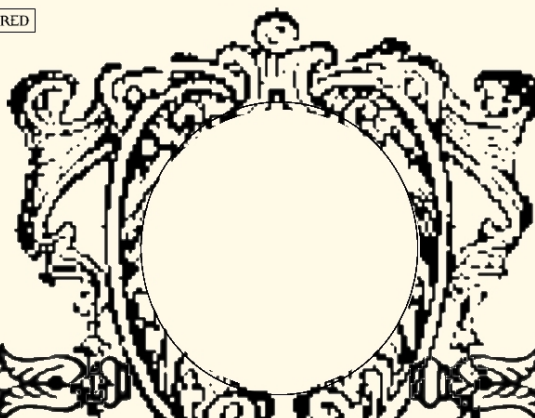
HUMAN Character Record

Here is the Chronicle of _____

a HUMAN

Hailing from the land of _____ at _____

Who's Hair is _____ and who's Eyes are _____

And Who is _____ Feet Tall and Weighs _____

XP

SP

HIT POINTS
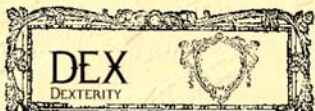
ARMOR CLASS

ATTACK BONUS

CURRENT HP

CHA
Charisma

CON
Constitution
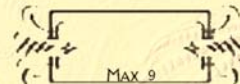
DEX
Dexterity

INT
Intelligence

STR
Strength

WIS
Wisdom

DEVICES/TRAPS

BREATH/EXPLOSION

DEATH

PETRIFICATION

SPELLS

SCALE WALLS — MAX 8
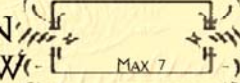
FIND TRAPS — MAX 7

HEAR NOISE — MAX 7

HIDE IN SHADOW — MAX 7

MOVE QUIETLY — MAX 7

OPEN LOCKS — MAX 8

PICK POCKETS — MAX 8

HD
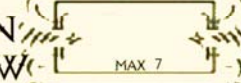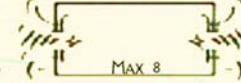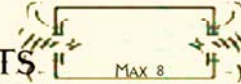
Cyan Sign

Carmine Sign
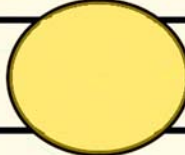
Sun Sign

Verdant Sign
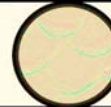
Samnite or Fulligin Sign
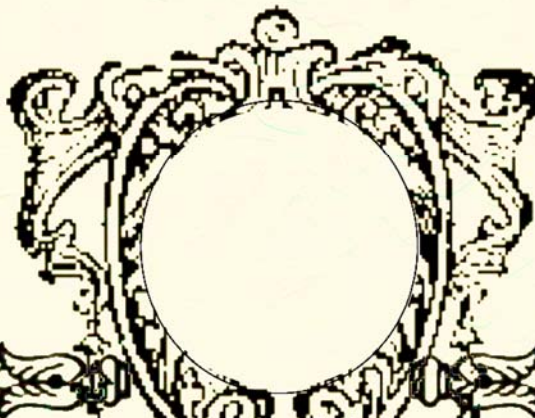
ORC Character Record

Here is the Chronicle of _____

an ORC

Hailing from the land of _____ at _____

Who's Hair is _____ and who's Eyes are _____

And Who is _____ Feet Tall and Weighs _____

XP

SP

HIT POINTS ARMOR CLASS ATTACK BONUS

CHA
Charisma

CON
Constitution

DEX
Dexterity

INT
Intelligence

STR
Strength

WIS
Wisdom

Current HP

Devices/Traps

Breath/Explosion
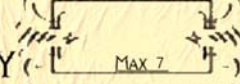
DEATH

Petrification

SPELLS

SCALE WALLS — Max 9
FIND TRAPS — Max 7
HEAR NOISE — Max 8
HIDE IN SHADOW — Max 7
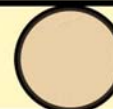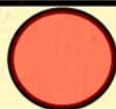MOVE QUIETLY — Max 7
OPEN LOCKS — Max 6
PICK POCKETS — Max 7

