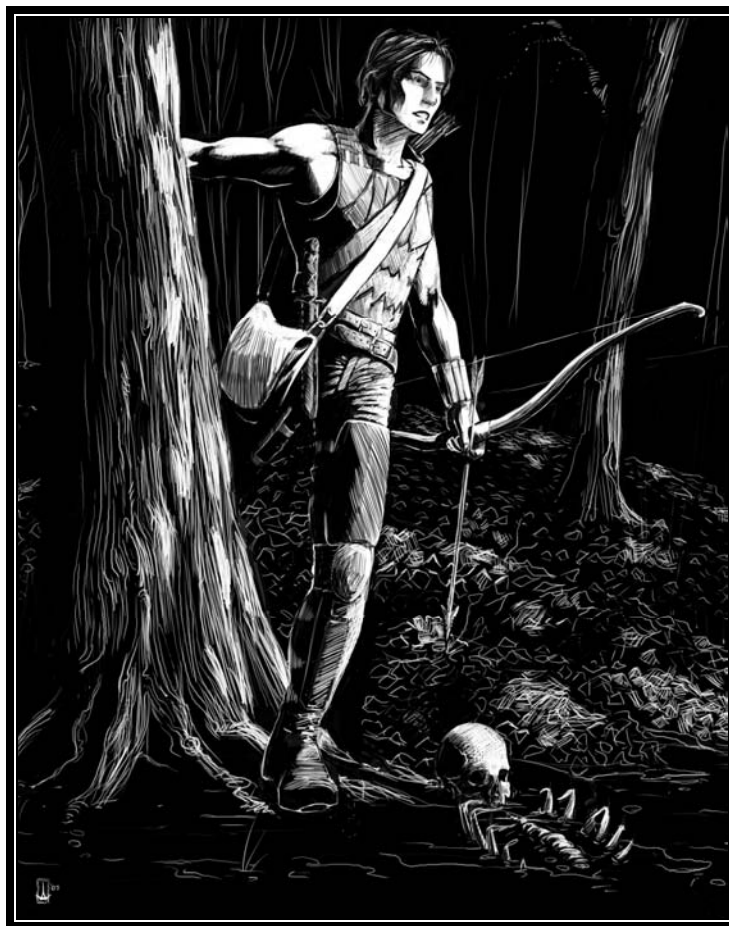


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# Wayfarers™



A roleplaying game by

J. T. Swill

&

G. Vrill

Ye Olde Gaming Companye © 2008

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## A Ye Olde Gaming Companye Creation

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## Foreword

Roleplaying games are an unparalleled form of entertainment. As the content and direction of a roleplaying session are wholly dependent upon the players, the game is limited only by the creativity and intellect of its participants. In addition, few games can match the social aspect that makes RPGs so compelling. Anyone who has been part of a successful roleplaying campaign knows the uniquely good times that can be had about the gaming table.

As I write this, roleplaying games have been commercially available for more than three decades. For better or for worse, RPGs have greatly expanded their horizons since their conception. Games have spanned the dimensions of realism and fantasy, between story-telling and simulation, and have provided the mechanics to explore almost every genre imaginable. As a result, some might argue the market for RPGs has been flooded, and the possibilities of roleplaying games are nearly exhausted.

But that would be missing the point.

For a creative gamer, a good roleplaying game is more a tool than it is an entity unto itself. Akin to a language, a good game enables its players to translate their thoughts, yet contains enough syntax and structure to make their ideas logical and relatable. Equally important, a good game allows players to create their own dialects, and supports the quirks and home-brewing of any resourceful gaming group. There are many good RPGs out there. However, some RPGs have lost sight of what makes roleplaying games so great. -A good game trusts its players.

That being said, it would be incorrect to assume game mechanics can be independent of the game setting, or that free-form story-telling is akin to roleplaying. Standard interpretation of the game milieu promotes common expectations amongst players, and provides a basis for creative license. In fact, prudent limitation often breeds more creativity than consent. As they say: "Necessity is the mother of invention." Thus, having clear rules which may be easily amended, is very different than having rules that are vague or amorphous.

Wayfarers was created out of a love for roleplaying games. It was created for gamers that do not just play the game, but intend to play *with* the game. Personally, I have been fortunate to have been part of a gaming group with individuals of the highest caliber. Through our countless sessions over the years, we have shared stories, memories, and experiences that have translated into real-life friendships, aesthetics, and successes. It is my hope Wayfarers will enable others to share in the most creative of pastimes, and to create new worlds, personas, adventures, and friendships along the way.

-J. T. Swill

Gaming changes lives. Chances are, if you're reading this, you're already one of us. If so, you know what to do: steal what you like, and change and throw away the rest. For years now, I've done the same, vigorously ripping off every source I could find, the more obscure the better- paintings, music, books, video games, and movies. Everything is fair game.

If somehow you're new to this stuff though, here's my advice- don't read this front to back. Skim it, look at the pictures, read over some of the interesting words, and see if it resonates.

Twylos was a dirty world. All that mattered was making it fresh, and weird, and simultaneously somehow better and worse than the real world out there. The moments were rare, but they were there- players yelling at each other, screaming at me, shocked into silence, crying in desperation, or finally laughing in triumph.

In the end, it was always about the players- not the characters, but the players- coming together, having fun, and maybe kicking some ass. But always trying to find that certain high, something truly new, different, and exciting.

It's my hope that this book- Twylos in particular- gives you at least one new way to mess with your players, and at least change their night, if not their lives. Cheers.

-G. Vrill

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**Pronoun usage:** Male and female pronouns are used throughout this book. However to improve readability, occasionally just one gender is used when either would suffice. -The game is meant to be played by all.

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# The Game

## Introduction to Wayfarers

Wayfarers is a roleplaying game. A roleplaying game is a game in which the players assume the roles of fictional characters and collaboratively create and develop stories. Due to their popularity, chances are good you have played a roleplaying game before. However if you haven't, don't worry. Although this rulebook may seem complex, it is mostly to be used as a reference manual. In fact, the rules necessary to play Wayfarers are rather simple. Furthermore if you're like most gamers, you're up for an intellectual challenge.

A minimum of two people are necessary to play Wayfarers, but there is no upper limit to how many people may play. That being said, game sessions including 3 to 6 players are usually the most enjoyable.

One player within each group of players serves as the game's referee. This player is called the Game Master. The Game Master creates the game world and acts as the primary storyteller. The other players create imaginary characters that live within the Game Master's setting. During gameplay, the Game Master describes the character's surroundings and/or its inhabitants, and the players then describe their character's actions in response. For example, a Game Master might describe an abandoned tomb to a group of players as their characters explore and search for treasure.



A roleplaying game session is something akin to an improvisational play. In this play, the players are the lead actors. The Game Master, on the other hand, provides the set, the basic plot, and plays the supporting roles. As Wayfarers is a creative game, there are few limits as to what may happen during a session of gameplay. That being said,

the typical setting for Wayfarers is that of a medieval fantasy world, in which warriors fight with swords and armor, wizards and warlocks cast magical spells, and dangerous creatures inhabit forsaken lands.

As a roleplaying game, Wayfarers has no winners or losers. Furthermore, players rarely compete against one another. Instead, the player's characters typically form an adventuring party that works together to overcome obstacles and challenges. The player's characters are referred to as 'player characters' or PCs for short. During game sessions, PCs explore new lands, solve puzzles, battle opponents and creatures, and likely collect fame and fortune along the way. As a result of their efforts, the characters acquire new knowledge and skills, and become increasingly powerful from one game session to the next.

Players of Wayfarers will often use the same setting and characters over multiple sessions of gameplay. As a consequence, a continuous story will emerge in which the characters develop a composite history, and even alter the world the Game Master has created. A series of game sessions that take place using the same PCs is called a campaign. Wayfarers campaigns can run for several to even hundreds of gaming sessions. As it is enjoyable for both the Game Master and players to watch their characters and world develop over time, campaign play is very rewarding. However, it is also possible to limit a game to one session. These are often called 'one-shot adventures'.

## Player or Game Master?

Every game of Wayfarers requires a Game Master. The Game Master creates the game setting, describes the character's environment, assumes the roles of the world's inhabitants, and acts as a general referee. Previous to each session, the Game Master prepares for the game. This often requires generating maps, creating personas, or even describing the governmental structure of a civilized region. In short, the Game Master must provide a rich setting for the players, and be able to respond to whatever their characters decide to do.

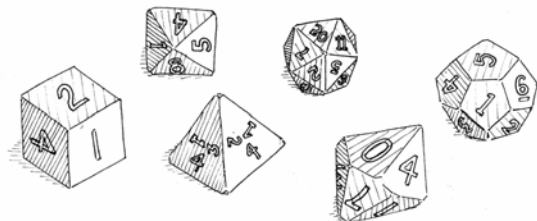
Being a Game Master requires work. However, for most Game Masters this is a labor-of-love. A superior Game Master is sharp, creative, entertaining and fair. He draws the players into the adventure, and provides unexpected and exciting challenges for their characters. The best Game Masters will look at this unique role as an opportunity. Those who do not see it as such are likely to be best suited as players.

That being said, playing a character is not without its challenges as well. A successful player not only creates a compelling persona, but effectively maintains and develops this personality over the course of many game sessions. Furthermore, most games include more than one player character. For this reason, a player must create a character that also benefits the party and contributes to the enjoyment of all. As the Game Master rewards characters for successful gameplay, the most skilled and creative players will find their characters to be the most prominent and enjoyable to play.

Some people are best suited as players, whereas some are natural Game Masters. However, here the old adage about walking a mile in one's shoes holds true; the best Game Masters have also experienced the game as a player, and the best players have taken their turn at the helm.

## Dice

Typically, whenever an in-game situation requires a random determination of a variable, dice are used. Although the most ingenious players can make due with less, it is recommended that players have access to multiple dice of 4, 6, 8, 10, 12, and 20-sides.



At times, the rules will call for a specific type of die to be used. Here, we use the notation 'd', to signify the type of die to be employed. Thus, the notation 'd20' indicates a 20-sided die should be used.

Sometimes this die notation will be preceded by a numeral indicating the number of dice to be used. For example, 3d4 indicates that three 4-sided dice are to be used to generate a random number between 3 and 12.

**Modifiers:** Modifiers are numbers that should be added or subtracted from a dice roll. For example if a +3 modifier is applied to 1d20, the possible resulting values would be 4-23. As a general rule, positive modifiers are desirable, whereas negative modifiers are not.

Unless stated otherwise, multiple modifiers are simply added. Thus, were a character to apply +1, -2, and +3 modifiers to a die roll, he or she would apply a overall modifier of +2.

**Adjustments:** Unlike modifiers, adjustments do not apply to dice rolls, but are instead applied to static scores. For example, an adjustment of -3 could reduce a character's dodge score from 12 to 9.

Like modifiers, unless stated otherwise, multiple adjustments are simply added. Thus, were a character to apply adjustments of +3, -2, and -2 to a score, he or she would apply an overall adjustment of -1.

**Rounding fractions:** All numerical results in Wayfarers should be expressed as whole numbers. Thus, whenever a mathematical operation leads to a fraction, round to the nearest whole number. Fractions equal to or greater than  $\frac{1}{2}$  round up, those less than  $\frac{1}{2}$  round down. For example, 3.5 should be rounded to 4, whereas 3.25 should be rounded to 3.