HD
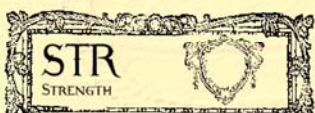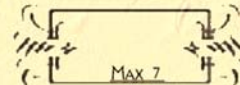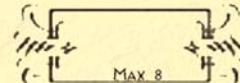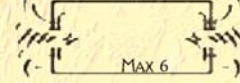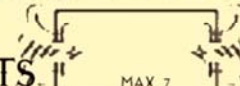
Cyan Sign | Carmine Sign | Sun Sign | Verdant Sign | Samnite or Fulligin Sign
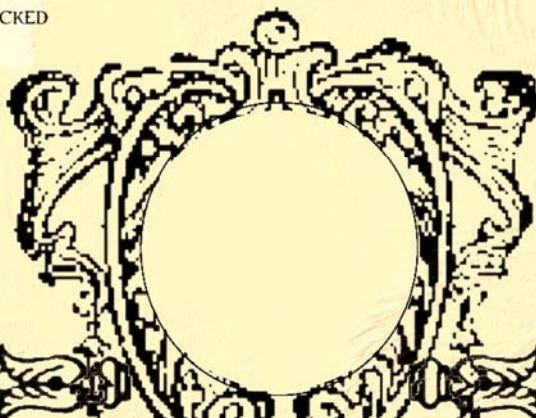
Orc Abilities: circle unlocked

Destructive - Atavism
Hurling - Scent
Traveler - Rampage

Shamanism

Character Language
& Lore Record

Mark any languages you have learned with an 'X'.

Mark your native Language with an 'N'

Common Languages 500 XP

High Sundus	
Austrus	
Nordagh	
Oss	
Hobtalk	
Kenahr	
Hoej	

Elf Languages 1,000 XP

Arboran	
Confirii	
Dessiduirri	

Dwarf Languages 2,000 XP

Cavern Dwarf	
Ocean Dwarf	
Snow Dwarf	

Monster Languages 1,000 XP

Orkii	
Wozish	
Kalamni	
Om-Ge	
Alep	

Dead Languages 2,000 XP

Dess	
Diasp	
Sundus	
Andaless	
Ans	
Goehr	
Lothe	
Tiglath	
Tdorszh	
Vada	
Ruhmn	
Hohl	
Gallack	
Czerwa	
Pawlish	

Immortal Languages 2,000 XP

Behman	
Lavithan	
Djagan	
Estrellan	

Maps

_____
_____
_____
_____

Treasures

_____
_____
_____
_____
_____

Religions / Gods

_____
_____
_____
_____
_____
_____

Rumors & Plots

_____
_____
_____
_____
_____
_____
_____

Astrological Powers Unlocked
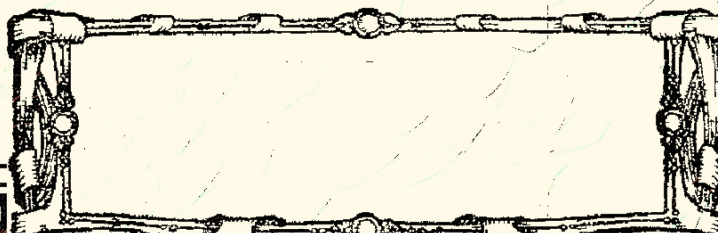
CHARACTER EQUIPMENT RECORD

ARMOR
LIGHT	AC 13	ENC 1
MED	AC 15	ENC 2
HEAVY	AC 17	ENC 3
SHIELD	AC +2	ENC 1

WEAPONS
LIGHT	D6	ENC	1
MED	D8	ENC	1
HEAVY	D10	ENC	2

1,000 COINS = ENC 1
20 ARROWS = ENC 1

CONSTITUTION SCORE

CARRYING MAXIMUM = CONSTITUTION SCORE

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

MOVEMENT SPEED = DEXTERITY SCORE - CARRIED OVER CONSTITUTION SCORE

MOVE SPEED

Stronghold Record

Stronghold Name _____

Diplomacy

Development

Fortification

Justice

Might

Reconnaissance

Stronghold Income

_____

Developments

_____
_____
_____
_____
_____
_____
_____

Months

Maintenance

_____

Each Month You
Accumulate Income
Spend Maintenance &
Make Statistic Checks

NPC Record

(First Record)

Name

HD Size	Initiative
HD #	Speed
HP	Saves
AC	Stats
Attack #	Skills
Attack +/-	Morale

+ Qualties
+ Reactions
- Qualities
- Reactions

Behaviors, Goals - Personality

Description

Abilities, Powers, Moves & Spells

NPC Record

(Second Record)

Name

HD Size	Initiative
HD #	Speed
HP	Saves
AC	Stats
Attack #	Skills
Attack +/-	Morale