# Player's Section

## Player Character Creation

The first step for any player is to create his or her character. A player character exists in two forms, one upon paper and the other within the player's mind. Both of these must be considered before gameplay. As there is no randomness to character generation, the player has complete control over the formation of his or her game persona.

### The Character Creation Process

The character creation process is somewhat straight-forward. Generally speaking, the player should first envision the character he or she wants to play, and then construct that persona within the context of the game system. Here we have outlined the character creation process into a series of seven steps:

- 1. Choose the character's name, race, sex, and age.** Is the character male or female? Is he or she a human, an orc, an elf, of another race? How old is your character? What is his or her name?
- 2. Determine the character's initial attribute scores.** Using Table 2.1.1, determine your character's agility, endurance, intellect, presence and strength. Spend 35 attribute points to generate scores of 5 to 16 for each attribute.
- 3. Select the character's initial disciplines and proficiencies.** Using tables 2.1.12 and 2.1.14, determine what initial disciplines and proficiencies your character has. Is he a skilled fighter, a nimble thief, a user of magic, or a little of each? Human characters have 45 discipline points to spend. Non-humans have 40 discipline points. All characters begin with 20 proficiency points. All initial disciplines and proficiencies may be of grade I only.
- 4. Calculate the character's health points, Physical and Mental Resistance modifiers.** Your character's initial health points are equal to his endurance score, plus a possible health point purchased as a discipline. Use tables 2.1.7 and 2.1.8 to determine your character's Physical and Mental Resistance modifiers. Remember to consider any disciplines purchased that affected these modifiers.
- 5. Purchase the character's starting property and equipment.** Use table 2.2.1 to determine your character's initial property. In general, characters begin with a number of silver coins equal to 12 times their presence score. However, as the equipment available to a character may vary between game settings, consult with your game referee before selecting/purchasing initial property. If your character begins with weapons, determine his to-hit and damage modifiers and rates of attack with those weapons. Consider the effects of any disciplines purchased upon your character's weapon use.
- 6. Calculate the character's impedance score, dodge score, initiative modifier, and movement/swimming rates.** If your character wears armor, calculate his impedance score, considering any modifications due to his strength and disciplines. After calculating a character's impedance score, determine his dodge score, initiative modifier and movement/swimming rates. A character's dodge score and initiative modifier may be adjusted by impedance and disciplines. A character's movement and swimming rates may be adjusted by impedance and the Running and Swimming proficiencies.

**7. Flush out the character's personality and background.** Create an interesting background and personality for your character. What are his likes and dislikes? What are his strengths or shortcomings? What goals does he have? Strive to make your character a unique and compelling persona. Consult with your Game Master to ensure your character's background fits into the game setting, and to get final approval of the character before gameplay.

The following section provides all the information necessary to complete character generation.

## Character Race

Typically, characters are one of seven races. The basic races that may be played are: Dwarf, Elf, Half-elf, Half-orc, Hobgoblin, Human, and Orc. However, the Game Master may change the possible character races at his or her discretion. Before character creation, consult your Game Master regarding which races are available to player characters in his or her game setting.

**Dwarves:** Dwarves are a stocky race, typically 4 to 5' tall, but often weighing as much as an adult human. Dwarves have keen vision, and can see in low-light conditions (such as a moonlight night), as well as a human could see in daylight. They cannot see in total darkness however. In addition to their keen sight, dwarves have perfect direction sense, as they are able to detect the planet's magnetic field. Dwarf life-expectancy is 150 to 170 years. Due to their short stature, dwarves cannot effectively wield weapons of class F. Dwarf characters get +1 to their initial endurance attribute score, and -1 to their initial agility score.

**Elves:** Elves are the largest of the faerie folk, standing between 5 to 6' in height, but typically weighing no more than 120 lbs. Elves have low-light vision similar to dwarves. Elf life expectancy is 300 to 320 years. Elf characters get +1 to their initial presence score, and -1 to their initial endurance score. Elves are unusually resistant to mind-affecting magic and apply a +1 modifier to Mental Resistance checks resisting illusions or magical attacks.

**Half-elves:** A character that is of mixed elven/human blood is considered a half-elf. Half-elves tend to have slender human builds. However, pointed ears and almond eyes make their elven heritage obvious. Half-elves retain elven low-light vision. Their life expectancy is 130 to 150 years. Half-elf characters have no modifiers to their initial attribute scores. Like elves, half-elves are unusually resistant to mind-affecting magic and apply a +1 modifier to Mental Resistance checks against illusions or magical attacks.

**Half-orcs:** Half-orcs are of mixed orcish/human blood. Half-orcs range in appearance from near orcish to near human. However, a half-orc's facial features are distinctly non-human, with pinkish eyes, a broad nose and pointed teeth. Half-orcs have limited vision in the infrared spectrum, allowing them to see in total darkness as a human could in low-light. Low-light conditions are treated as daylight. Half-orc life expectancy ranges from 75 to 95 years. Half-orc characters have no modifiers to their initial attribute scores.

**Hobgoblins:** Hobgoblins are a mix of goblin/orcish blood. Hobgoblins are rare in civilized areas, but are more common in

## 2.1 Player Character Creation

unsettled frontiers where bands of orcs and goblins overlap. They stand between 5.5 to 6' tall; have a greenish grey skin, somewhat pointed ears, short snout-like noses, reddish eyes, and pointed teeth. Life expectancy is 60 to 80 years. Hobgoblin sight extends into the infrared spectrum, allowing them to operate almost normally in complete darkness. In fact, hobgoblins prefer low-light conditions, and due to their light sensitive eyes, broad daylight conditions impair a hobgoblin's vision as low-light levels would a human's. Hobgoblin characters get +1 to their initial endurance score, and a -2 to their initial presence score. Hobgoblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison.

**Humans:** Humans are typically the most common character race, and game mechanics are based upon this assumption. More than the other humanoid races, humans have a wide variation in appearance and stature. However, in game terms, the average human adult male stands 6' tall and weighs 180 lbs. and the adult female 5.5' tall and 130 lbs. Unlike many of the other races, humans have poor low-light vision. Human life expectancy is 80 to 100 years. Human characters have no modifiers to their initial attribute scores.

**Orcs:** Orcs are the most civilized of the goblin folk. They stand between 6 to 6.5' in height, and generally weigh between 190 to 210 lbs. Orcs have grey skin, reddish eyes, a broad nose, and distinctively pointed teeth. Like most goblin folk, orcs' vision extends into the infrared spectrum, and they prefer low-light conditions. Orc life expectancy is typically 65 to 85 years. Orc characters get +1 to their initial endurance score, and -1 to their initial presence score.

*Note:* Racial modifiers to attribute scores are applied after the player has assigned scores during character creation. Extended descriptions of these races may be found in the Creature Catalog section.



## Attributes

Each character has five attributes that describe their physical and mental capabilities. These are: agility, endurance, intellect, presence and strength. These attributes are rated on a scale from 1 to 20, with 1 being the lowest possible score, and 20 the highest.

Upon creation, new characters get 35 points to be spent on their attribute scores. Each attribute begins with a base score of 5. Players may assign these points in their character's five attributes as they see fit. The exchange rates for these points are thus:

Scores 6-11: 1 point for 1 attribute point.

Scores 12-14: 2 points for 1 attribute point.

Scores 15-16: 3 points for 1 attribute point.

**Table 2.1.1: Attribute points and scores**

Initial Attribute Score	Attribute point cost	Initial Attribute Score	Attribute point cost
5	0	11	6
6	1	12	8
7	2	13	10
8	3	14	12
9	4	15	15
10	5	16	18

Thus, a character could begin with the attribute scores: Agility: 11, Endurance: 9, Intellect: 15, Presence: 12, and Strength: 7. *Note:* Rules for random attribute generation can be found in the Optional Rules section.

Barring racial modifiers, initial attribute scores of 17-20 are not possible. However characters may achieve these higher scores over time.

**Attribute maximums and minimums:** A character's attribute score may never exceed 20, or be lower than 1. If for any reason one of the character's attribute scores is reduced to 0 or less, the character dies instantly.

## Agility

Agility is a measure of a character's swiftness, balance, and dexterity. A high agility score can make a character harder to hit in combat, and may improve the speed at which a character may act. In addition, when employing two weapons, a high or low agility score may affect the character's chance to-hit with the off-hand weapon. Finally, a character may have some skills that are modified by a high or low agility score.

**Table 2.1.2: Agility**

Agility Score	Initiative modifier	Off-hand weapon to-hit*	Agility-related skill modifier
1	-4	-12	-4
2-3	-3	-11	-3
4-5	-2	-10	-2
6-7	-1	-9	-1
8-9	-	-8	-
10-11	-	-7	-
12-13	+1	-6	-
14-15	+2	-5	+1
16-17	+3	-4	+2
18-19	+4	-3	+3
20	+5	-2	+4

\* Unless they possess the Ambidexterity discipline, characters fighting with two weapons automatically suffer a -1 to-hit penalty with their on-hand, regardless of their agility score.



## Endurance

The endurance score determines a character's physical and mental resilience to stress. A high endurance score enables the character to withstand physical and mental attacks, and to perform feats that require extreme effort. A high or low endurance score may affect the number of health points a character gains when achieving a new skill level. In addition, a character may have skills that are modified by a high or low endurance score.

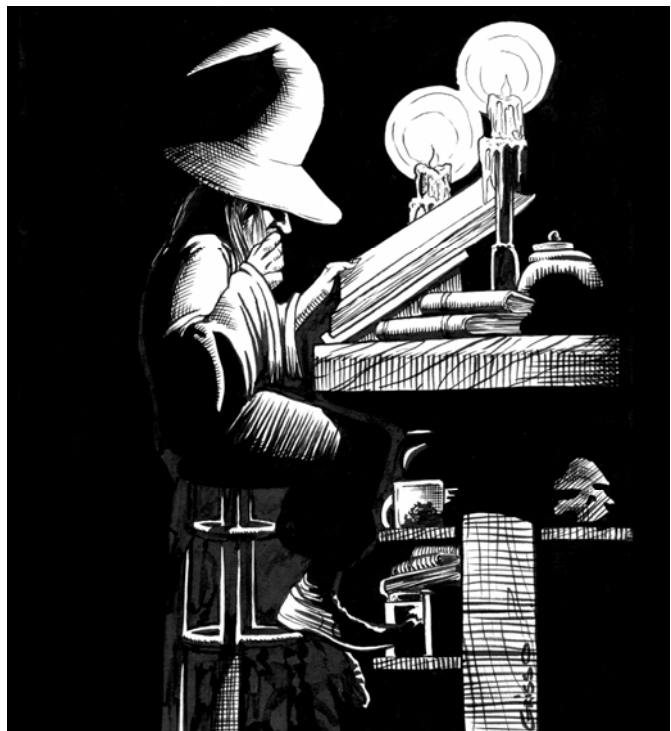
**Table 2.1.3: Endurance**

Endurance Score	Endurance-related skill modifier	Health points per skill level
1	-4	-3†
2-3	-3	-3†
4-5	-2	-2†
6-7	-1	-1†
8-9	-	-
10-11	-	-
12-13	-	+1
14-15	+1	+2
16-17	+2	+3
18-19	+3	+4
20	+4	+5

† Characters with a -1 to -3 health point modifier may not earn health points when achieving a new skill level. If a character's adjusted health points per skill level are 0 or less, none are earned. These characters may purchase additional health points with skill points, however.

Health point modifiers due to a high or low endurance score do not retroactively affect a character's health point total. For example, a 3<sup>rd</sup> level character whose endurance score increased from 13 to 14 would gain one extra health point upon attaining each skill level thereafter. The character would not gain two health points for the 2<sup>nd</sup> and 3<sup>rd</sup> skill levels, however. Health point modifiers due to endurance do not apply to health points upon character creation.

*Note:* At any time a character gains or loses an endurance score point, he or she gains or loses a health point.



## Intellect

The intellect score indicates the character's education and mental prowess. Intellect is not simply a measure of static knowledge, but also reflects a character's intelligence and reasoning skills. That being said, it should not be assumed a character with a low intellect is necessarily foolish or idiotic. Characters with low intellect scores may be sensible, but are always uneducated. A high intellect score may affect the number of spells a Hermetic or Hedge magic spell-casting character adds to his or her repertoire when earning a new spell Circle. In addition, a character's intellect determines the number of languages he or she may begin with, and possibly if the character is literate. Finally, a character may have some skills that are modified by a high or low intellect score.

**Table 2.1.4: Intellect**

Intellect Score	Intellect-related skill modifier	Initial languages	Bonus Hedge/Hermetic spells				
			1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
1	-4	n/a	n/a	n/a	n/a	n/a	n/a
2-3	-3	n/a	n/a	n/a	n/a	n/a	n/a
4-5	-2	1†	n/a	n/a	n/a	n/a	n/a
6-7	-1	1	n/a	n/a	n/a	n/a	n/a
8-9	-	1	-	-	-	-	-
10-11	-	2‡	-	-	-	-	-
12-13	-	2‡	1	-	-	-	-
14-15	+1	2*	1	1	-	-	-
16-17	+2	3*	2	1	1	-	-
18-19	+3	4*	2	2	1	1	-
20	+4	5*	3	2	2	1	1

*Example:* when a character with an intellect score of 18 gains the 3<sup>rd</sup> Circle spell discipline, he may initially cast two 3<sup>rd</sup> Circle spells per day rather than one. Characters with an intellect score of 7 or less may not cast Hermetic or Hedge magic spells. Characters with an intellect score of 3 or less may not verbally communicate effectively.

† Characters with an intellect of 5 or less may not read or write.

‡ Characters with an initial intellect of 10-13 may begin with 2 languages, or with 1 language and the Literacy discipline.

\* Characters with an initial intellect score of 14 or higher automatically begin with the Literacy discipline.

## Presence

Presence describes the dynamism, charisma, confidence, and general magnetism of a character. While a high presence score might reflect physical attractiveness, one does not imply the other. In fact, it should be remembered that history's most influential personalities were rarely the most handsome. For example, a high presence score might indicate that a character, although horribly disfigured, commands the fear and respect of all those around him.

In game terms, a high or low presence score may affect the character's ability to attract followers, inspire comrades, intimidate enemies, to haggle in the market square, or even to disguise himself.

In addition to human relationships, a character's presence can reflect his or her relationship with higher powers. In fact, it may be considered that in some cases, a high presence reflects special interest or favor imbued upon the individual by otherworldly influence. Thus, a high presence score may affect the number of spells a priest character adds to his or her repertoire when earning a new spell Circle. Similarly, a high presence score may affect the number of spell points a mystic adds to his daily repertoire. In some game settings a character's presence score can determine his or her initial property. Finally, a character may possess skills that are modified by a high or low presence score.

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**Table 2.1.5: Presence**

Presence Score	Presence-related skill modifier	Bonus Ritual spell points	Bonus Faith magic spells				
			1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
1	-4	n/a	n/a	n/a	n/a	n/a	n/a
2-3	-3	n/a	n/a	n/a	n/a	n/a	n/a
4-5	-2	-	n/a	n/a	n/a	n/a	n/a
6-7	-1	-	n/a	n/a	n/a	n/a	n/a
8-9	-	-	-	-	-	-	-
10-11	-	-	-	-	-	-	-
12-13	-	1	1	-	-	-	-
14-15	+1	2	1	1	-	-	-
16-17	+2	3	2	1	1	-	-
18-19	+3	4	2	2	1	1	-
20	+4	5	3	2	2	1	1

*Example:* When a Faith magic using character with a presence score of 16 gains the 2<sup>nd</sup> Circle spell discipline, he may initially cast two 2<sup>nd</sup> Circle spells per day rather than one. Characters with a presence score of 3 or less may not cast Faith magic spells or Ritual magic spells.

### Strength

As implied by its name, the strength attribute determines the physical strength of a character. A high strength score can enhance a character's fighting ability. Thus, it is an important attribute for warrior types. A high or low strength score may alter the amount of damage a character does when they strike an opponent. In addition, a character's strength may affect his or her ability to function while wearing armor.

**Table 2.1.6: Strength**

Strength Score	Feat of Strength modifier	Melee weapon damage modifier*	Missile weapon damage modifier*†	Armor impedance adjustment
1	-10	-4	-2	-5
2-3	-8	-3	-2	-4
4-5	-6	-2	-1	-3
6-7	-4	-1	-1	-2
8-9	-2	-	-	-1
10-11	-	-	-	-
12-13	+2	-	-	+1
14-15	+4	+1	+1	+2
16-17	+6	+2	+1	+3
18-19	+8	+3	+2	+4
20	+10	+4	+2	+5

\* Regardless of a negative strength damage modifier, any successful hit will inflict no less than 1 point of damage. For example, a character with a strength score of 3 (-3 damage modifier) wielding a mace (2-7 damage), will inflict 1-4 points of damage with a successful hit.

† Damage from thrown weapons, slingshot, or arrows fired from composite bows may be modified by a character's strength. Bolts fired from crossbows, or arrows from normal or 'self' bows do not apply this modifier.

**Armor impedance adjustment:** When wearing armor, characters may suffer various penalties to their movement rate, dodge score, etc. This effect is measured by a character's impedance score. A high strength score may lessen the impedance of armor, whereas a low strength score may further contribute to a character's impedance.

*Note:* The armor impedance adjustment has no effect when a character is not wearing armor.

**Feats of Strength:** At times characters may wish to attempt feats of brute strength, such as bending prison bars, or removing a fallen boulder that blocks a cave entrance. To accomplish such tasks, the

character must roll equal to or greater than a target number on 1d20. These target numbers will be determined at the Game Master's discretion.

A high or low strength can modify a character's Feat of Strength checks. For example: A character with a strength score of 12 attempts to break down a thick oak door. Due to the integrity of the door, the Game Master determines the target number is 14. Thus, the character must roll a 12 or greater on 1d20 (12 + 2 = 14) to successfully break the door open.

*Note:* These feats are unique to the strength attribute. Feats requiring tests of agility, endurance, intellect or presence, are limited to proficiency checks, whereas tests of mental or physical resilience are determined by Mental or Physical Resistance rolls.

## Health Points

Characters have a number of health points that represents the amount of physical damage they can take before they die. At any time a character's health points reach zero, that character falls unconscious. If a character's health points ever fall below zero equal to half of their endurance score, that character dies. For example, a character with an endurance score of 13 dies at -7 health points.

A character begins with a number of health points equal to his or her endurance score.

## Dodge

A character's dodge score determines just how hard he or she is to hit. A character's base dodge score is equal to his or her agility score. For example, a character with an agility score of 12 has a dodge score of 12 as well.

To hit a character, an attacker needs to roll a number equal to or higher than that character's dodge score on 1d20.

## Physical Resistance Modifier

A character's Physical Resistance check rolls are modified by his or her Physical Resistance modifier. The character's Physical Resistance modifier is determined by calculating the sum of his or her agility, strength and endurance attribute scores. A character's Physical Resistance modifier may be determined with the following table:

**Table 2.1.7: Physical Resistance modifier**

Endurance + agility + strength	Physical Resistance modifier	Endurance + agility + strength	Physical Resistance modifier
1-9	-5	31-32	-
10-16	-4	33-35	+1
17-21	-3	36-39	+2
22-25	-2	40-44	+3
26-28	-1	45-51	+4
29-30	-	52-60	+5

For example, a character with an agility score of 9, a strength score of 10, and endurance score of 14, would have a Physical Resistance base of 33 (9 + 10 + 14 = 33). Thus, the character would have a Physical Resistance modifier of +1.

A character's Physical Resistance modifier indicates his or her resistance to extreme physical stress, damage from certain spells, magical creatures or poison. At times a character must make a Physical



Resistance check in order to resist a physical stress. To make a successful Physical Resistance check, a character must roll equal to or more than a target number on 1d20. For example, were a character with a Physical Resistance modifier of -1 to attempt to make a Physical Resistance check with a target number of 10, she would need to roll an 11 or higher ( $11 - 1 = 10$ ).

The target number for a Physical Resistance check will depend upon the severity of the stress or insult, and will be provided by the Game Master. For example, were a character attempting to resist a blast of steam, the Physical Resistance target number may be a 7. If the character were resisting a blast of flame, the target number might be a 14.

Despite all modifiers and target numbers, a natural Physical Resistance check roll of 1 always fails, and a natural roll of 20 always succeeds. Thus, a character with a Physical Resistance modifier of -1 could succeed on a Physical Resistance check of 22, if he or she rolled a natural 20.

In shorthand, a Physical Resistance check with a target number of  $n$ , will often be written as: "a Physical Resistance check of  $n$ ". For example, a Physical Resistance check with a target number of 17, may be written as: "a Physical Resistance check of 17".

## Mental Resistance Modifier

A character's Mental Resistance check rolls are modified by his or her Mental Resistance modifier. The character's Mental Resistance modifier is determined by calculating the sum of his or her intellect, presence and endurance attribute scores. A character's Mental Resistance modifier may be determined with the following table:

**Table 2.1.8: Mental Resistance modifier**

Endurance + intellect + presence	Mental Resistance modifier	Endurance + intellect + presence	Mental Resistance modifier
1-9	-5	31-32	-
10-16	-4	33-35	+1
17-21	-3	36-39	+2
22-25	-2	40-44	+3
26-28	-1	45-51	+4
29-30	-	52-60	+5

For example, a character with a presence score of 7, an intellect score of 7, and endurance score of 11, would have a Mental Resistance base of 25 ( $7 + 7 + 11 = 25$ ). Thus, the character would have a Mental Resistance modifier of -2.

A character's Mental Resistance indicates his or her resistance to extreme mental stress, mental attacks from spells, or from magical creatures. At times a character must make a Mental Resistance check in order to resist a mental stress. Like a Physical Resistance check, to make a successful Mental Resistance check, a character must roll equal to or more than a target number on 1d20. For example, were a character with a Mental Resistance modifier of +2 to attempt to make a Mental Resistance check with a target number of 10, he or she would need to roll an 8 or higher ( $8 + 2 = 10$ ).