+ Qualties
+ Reactions
- Qualities
- Reactions

Behaviors, Goals - Personality

Description

Abilities, Powers, Moves & Spells

NPC Record

Party Record

Party Name _____

Devotion

Glory

Influence

Membership

Reputation

Secrecy

Officers

_____

_____

_____

_____

_____

_____

_____

_____

_____

Party Alignment _____

Syndicate - Revolutionary - Heretical - Coven - Vigilante - Pirate -

Caravant - Agency - Sect - Inquisition - Knighthood - Trade Guild -

Thieves Guild - Posse - Nomad - Pact - Apostle - Carnival -

Prospector - Explorer - Vagabond - Rite - Initiation - Mystery -

Hierarchy - Code - Technique - Cant - Badge - Emblem - Banner

Party Wealth _____

Hex #

Campaign Name

Affinities

Repulsions

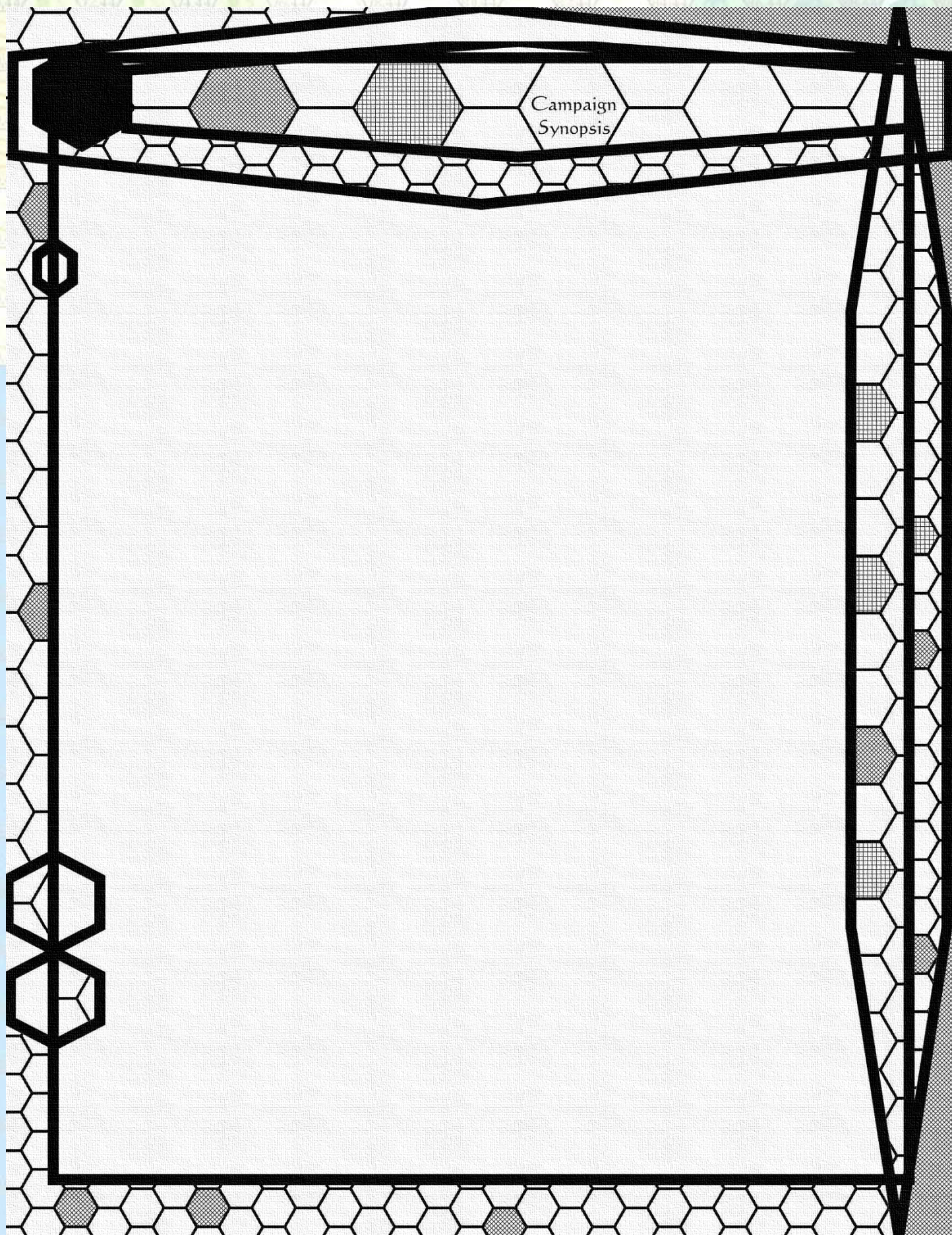Landmarks

Prior Inhabitants

Factions

Campaign
Synopsis

Liminal Tier

Monster Name

HD Size	
HD #	
HP	
AC	

# Appearing	
Morale	
Treasure	
Parley	
Terrain	
Location	

Attack #	
Attack Mod	
Initiative	
Saves	
Stats	
Skills	

Tags

Attacks & Maneuvers

Description

Monster Record