The target number for a Mental Resistance check will depend upon the severity of the stress or attack, and will be provided by the Game Master. For example, were a character attempting to resist the charm of a minor faerie, the Mental Resistance target number may be a 9. However, if the character were resisting domination by a powerful mage, the target number might be an 18.

Despite all modifiers and target numbers, a natural Mental Resistance check roll of 1 always fails, and a natural roll of 20 always succeeds. Thus, a character with a Mental Resistance modifier of +3 could fail on a Mental Resistance check of 3, if he or she rolled a natural 1.

Similar to Physical Resistance checks, a Mental Resistance check with a target number of  $n$ , will often be written as: "a Mental Resistance check of  $n$ ". For example, a Mental Resistance check with a target number of 11, may be written as: "a Mental Resistance check of 11".



## Initiative Modifier

The speed at which characters may act within a combat situation is determined each round by an initiative roll. During combat, those participants with the highest initiative act first. For this reason, it is often advantageous for a character to have a positive initiative modifier.

An initiative roll may be modified by different circumstances, skills, and magical effects. However, a character's agility score modifies each initiative roll the character makes. A character's initiative modifier due to agility may be determined with the following table:

**Table 2.1.9: Initiative modifier**

Agility Score	Initiative modifier	Agility Score	Initiative modifier
1	-4	12-13	+1
2-3	-3	14-15	+2
4-5	-2	16-17	+3
6-7	-1	18-19	+4
8-11	-	20	+5

*Note:* A detailed explanation of combat initiative is provided in the Combat section.

## Armor Impedance

Any particular piece of armor has an associated impedance score. This score indicates how bulky or restrictive the article is when worn. The more encumbering the armor, the more negative the armor's impedance score. A character's total armor impedance score is determined by adding the impedance scores of all articles of armor worn. This score may be adjusted by a character's strength score, or by the Armor Use and/or Shield Use disciplines.

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Impedance reduces a character's dodge score, initiative rolls, agility proficiency checks, and movement. Furthermore, armor impedance can interfere with the spell-casting of Hermetic or Hedge magic-using

characters. The specific effects of impedance upon a character are described below:

**Table 2.1.10: Armor impedance**

Total impedance score	Dodge score adjustment	Initiative roll modifier	Agility proficiency modifier	Movement/ swimming rate adjustment	Jumping distance adjustment	Hermetic/Hedge casting failure modifier
0	-	-	-	-	-	-
-1	-1	-1	-1	-10'	-1'	-1
-2	-2	-2	-2	-20'	-2'	-2
-3	-3	-3	-3	-30'	-3'	-3
-4	-4	-4	-4	-40'	-4'	-4
-5	-5	-5	-5	-50'	-5'	-5
-6	-6	-6	-6	-60'	-6'	-6
-7	-7	-7	-7	-70'	-7'	-7
-8	-8	-8	-8	-80'	-8'	-8

*Note:* Positive impedance scores are not possible. For example, if a character with a strength of 14 (impedance score adjustment of +2) were to have a worn armor impedance of -1, he would have a total impedance score of 0, not 1.

**Dodge score adjustment:** The dodge score adjustment is applied to the wearer's base dodge score.

**Initiative modifier:** The initiative modifier is applied to the wearer's initiative rolls.

**Agility proficiency modifier:** The agility proficiency modifier is applied to the wearer's agility related proficiency checks.

**Movement rate adjustment:** The movement rate adjustment is applied to the character's base maximum movement and swimming rates.

**Jumping distance adjustment:** The jumping distance adjustment is applied to the wearer's base maximum jumping distances.

**Hermetic/Hedge casting in armor:** Casting of Hermetic and Hedge magic spells requires great freedom of movement. If casting a spell with a gestured component while wearing armor, a wizard or alchemist must roll 1 or above on 1d20 modified by their impedance score, or the spell fails with no effect. For example, a wizard with an impedance of -4 must roll a 5 or higher on 1d20 to successfully cast a spell.

*Note:* A description of armor and its associated impedance is provided in the Armor section.

## Movement, Swimming & Encumbrance

For the purposes of character creation, movement rates and encumbrance need only a cursory explanation. For an in-depth treatment, please see Movement in the Basic Game Mechanics section.

**Movement rate:** Characters may run at a base speed of 120' per 10-second round. Thus, a character's base movement rate is 120'. Characters with the Running proficiency may run faster.

**Swimming rate:** Characters may swim in calm waters at a base speed of 20' per 10-second round. Thus, a character's base swimming rate is 20'. Characters with the Swimming proficiency may swim faster.

**Encumbrance class:** Carrying a large amount of additional weight may decrease a character's rate of movement. At the time of creation, characters are typically unencumbered. Unencumbered characters are of encumbrance class I. For an in-depth treatment of encumbrance, please see Encumbrance in the Basic Game Mechanics section.

## Skills & Skill Points

More so than attributes and race, skills are what distinguish one character from another. Skills range from the mundane, like farming, to the extraordinary, such as the power to cast spells.

The currency of skills is skill points. Skill points are spent by characters in order to acquire new skills, or to improve skills they currently have. There are two types of skills, disciplines and proficiencies.

### Discipline and Proficiency Points

Skill points are subdivided into two types: discipline points and proficiency points. These two subtypes of skill points differ in the kinds of skills they may be used to purchase.

**Discipline points:** Discipline points may be spent on both disciplines and proficiencies.

**Proficiency points:** Proficiency points may only be spent on proficiencies.

Thus, both discipline and proficiency points are considered to be skill points. However, unlike discipline points, proficiency points are limited as they may only be used to acquire or improve a character's proficiencies.

### Initial Skill Points

Upon creation, human characters begin with 45 discipline points and 20 proficiency points. Non-human characters begin with 40 discipline points and 20 proficiency points. All initial skill points must be spent upon character creation.

### Earning Skill Points

As a character faces and overcomes challenges and obstacles, he or she earns skill points, granted by the Game Master for accomplishments and good gameplay. After a character earns a

certain number of skill points, he or she attains a new skill level. Upon attaining a new skill level, the character may spend these skill points to improve his skills or purchase new ones.

In addition to skill points, health points are granted upon attaining a new skill level. The skill points required per skill level, as well as the discipline points, proficiency points, and health points earned at each skill level are described below:

**Table 2.1.11: Skill points**

Total skill points earned	Skill level achieved	Discipline points earned	Proficiency points earned	Health points earned
-	1	-	-	-
20	2	12	8	3
40	3	13	7	3
60	4	14	6	3
80	5	15	5	3
100	6	16	4	2
120	7	17	3	2
140	8	18	2	2
160	9	19	1	2
180	10	20	-	1
200	11	20	-	1
220	12	20	-	1
240	13	20	-	1
260*	14	20†	-	0‡

\* 20 skill points per skill level thereafter.

† 20 discipline points earned per skill level thereafter.

‡ No automatic health points earned per skill level thereafter.

Skill points earned between skill levels may not be spent until the new skill level has been achieved. Thus, a 3<sup>rd</sup> level character may have spent 40 skill points (25 discipline and 15 proficiency) since character creation. Although the character may have earned 53 skill points, only when he has earned 60 total skill points and attained the 4<sup>th</sup> skill level can he spend the 20 skill points earned between the 3<sup>rd</sup> and 4<sup>th</sup> levels.



*Example:* Occum is currently of the 2<sup>nd</sup> skill level. Through his adventures he has earned 37 skill points. Thus, he is only 3 skill points away from achieving the 3<sup>rd</sup> skill level. Currently, although Occum has earned 37 skill points, he has only spent 12 discipline and 8 proficiency points since character creation. However, once Occum earns 3 or more skill points, he will be able to spend 20 more skill points (13 discipline points and 7 proficiency points) on new skills or to improve the skills he current has.

Upon attaining a new skill level, newly earned health points are immediately added to the character's health point total. However, characters may only spend skill points at the Game Master's discretion. Thus, if a character wishes to spend newly granted skill points on a discipline or proficiency, the Game Master must decide if the environment permits the character to do so. Unspent skill points may be saved indefinitely until used.

Theoretically, there is no limit to the number of skill levels a character can achieve, however only the most veteran characters ever exceed the 10<sup>th</sup> skill level.

## Disciplines

Disciplines are skills that require a flat sum of skill points to acquire. However, some disciplines have multiple grades and thus may be improved upon. Unlike proficiencies, disciplines do not usually require a success check when they are used. Disciplines are generally more expensive than proficiencies when they are initially acquired.

**Beginning disciplines:** Upon character creation, a character may not purchase a discipline beyond the first grade. Thus, a 1<sup>st</sup> level character may begin with Weapon Mastery grade I, but not Weapon Mastery grades II or III. Higher grades of Weapon Mastery may only be purchased with skill points earned at later skill levels. Similarly, characters beginning with spell-casting potential may not purchase 2<sup>nd</sup> Circle spells upon character creation.

*Note:* Unlike other disciplines, the Increased Attribute discipline may not be purchased upon character creation.

**Purchasing disciplines:** A character may only purchase a discipline once or increase a discipline by one grade per each skill level attained. For example, a character may only purchase the Health Point discipline once each level. Similarly, a character that purchase Increased Mental Resistance grade I at the 3<sup>rd</sup> skill level, must wait until the 4<sup>th</sup> skill level to purchase Increased Mental Resistance grade II. Disciplines may only be purchased with discipline points.

*Important:* Disciplines may only be purchased with discipline points. Proficiency points cannot be used to purchase disciplines.

Costs for disciplines are as such:

*n skill points:* One time purchase with a cost of n skill points.

*n skill point(s) per grade:* An expenditure of n skill points grants one additional grade in the discipline. For example, the Increased Mental Resistance discipline has a cost of 3 skill points per grade, indicating that spending 6 skill points would give the character Increased Mental Resistance of grade II.

*n skill points x grade:* Multiple grades of the discipline, each purchased with n multiplied by the grade number. For example, 5 skill points x grade, would cost 5 skill points for grade I, 10 more skill points for grade II, and so on.

*n skill points + (m x grade):* Multiple grades of the discipline, each purchased with a cost of n skill points per grade plus m multiplied by the grade number. For example, 5 skill points + (2 x grade), would

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cost 7 skill points for grade I, 9 more skill points for grade II, and so on.

*n skill points + (m x Circle):* Same as n skill points + (m x grade).

*(score – 5) skill points:* This is unique to the Increased Attribute discipline. To increase an attribute, the cost in skill points is equal to the next highest attribute score minus 5. For example, raising a score from 12 to 13 would cost 8 skill points (13 – 5 = 8).

Multiple grades of disciplines must be purchased in succession. For example, Armor Use grade I must be purchased before Armor Use grade II and so on.

## Discipline Reference List

Below is a complete list of the disciplines and their prerequisites:

**Table 2.1.12 Disciplines reference**

Discipline	Skill point cost	Prerequisite	Discipline	Skill point cost	Prerequisite
Advanced Counterattack	16 skill points	Weapon mast. II (melee)	Language	3 skill points	Intellect >3
Ambidexterity	16 skill points	None	Last Stand	6 skill points	None
Armor Use	4 skill points x grade	None	Literacy	3 skill points	Intellect >6
Backstab	8 skill points x grade	None	Magic Potency	3 skill points x grade	Hedge, Herm. or Ritual
Bash	6 skill points	Weapon mast. I (A, B)	Magic Resistance	5 skill points per grade	None
Blindfighting	5 skill points	None	Multiple Attacks	10 skill points + (2 x grade)	Weapon mast.* (any)
Calculated Strike	12 skill points	Multiple att. I (melee)	Parrying	10 skill points	Weapon mast. I (E)
Combat Archery	8 skill points	Weapon mast. I (J, K)	Pause and Study	14 skill points	None
Combat Casting	10 skill points	None	Prayer	6 skill points	Magic: Faith
Counterattack	10 skill points	Weapon mast. I (melee)	Precise Shot	8 skill points	Multiple att. I (J, K, L)
Critical Hit	12 skill points	Weapon mast. I (melee)	Quick Draw	5 skill points	None
Disarm	10 skill points	Weapon mast. I (melee)	Quick Shot	6 skill points	Weapon mast. I (J, K, L)
Extra Spell	3 skill points x Circle	Hedge, Herm. or Faith	Resilience	8 skill points	None
Evasion	10 skill points	Feint	Ritual Magic Potential	25 skill points	None
Extra Spell Point	3 skill points	Ritual	Savant	3 skill points x grade	None
Faith Magic Potential	35 skill points	None	Shield Bash	6 skill points	None
Feint	8 skill points	None	Shield Use	4 skill points	None
Greatstrike	12 skill points	Weapon mast. II (melee)	Silent Casting	4 skill points x grade	Any magic potential
Guard	6 skill points	None	Spell Circle (Hedge)	9 skill points + (3 x Circle)	Hedge
Health Point	2 skill points	None	Spell Circle (Hermetic)	10 skill points + (3 x Circle)	Hermetic
Hedge Magic Potential	25 skill points	Literacy	Spell Circle (Faith)	8 skill points + (3 x Circle)	Faith
Hermetic Magic Potential	35 skill points	Literacy	Spell Circle (Ritual)	9 skill points + (3 x Circle)	Ritual
Improved Dodge	8 skill points x grade	None	Split Attacks	10 skill points	Weapon mast. I (melee)
Improved Initiative	4 skill points x grade	None	Stunning Blow	8 skill points	Weapon mast. I (melee)
Increased Accuracy	5 skill points x grade	None	Unarmed Combat	6 skill points + (3 x grade)	None
Increased Attribute	(score – 5) skill points	None	Vital Strike	4 skill points x grade	Weapon mast. I (melee)
Increased Physical Resist.	3 skill points per grade	None	Weapon Mastery	8 skill points + (2 x grade)	None
Increased Mental Resist.	3 skill points per grade	None	Whirlwind Attack	12 skill points	Multiple att. II (melee)

\* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery II in weapon class E must be purchased before acquiring Multiple Attacks II in weapon class E.

## Discipline Descriptions

Below is a complete description of the disciplines:

**Advanced Counterattack: 16 skill points.** Weapon class specific: Counterattack in the same weapon class is a prerequisite for Advanced Counterattack. The Advanced Counterattack discipline enables the character to take one on-hand attack against an opponent that had just attacked that character. This counterattack is made at the next initiative following the opponent's attack. For example, if a character was attacked by a ghul at initiative 4, using Advanced Counterattack, that character may take one on-hand attack against that ghul at initiative 3.

No special on-hand combat disciplines such as Greatstrike, Parrying, Stunning Blow, etc. may be employed with an Advanced Counterattack.

*Note:* This counterattack does not count as part of the character's normal attack sequence. Advanced Counterattack may only be employed once per round.

**Ambidexterity: 16 skill points.** Ambidexterity indicates a character favors neither his right nor left hand, but may use either hand equally well. Most importantly, in game terms, Ambidexterity enables a character to employ two weapons with little penalty. Regardless of agility score, a character with Ambidexterity suffers no to-hit penalty with his 'on-hand', and only a -1 to-hit penalty with his 'off-hand' while employing two weapons.

*Note:* Ambidexterity only reduces off-hand attack penalties; it does not enable a character to employ special skills, such as Multiple Attacks, with his 'off-hand' weapon.

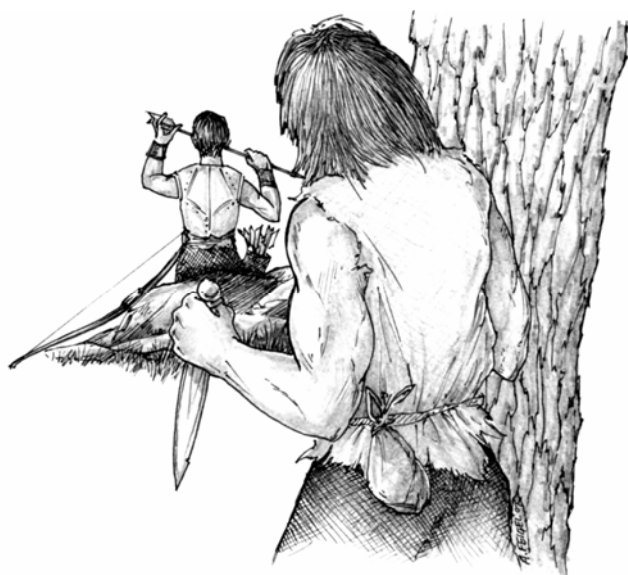
**Armor Use: 4 skill points x grade.** The Armor Use discipline enables a character to function more freely while in wearing armor or wielding a shield. Each grade of Armor Use adjusts the character's armor impedance score by +1.

*Note:* Armor Use has no effect when the character is not wearing armor.

**Backstab: 8 skill points x grade.** The Backstab discipline enables a character to inflict extra damage upon an opponent, when that opponent is surprised from behind. There are three grades of the Backstab discipline. For each grade, the attacking character adds an extra 1d6 of damage to each of his attacks that hit that round. For example, a character with Backstab grade I that successfully backstabs an opponent, attacking twice with a long sword, would inflict 1d8 + 1d6 if one attack hit, or 2d8 + 2d6 if both attacks hit. The same character with Backstab grade II would inflict 1d8 + 2d6 for each hit with the long sword.

The Backstab discipline may only be used when a character successfully surprises an opponent from behind. Simply moving behind an opponent is not sufficient.

*Note:* If an opponent is unaware and attacked from behind, that opponent's dodge score is halved for the first round of attacks made.



**Bash: 6 skill points.** Weapon class specific: Weapon Mastery I in weapon classes A or B is a prerequisite for Bash. Bash allows a character to apply a -3 to-hit modifier to apply a +2 damage modifier to one on-hand melee attack with a weapon of class A or B. A player must declare the Bash attempt before a to-hit roll is made. If the attack misses, the player must again announce if further bashes are to be attempted. Bash may only be attempted once per round.

**Blindfighting: 5 skill points.** The Blindfighting discipline enables a character to fight effectively in circumstances where vision is impaired. Whereas to-hit modifiers and dodge score adjustments due to blindness can range from a light fog: -1, to complete blindness: -5, Blindfighting reduces penalties caused by vision impairment by +2. Thus, a thick smoke resulting in a -3 to-hit modifier and a -3 dodge score adjustment would only modify a Blindfighting character's to-hit rolls by -1, and adjust his dodge score by -1.

It should be mentioned that Blindfighting can benefit characters affected by bright light, as well as those affected by darkness. Thus, an orc could employ Blindfighting in bright daylight as a human would at night.

Missile weapon attack penalties due to vision impairment are 2x those of melee attacks. Thus, a completely blind character makes missile

weapon attacks at -10 to-hit. Blindfighting would reduce this to-hit penalty to -8.

*Note:* The Blindfighting discipline cannot give an overall positive to-hit modifier under any circumstances. If a character's movement rate is reduced to vision impairment, the Blindfighting discipline will offset this penalty by +20'.

**Calculated Strike: 12 skill points.** Weapon class specific: Multiple Attacks I in the same weapon class is a prerequisite for Calculated Strike. Calculated Strike allows a character to sacrifice multiple attacks to improve on-hand to-hit roll(s) for one round. For every on-hand attack sacrificed, the character gets a +3 to-hit modifier to his remaining on-hand attack rolls for that round. For example, if a character gets 3 on-hand attacks in one round, he may instead get 2 on-hand attacks at +3 to-hit, or one on-hand attack at +6 to-hit.

If a character wishes to employ Calculated Strike in a given round, he must state how many attacks will be sacrificed prior to making any attack rolls.

*Example:* Kerra is fighting a ghul. She has Multiple Attacks II in weapon class E, and usually gets two attacks with her rapier each round. However, this round Kerra decides to use her Calculated Strike discipline when attacking the ghul. Thus, she takes only one attack with her rapier and applies a +3 modifier to her to-hit roll. Kerra normally has +1 to-hit with her rapier. However, this round her to-hit modifier is +4. As the ghul's dodge score is 17 Kerra must roll 13 or higher on 1d20 to hit.

**Combat Archery: 8 skill points.** Weapon class specific: Weapon Mastery I in the same weapon class is a prerequisite for Combat Archery. The character may use a bow or crossbow in melee combat (less than 10' range) without a to-hit penalty. Combat Archery may be employed with missile weapons of classes J and K.

**Combat Casting: 10 skill points.** The Combat Casting discipline improves the character's ability to retain concentration while casting spells in combat. A character with Combat Casting gets a +5 modifier to the first Mental Resistance check made in order to retain spell-casting concentration. For example, if a character with a Mental Resistance modifier of +1 is hit while casting a spell, he would need to roll a 4 or more to retain concentration (4 + 1 + 5 = 10). However, further concentration checks during this same round would not get this modifier.

**Counterattack: 10 skill points.** Weapon class specific: Weapon Mastery I in the same weapon class is a prerequisite for Counterattack. The Counterattack discipline enables the character to return a full round of melee attacks against a foe in response to a critical fumble, rather than just one on-hand attack. Thus, a character with Counterattack may attack with both on-hand and off-hand weapons, and/or employ multiple attacks if able.

If the counterattacking character gets multiple attacks, the Counterattack continues the character's current attack sequence. For example, if the counterattacking character gets 3 attacks every 2 rounds with his on-hand, and the character attacked once the previous round, he would get 2 on-hand attacks for the Counterattack, and 1 on-hand attack the following round.

Like other critical fumble attacks of opportunity, this Counterattack is made at the next initiative following the opponent's attack. For example, if a character was attacked by a gremlin in initiative 6, using Counterattack, that character may take one full round of attacks against that gremlin at initiative 5. Employing Counterattack is optional.

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will only benefit from the Vital Strike when attacking the selected opponent. In addition, Vital Strike will not result in extra damage if the grade of Vital Strike exceeds the target's armor/hide damage absorbance. For example, a character with Vital Strike grade IV will circumvent the 1d2 points of damage absorbance of studded leather armor, but not incur any extra damage upon its wearer.

*Example:* Olaf is fighting a goblin that wears studded leather armor and has a shield. He rolls for initiative and gets a result of 7. The goblin's initiative is 5. However at initiative 7, Olaf decides to use his Vital Strike discipline. Therefore, Olaf may not act until initiative 2. The goblin acts before Olaf at initiative 5. It misses Olaf. At initiative 2, Olaf attacks the goblin and hits once with his hammer for 5 points of damage. The goblin's armor normally absorbs 1d2 + 1 points of damage. It rolls for armor absorbance and gets a result of 3. Olaf has Vital Strike grade II. Thus, due to Olaf's Vital Strike, the goblin's armor absorbance is reduced by 2 to only 1 point of absorbance. The goblin takes 4 points of damage.

**Weapon Mastery: 8 skill points + (2 x grade).** Weapon class specific: Weapon Mastery reflects intensive training with one specific class of weapons. For example, Weapon Mastery cannot apply to all swords, but may apply to those swords in weapon class E. This intense study increases the wielder's ability to hit and to do damage with those particular weapons.

There are five grades of Weapon Mastery. Weapon Mastery grade I grants the wielder +1 to-hit and +1 to damage with the chosen weapon class. Grade II imbues +2 to-hit and +1 to damage, grade III +3 to-hit and +2 to damage, grade IV +4 to-hit and +2 to damage, and grade V +5 to-hit and +3 to damage.



**Whirlwind Attack: 12 skill points.** Weapon class specific: Multiple Attacks II in the same weapon class is a prerequisite for Whirlwind Attacks. Whirlwind Attack discipline enables a character to perform one on-hand attack against each melee opponent (max. 6) instead of his normal attack. These attacks are made with a -2 to-hit modifier. For example, a character surrounded by four goblins chooses to Whirlwind Attack. Thus, at the character's initiative, he will attack each of the four goblins once with his on-hand weapon, modifying each to-hit roll by -2. No other attacks or actions are allowed by the character that round.

*Note:* No off-hand attacks are possible when employing Whirlwind Attack. No special combat disciplines such as Greatstrike, Parrying, Stunning Blow, etc. may be employed with a Whirlwind Attack.

## Proficiencies

Proficiencies represent learned knowledge or non-combat related physical or professional talents. Unlike disciplines, all proficiencies

have grades that range from I to IV, with I being the lowest grade and IV the highest.

**Beginning proficiencies:** Upon character creation, all beginning proficiencies must be grade I. Thus, a 1<sup>st</sup> level character could begin with Arcane Knowledge grade I, but not Arcane Knowledge grades II, III or IV.

**Purchasing proficiencies:** A character may only increase a proficiency by one grade at each new skill level attained. For example, a character that purchased Swimming grade I at the 2<sup>nd</sup> skill level, must wait until the 3<sup>rd</sup> skill level to purchase Swimming grade II.

Costs for proficiencies are as such:

*n skill point(s) per grade:* An expenditure of n skill points grants one additional grade in the proficiency. For example, the Climbing proficiency has a cost of 2 skill points per grade, indicating that spending a total expenditure of 4 skill points would give the character a Climbing proficiency of grade II.

*Important:* Discipline points or proficiency points may be used to purchase proficiencies.

## Proficiency Checks

The use of a proficiency requires the character to make a proficiency check. A proficiency check is made by rolling 1d20 for each grade of the character's proficiency. For example, were the character to have the Climbing proficiency grade III, he would roll 3d20 when making a Climbing proficiency check.

However, unlike other rolls, each 1d20 rolled for a proficiency check is not added. Instead, the player keeps the dice with the highest result, and discards the rest. For example, if 3d20 are rolled for a proficiency check and the dice results were 2, 8, and 13, the proficiency check result would be 13. The dice showing 2 and 8 are discarded.

*Note:* If two or more dice rolled for a proficiency check share the highest same result, (such as: 3, 12, 12) all but one of the similar dice are discarded (a result of 12).

**Target numbers:** Each time a proficiency check is made, the character attempts to achieve a result equal to or greater than a target number provided by the Game Master. As a general rule, target numbers range from 5 to 20. Easy tasks will have a low target number, whereas more difficult tasks will have a higher target number. For example, to climb an oak tree a character might be required to make a Climbing proficiency check with a target number of 5. However, if the character wished to climb a sheer cliff, the target number might be a 15 or higher.

If a proficiency check roll results in a number equal to or more than the target number, the check is successful. Conversely, if the roll results in a number less than the target number, the check fails. For example, a character with a Lock-picking proficiency attempting to pick a lock with a target number of 8 fails to pick the lock on a result of 7 or less, and succeeds on a result of 8 or more.

*Example:* Millena has the Lock-picking proficiency with a grade of II. She attempts to pick a lock, which the Game Master indicates has a target number of 9. Millena rolls 2d20 with a result of 5, and 11. She keeps the dice showing 11. As Millena's proficiency check result of 11 is equal to or greater than 9, she succeeds in picking the lock.

**Natural 1's and 20's:** As a general rule, whenever a proficiency roll results in a natural 1, regardless of any modifiers, the check is considered an automatic failure. Of course, for grades of II, III or IV all

d20's rolled must show 1 otherwise those dice showing a 1 are discarded. Conversely, any proficiency check roll resulting in a 20 is considered an automatic success regardless of any modifiers. For example, a character making an Acrobatics check of 19 with a -4 modifier could succeed if a natural 20 is rolled.

**Related attributes and modifiers:** Each proficiency is related to one attribute. A character's proficiency checks are modified by that character's related attribute. For example, the Running proficiency is related to the endurance attribute. A character with an endurance score of 14 would add a +1 to the result of all Running proficiency checks.

All proficiency check modifiers, including those due to attributes, are applied after all dice are rolled in making a proficiency check. For example, a character with a 14 endurance and grade II Running makes a Running check. He rolls 2d20 with a result of 11 and 13. The player keeps the 13 and applies a +1 modifier due to his character's high endurance. Thus, the character's Running check result is 14.

As a basic guide, proficiency check target numbers are based upon the difficulty of the task as such:

**Table 2.1.13: Proficiency check target numbers**

Difficulty of task	Proficiency target number
Average, straight-forward	5-9
Difficult, involved	10-14
Unlikely, complicated	15-19
Incredible, amazing	20+

*Note:* As shorthand, a proficiency check with a target number of n, will often be written as: "a proficiency check of n". For example, a Climbing proficiency check with a target number of 12, may be written as: "a Climbing check of 12".

**Table 2.1.14: Proficiencies reference**

Proficiency	Skill point cost	Attribute	Proficiency	Skill point cost	Attribute
Acrobatics	3 skill points per grade	agility	Leadership	2 skill points per grade	presence
Agriculture	1 skill point per grade	intellect	Local Knowledge	1 skill point per grade	intellect
Ancient History	2 skill points per grade	intellect	Lock-picking	2 skill points per grade	agility
Animal Handling	2 skill points per grade	intellect	Magic Acuity†	4 skill points per grade	intellect
Arcane Knowledge	4 skill points per grade	intellect	Martial Knowledge	2 skill points per grade	intellect
Artistic Ability	2 skill points per grade	intellect	Perception	3 skill points per grade	intellect
Armor-making†	3 skill points per grade	intellect	Performance	2 skill points per grade	presence
Climbing	2 skill points per grade	agility	Persuasion	2 skill points per grade	presence
Contacts	2 skill points per grade	presence	Regional Knowledge	2 skill points per grade	intellect
Disguise	3 skill points per grade	presence	Religious Knowledge	4 skill points per grade	intellect
Distract	2 skill points per grade	presence	Riding	1 skill point per grade	agility
Dweomercraft (Hedge)†	4 skill points per grade	intellect	Rope Use	2 skill points per grade	agility
Dweomercraft (Hermetic)†	5 skill points per grade	intellect	Running	2 skill points per grade	endurance
Engineering	2 skill points per grade	intellect	Seamanship	1 skill point per grade	intellect
Extra-planar Knowledge	6 skill points per grade	intellect	Sleight-of-hand	2 skill points per grade	agility
Gambling	2 skill points per grade	presence	Stealth	3 skill points per grade	agility
Healing†	4 skill points per grade	intellect	Swimming	2 skill points per grade	endurance
Heraldry	1 skill point per grade	intellect	Tracking	2 skill points per grade	intellect
Herbalism	2 skill points per grade	intellect	Trade Skill	1 skill point per grade	intellect
Inspire†	4 skill points per grade	presence	Weapon-making†	3 skill points per grade	intellect
Intimidate†	4 skill points per grade	presence	Wilderness Lore	2 skill points per grade	intellect
Jumping	2 skill points per grade	agility	World Knowledge	4 skill points per grade	intellect

† Proficiency checks in these proficiencies may not be attempted by non-proficient characters.

**Failure:** In general, once a specific proficiency check is failed, all further checks made by the same character will fail. However, upon achieving a new skill level, and/or spending more skill points on the proficiency, the character may attempt the check once again. For example a 3<sup>rd</sup> level character attempting to climb a prison wall has failed. Thus, until that character has attained the 4<sup>th</sup> skill level, or spent more skill points in his Climbing proficiency, all attempts to climb the same prison wall will automatically fail.

### Non-proficient Checks

In many circumstances, characters may wish to attempt an action or draw upon knowledge that would be covered by a proficiency they do not possess. This is reasonable. For instance, though a character may not have the World Knowledge proficiency, it does not imply the character has no knowledge of the world at all. Similarly, a character without the Tracking proficiency might attempt to locate a lost companion despite lacking the skill. In such cases, it is reasonable to assume that although unlikely, such attempts might succeed. Thus, all characters may attempt non-proficient checks in proficiencies they do not possess.

To attempt a non-proficient check, the character may roll 1d10. Thus, barring any modifiers, a non-proficient character may only achieve a maximum proficiency check result of 10.

Like a proficiency check, if a non-proficient check fails, the character may not attempt that specific check again until achieving the next skill level. Finally, non-proficient checks may not be made for proficiencies that have a prerequisite skill, such as the Dweomercraft proficiency or when explicitly stated, as for the Healing proficiency.

### Proficiency Reference List

Below is a complete list of the proficiencies and their related attributes:

## Proficiency Descriptions

Below is a complete description of the proficiencies:

**Acrobatics: 3 skill points per grade (agility).** The Acrobatics proficiency reflects the character's ability to perform feats such as tightrope walking, tumbling, standing upon a running horse, or even to minimize damage from a fall. Typically an acrobatic action requires some combination of balance and athleticism. Swinging from a chandelier would be considered an acrobatic feat.

In addition to gymnastic feats, the acrobatics proficiency enables a character to minimize or prevent damage that would be sustained from a fall, either by landing correctly, or slowing one's descent by grabbing branches, etc. In general, characters suffer 1d8 for every 10' they have fallen, assuming they land on a hard, even surface. However, a successful Acrobatics check indicates a character suffers d4 instead of d8 damage. For example, a character with the Acrobatics proficiency that makes a Acrobatics check suffers 3d4 points of damage from a 30' fall. Were that character to fail the Acrobatics check, the damage dealt would be 3d8.

*Note:* Like all agility-related proficiencies, worn armor modifies all Acrobatics checks. However, as falling results in a physical impact, armor may absorb falling damage.

**Agriculture: 1 skill point per grade (intellect).** The Agriculture proficiency indicates knowledge in cultivation of crops and/or management of livestock. Furthermore, the Agriculture proficiency enables a character to identify flora and fauna of a domestic nature.

**Ancient History: 2 skill points per grade (intellect).** Ancient History assumes the character has spent long hours in the study of ancient lore. Historical knowledge may be political, military, cultural, or biographical.

**Animal Handling: 2 skill points per grade (intellect).** Animal Handling reflects knowledge regarding the care, behavior, and training of a specific type of animal. The resources and time required to train an animal are determined by the Game Master. In general, training of a feral dog may take several weeks, whereas training of a griffon could take several months. Animal Handling checks may be modified due to resources, time constraints, or the age or disposition of the animal. Failed checks may indicate that further training is necessary, or that the animal is unreliable, and may fail to perform in certain situations.

Animal Handling is specific to one class of animals. Thus, the class 'dogs' might include wolves, fox or domesticated dogs. In addition, as the Animal Handling proficiency is limited to one animal type, multiple Animal Handling proficiencies may be purchased. For example, a character might have Animal Handling: dogs, as well as Animal Handling: birds of prey.

**Arcane Knowledge: 4 skill points per grade (intellect).** Arcane Knowledge reflects the study of magic history. A character with Arcane Knowledge will have studied the history of relics, mages, magic items, hermetic sects, curses, magic scrolls, and things related. Although Arcane Knowledge will not enable a character to decipher hermetical runes, it is possible the nature of the runes may be known. In certain instances, a character with Arcane Knowledge may possess information regarding beasts of a magical nature.

**Artistic Ability: 2 skill points per grade (intellect).** The Artistic Ability proficiency indicates a character's skill in a particular art form. Typical artistic abilities include: painting, writing, sculpture, musical instrument, and dance.

**Armor-making: 3 skill points per grade (intellect).** The Armor-making proficiency enables a character to construct, repair, or resize armor. Resources and time necessary to create a suit of armor are determined by the Game Master. In general, construction of a shield may take several days, whereas construction of a suit of plate armor may take several weeks. Armor-making checks may be modified due to resources, time constraints, or ornamentation. Failed checks may indicate that further resources are needed for completion, or that the armor is flawed, and may absorb less damage and/or restrict movement more than usual.

If the Game Master allows, extremely successful Armor-making checks (such as a result of 20+) may indicate works of superior quality. In such rare cases, the armor's impedance score may be improved, or the armor may absorb damage as though it were a suit of the next higher class.

*Note:* Armor-making cannot be performed by non-proficient characters.



**Climbing: 2 skill points per grade (agility).** Climbing assumes the character has the extraordinary ability to ascend difficult obstacles such as cliffs, buildings and city walls.

Failure of a Climbing attempt indicates the character falls, potentially taking damage. To determine at which point during the ascent the character fell, roll 1d4: 1: bottom (no significant fall), 2: 1/3 the distance up, 3: 2/3 the distance up, 4: from the top. For example, a character fails to climb a 60' cliff face. The player rolls 1d4 with a result of 3, indicating the character falls 40'.

**Contacts: 2 skill points per grade (presence).** Contacts indicates a number of social relationships in a given region or locale. Typically, a character can draw upon these contacts for services, aid, etc. For example, a character in need of a fence for stolen items might employ the Contacts proficiency to find a reliable middleman or buyer. However, although a successful check might indicate a contact can be found, it does not indicate the person(s) in question will always willingly provide the service or assistance. As a rule, reciprocity is



essential to the establishment and maintenance of such relationships, and failure to do so may diminish the success of future attempts.

In general, the Contacts proficiency is specific to one heavily populated area, or several smaller ones within the same geographical region. For example, Contacts might apply to one bustling metropolis, or to a large region populated by a small number of tribes. Thus, it is possible that a character may have more than one regionally distinct Contacts proficiency.

**Disguise: 3 skill points per grade (presence).** Disguise indicates the character is adept at altering his or her appearance, either through costume, action or combination thereof. A Disguise attempt can be as simple as blending into a crowded market, or as complicated as imitating a specific persona. Furthermore, a character may alter their own appearance through Disguise to appear older, weaker, stronger, etc. In general, a character may alter his height by up to 6" decrease his weight by 30 lbs., or increase it by 100 lbs. Disguise check target numbers may be modified due to resources available, complexity of the alteration, or intelligence of the audience.

*Note:* Imitation of a specific persona is nearly impossible if the viewer is extremely familiar with the person being imitated.

**Distract: 2 skill points per grade (presence).** Distract is the ability to direct an audience's attention away from a specific object, person or action. Although Distract might be applied in conjunction with Sleight-of-hand, distraction does not enable a character to perform abnormally complicated actions beyond the actual deterrent. Thus, while employing Distract, a character might be able to casually pass an item to a nearby companion unseen. However, the Distract skill would not enable a character to pilfer an item from another person.

*Note:* When used in conjunction with Sleight-of-hand, a successful Distract check may improve Sleight-of-hand proficiency checks.

**Dweomercraft (Hedge): 4 skill points per grade (intellect).** Hedge Dweomercraft may only be purchased by characters with Hedge Magic Potential. Hedge Dweomercraft is the practice of creating new Hedge magic spells, or possibly magic potions and scrolls. In addition to a successful Dweomercraft check, the construction of new spells or magic items requires a great amount of time and resources. Typically, time spent is equal to 2 weeks per Circle of the spell to be created. Characters may only attempt to create spells of Circles that they can cast. The Game Master will determine what additional conditions are to be met for any specific Dweomercraft attempt.

In general, Hedge Dweomercraft checks are made after the expenditure of all necessary resources. A successful check indicates a new Hedge spell has been created. In addition, the creator of the spell is now able to cast it. Failure indicates that no spell has been created.

*Note:* The Game Master will provide information regarding the use of Dweomercraft in the creation of magic potions or scrolls. Dweomercraft cannot be performed by non-proficient characters.

**Dweomercraft (Hermetic): 5 skill points per grade (intellect).** Hermetic Dweomercraft may only be purchased by characters with Hermetic Magic Potential. Hermetic Dweomercraft is the practice of creating new Hermetic spells, or possibly magic potions, scrolls, enchanted items and artifacts. In addition to a successful Dweomercraft check, the construction of new spells requires a great amount of time and resources. Typically, time spent is equal to 2 weeks per Circle of the spell to be created. Characters may only attempt to create spells of Circles that they can cast. The Game Master will determine what additional conditions are to be met for any specific Dweomercraft attempt.

In general, Dweomercraft checks are made after the expenditure of all necessary resources. A successful check indicates a new Hermetic spell has been created. In addition, the creator of the spell is now able to cast it. Failure indicates that no spell has been created.

*Note:* The Game Master will provide information regarding the use of Dweomercraft in the creation of magic items. Dweomercraft cannot be performed by non-proficient characters.



**Engineering: 2 skill points per grade (intellect).** The Engineering proficiency enables a character to plan, construct, or repair large scale projects of wood, earth, metal and stone. Bridges, towers, mines, watermills, ramparts, and siege machines are all examples of possible engineering projects. Resources and time necessary for construction are determined by the Game Master. In general, it is assumed the character with Engineering will employ and direct a labor force adequate for the task at hand. Engineering target numbers may be modified due to resources, time constraints, or complexity. Failed checks may indicate that further resources are needed for completion, or that the project is flawed, and may have structural or mechanical deficiencies.

**Extra-planar Knowledge: 6 skill points per grade (intellect).** Extra-planar Knowledge reflects the study of extra-planar places and their denizens. A character with Extra-planar Knowledge will have studied the character of the outer planes, the cultures of their inhabitants, and the nature of extra-planar influence upon the Tellurian plane.

**Gambling: 2 skill points per grade (presence).** The Gambling proficiency not only implies the character is familiar with various games of chance, but it indicates the character has an advantage over lesser skilled opponents when playing these games. The character with a Gambling proficiency does not need to cheat to practice this skill. However, the character employing the Gambling skill will be more apt to notice cheating, and is well aware of his odds, whether his handicaps are legal or otherwise. Of course, a character with a Gambling proficiency may increase his odds through foul play. In general, these attempts will modify the character's Gambling checks based on the circumstances and skills of his opponents.

If used in conjunction with Gambling, a successful Sleight-of-hand check will improve the Gambling check by +1 for each grade the character possesses in the Sleight-of-hand proficiency. For example, a character with a Sleight-of-hand grade of II attempts to cheat while gambling at cards. After the character makes a successful Sleight-of-hand attempt (perhaps dealing from the bottom of the deck), the character may apply a +2 modifier to his associated Gambling proficiency check.

## Magic Potential Skills & Spells

Magic potential has more impact upon a character's development than any other skill. Not only does magic-use drastically alter the nature of the character, but it entails a large amount of skill points and effort if it is to be pursued in earnest. For these reasons, magic-using skills are often developed at the expense of combat expertise or other physical talents. This is especially true for those who acquire Hermetic Magic Potential. That being said, magic-using characters are often the most powerful of characters at high skill levels, and of these wizards are the most feared. Of course, there are also those characters that choose only to dabble in the magic arts, seeing magic as a means to compliment, rather than substitute their mundane skills.

The following section concerns the four types of magic potential: Hermetic, Hedge, Faith and Ritual. Of these, Hermetic and Faith are often considered as major or primary magics, whereas Hedge and Ritual are seen as minor or secondary magics. Each subsection discusses the nature and game mechanics concerning one of the four types of magic, followed by a complete list of spells that may be cast by its practitioners.

### Hermetic Magic

Hermetic magic is derived from the ambient forces that sustain and define the numerous planes of existence. Through mystical formulae and incantations, wizards are able to harness these magical forces and channel them into physical manifestations and alterations of their resident plane according to their will. Users of Hermetic magic are often referred to as wizards, sorcerers or mages.

*Note:* Casting of Hermetic spells requires great flexibility of movement. Thus, worn armor can potentially disrupt spell-casting (see Armor Impedance in the Player Character Creation section).

**Memorizing spells:** Wizards learn and memorize their spells from books. Typically, each wizard keeps several tomes in which his spells are permanently inscribed. Once a wizard successfully learns a spell, he may cast that spell at any time in the future. However, if a wizard wishes to replace cast or lost spells, must refer to these texts in order to rememorize the spell once again.

Each time a wizard studies, he commits to memory the spells he has learned within his spell books. These spells remain in the wizard's active memory, or repertoire, until those spells have been used. In general, four hours of uninterrupted study is sufficient to replenish a wizard's repertoire of spells.

A wizard's repertoire contains all learned spells within his available spell library. Thus, a wizard may cast any 1<sup>st</sup> Circle spell he has previously learned that was contained in the tome(s) available to him the last time he studied.

*Example:* A wizard is traveling with a spell book that contains the 1<sup>st</sup> Circle spells: Sense Magic, Illuminate and Minor Enchantment. At present, the wizard has learned Sense Magic and Minor Enchantment. Thus, after studying, the wizard may cast either Sense Magic or Minor Enchantment. If this wizard was able to cast three 1<sup>st</sup> Circle spells per day, he may cast Sense Magic three times, Sense Magic once and Minor Enchantment twice, or any similar combination thereof.

**Acquiring new spells:** In general, wizards acquire new spells by copying them from other spell books. As a rule, this requires 1 hour spent per Circle of the spell to be transcribed. However, before a newly acquired spell may be cast, a wizard must learn to use it. This

requires 1 day of study per Circle of the new spell, followed by a 1d20 roll modified by +1 per Circle of the spell to be learned. If the result is less than or equal to the wizard's intellect score, the spell has been learned. If the result is greater than the wizard's intellect score, the spell has not been learned and cannot be cast. For example, a wizard with a 15 intellect finds a book containing a new 3<sup>rd</sup> Circle spell. After spending 3 hours transcribing the spell into his book, he spends 3 days studying it. Finally, the wizard must roll 1d20 with a +3 modifier. A result of 4-15 indicates the spell has been added to the wizard's repertoire and may be cast. Failure (a result of 16-23) indicates the spell has not been learned. A wizard may only attempt to learn a new spell once per skill level.

*Note:* In addition to copying spells, wizards may acquire new spells by creating them with the Hermetic Dweomercraft proficiency (see the Proficiency section). A wizard typically begins with 2-4 1<sup>st</sup> Circle spells and possibly one 2<sup>nd</sup> Circle spell in his or her initial spell book (at the Game Master's option).



**Spell repertoire:** The number of spells a wizard may cast of any given Circle per day is equal to 1 plus the number of Circles the wizard has achieved since acquiring that Circle of spell-power. For example, in lieu of any intellect bonuses, a wizard whom may cast 5<sup>th</sup> Circle Hermetic magic can cast five 1<sup>st</sup> Circle, four 2<sup>nd</sup> Circle, three 3<sup>rd</sup> Circle, two 4<sup>th</sup> Circle, and one 5<sup>th</sup> Circle spells per day.

After achieving the 8<sup>th</sup> Circle of spell-power, the wizard may then spend the cost of 8<sup>th</sup> Circle (34 skill points) again to add one more spell to each Circle of his or her repertoire. For example, (in lieu of any intellect bonuses) a 8<sup>th</sup> Circle wizard whom has spent 34 additional skill points may cast nine 1<sup>st</sup>, eight 2<sup>nd</sup>, seven 3<sup>rd</sup>, six 4<sup>th</sup>, five 5<sup>th</sup>, four 6<sup>th</sup>, three 7<sup>th</sup>, and two 8<sup>th</sup> Circle spells per day.



## 2.5 Magic Potential Skills & Spells

**Duration:** The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 5 rounds, it will remain in effect for 5 rounds in addition to the one in which it was cast.

**Effect:** The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. A wizard may always choose to target fewer creatures than the maximum, but not more. For example, if the Effect reads: 3 creatures, the wizard may target one, two or three creatures with the spell.

**School:** The Hermetic school indicates the nature of the spell's magic. Some creatures have varying susceptibilities to magic of particular schools. All characters with Hermetic Magic Potential may cast spells of any school.

The Hermetic schools are: Abjuration, Alteration, Annihilation, Artifice, Astromancy, Charm, Divination, Evocation, Horology, Metamagic, and Summoning.

**Components:** All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

**Resist:** Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. For example, if a spell's resist reads, 'Mental 14', a creature must make a Mental Resistance check of target number 14, to resist the spell. If the Mental Resistance check is successful, the creature is unaffected.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

In general, Mental Resistance or Physical Resistance checks to resist Hermetic magic spells are adjusted by the Circle of the spell: 1<sup>st</sup> Circle: target number 11, 2<sup>nd</sup> Circle: target number 12, 3<sup>rd</sup> Circle: target number 13, 4<sup>th</sup> Circle: target number 14, etc.

**Casting time:** Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -3 is begun at initiative 5, the spell's effect will take place at initiative 2.

**Range:** Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target creature with a range of 20' may be cast upon any creature within 20' of the caster.

**Damage type:** Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from fire-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

*Note:* Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

*Important:* Damage from a single spell that affects multiple creatures must be determined for each creature individually. Thus, were two creatures affected by the 4<sup>th</sup> Circle Wall of Fire spell, 3d4 must be

rolled for each creature affected. Thus, one creature might suffer 6 points of damage whereas the other might suffer 9 points of damage.

## Hermetic Magic Spell Descriptions

The following includes a complete description of each Hermetic magic spell:

### Command: Sting

Circle: 1 <sup>st</sup>	Resist: Mental 20
Duration: Permanent	Casting time: -0
Effect: 1 creature	Range: 100'
School: Evocation	Damage type: Energy
Components: V	

Like all Command spells, the Sting Command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Sting Command inflicts 1 health point of damage upon one creature.

### Combust

Circle: 1 <sup>st</sup>	Resist: None
Duration: Special	Casting time: -1
Effect: 1 object	Range: 40'
School: Evocation	Damage type: Heat
Components: V, G	

Combust sets one small non-living object (less than 2 lbs.) on fire. If the object is non-flammable, the fire will only last 1 round. However, if the object is flammable (i.e. wood, cloth, paper), it will continue to burn until extinguished. Any creature in contact with the flames will suffer 1d3 points of damage per round.

In general, objects set afire by the Combust spell may be extinguished in one round. However, if there is abundant fuel for the flames, the fire will continue to grow as if naturally set.

### Darkness

Circle: 1 <sup>st</sup>	Resist: Mental 11
Duration: 4 hours	Casting time: -1
Effect: 10' radius	Range: 30'
School: Alteration	Damage type: n/a
Components: V, G	

Darkness creates an area of unnatural darkness centered upon a point or object chosen by the caster. This darkness is unaffected by any natural light, and thus renders all in it completely blind. If the Darkness spell is centered upon an unwilling creature, successful resistance indicates the spell fails without effect.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

*Note:* If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

### Extinguish

Circle: 1 <sup>st</sup>	Resist: None
Duration: Permanent	Casting time: -1
Effect: Up to 3' cube	Range: 30'
School: Annihilation	Damage type: n/a
Components: V, G	

The Extinguish spell instantly extinguishes any non-magical fire up to 3' cubic volume. This volume may be either one fire, or any combination of smaller fires in range. For example, a wizard could extinguish up to 1000 candles or 50 torches if they were within a 30' radius of the caster.

The Extinguish spell does not affect the fire's fuel source in any way, and the fires may be relit as normal.

### **Flare**

Circle: 1"	Resist: None
Duration: 1 round	Casting time: -1
Effect: 30' radius	Range: 100'
School: Evocation	Damage type: n/a
Components: V, G	

Flare creates a brilliant and blinding flash of light centered upon a point chosen by the caster. This intense light remains for one round.

All creatures making attacks into, within, or out of the area affected by Flare do so at a -3 to-hit. For creatures sensitive to daylight conditions, this to-hit modifier is -5.

It is nearly impossible to see from one side of the Flare to the other and missile attacks made across are at -10 to-hit.

*Note:* If cast in low-light conditions, all creatures seeing the Flare apply a -2 to-hit modifier for 2 rounds after the spell has ended.

### **Fog**

Circle: 1"	Resist: None
Duration: 5 rounds + 1 per Circle	Casting time: -1
Effect: 30' diameter column	Range: 100'
School: Evocation	Damage type: n/a
Components: V, G	

The Fog spell creates a dense fog, roughly 30' in diameter and 20' tall, centered upon a point within range of the caster. This fog is water vapor, and may be dispersed by strong winds. Visibility within the fog is limited, and melee attacks made within the fog are at -2 to hit. Missile attacks into or out of the fog are made at -5 to-hit.

*Note:* As the fog is made of particulates, visibility modifiers are the same for creatures with or without infrared vision.

### **Force Bolt**

Circle: 1"	Resist: None
Duration: Instantaneous	Casting time: -1
Effect: 1 creature	Range: 200'
School: Evocation	Damage type: Kinetic
Components: V, G	

The Force Bolt spell delivers a red glowing bolt-shaped object from the caster's extended finger towards one target. This bolt never misses. Upon striking the creature, the Force Bolt inflicts 1d6 + 1 point per Circle of the caster. For example, a wizard able to cast 3<sup>rd</sup> Circle spells may cast a Force Bolt for 1d6 + 3.

### **Friends**

Circle: 1"	Resist: Mental 11
Duration: 1 day	Casting time: -1
Effect: 1 creature per Circle	Range: 30'
School: Charm	Damage type: n/a

Components: G

When cast successfully, the Friends spell induces one or more semi-intelligent or intelligent creatures to treat the caster in an amiable, friendly manner. Affected creatures will remain so as long as the caster does not grossly offend or act to the creature's obvious detriment, or until the end of the spell's duration.

The initial attitude of targeted creatures towards the wizard modifies their Mental Resistance check to resist the spell as such: positive, affable: -2, neutral, apathetic: 0, negative, hostile: +2.

*Note:* In general, a creature able to resist the Friends spell will not be aware the spell was cast, but as a result, will have a somewhat more negative opinion of the caster.

### **Ignore**

Circle: 1"	Resist: Mental 11
Duration: 6 rounds	Casting time: -1
Effect: 1 creature per Circle	Range: 5'
School: Charm	Damage type: n/a
Components: V, G	

The Ignore spell induces one or more creatures to ignore the presence and/or actions of the caster, so long as they do not directly affect the recipient. For example, a wizard who successfully casts Ignore upon a town guard might break into a jewelry shop in plain view of the soldier affected. However, were the wizard to attempt to remove an item from the guard's person, the effect of the spell would be broken.

A wizard may charm one creature with Ignore for each Circle of Hermetic spell discipline he or she has.

### **Illuminate**

Circle: 1"	Resist: Mental 11
Duration: 8 hours	Casting time: -1
Effect: 20' radius	Range: 30'
School: Alteration	Damage type: n/a
Components: V, G	

Illuminate creates an area of soft light centered upon a point or object chosen by the caster. This light is similar in brightness to torchlight, and thus negates any vision penalties due to darkness. If the Illuminate spell is centered upon an unwilling creature, successful resistance indicates the spell fails without effect.

### **Magic Bag**

Circle: 1"	Resist: None
Duration: 1 day	Casting time: -1
Effect: 1 pouch	Range: Touch
School: Astromancy	Damage type: n/a
Components: V, G, M	

The Magic Bag spell enchants one normal pouch or sack so that its volume is five times its actual outer dimensions. In addition, items carried within the Magic Bag add only one fifth of their weight to the weight of the bag. For example, a 30 lb. vase placed in a Magic Bag would only add 6 lbs. to the bag's weight.

If Magic Bag is dispelled, or if the contents of the bag are not removed before the duration has passed, the pouch will simply burst, spilling its contents.

## 2.5 Magic Potential Skills & Spells

than 150 years old after a Steal Youth spell, death may occur. Similarly, if Steal Youth reduces a character to less than 0 years of age, the character dies.

### Hedge Magic

Like Hermetic magic, Hedge magic is derived from those forces that sustain and define the numerous planes of existence. Similarly, through mystical formulae and incantations, alchemists may harness these magical forces and channel them to their will. However, whereas Hermetic magic can physically alter the Tellurian plane in powerful ways, Hedge magic tends towards artifice and the enchantment of objects, or alterations of perception and manifestations of the mind. Users of Hedge magic are often referred to as alchemists, illusionists, bards, enchanters, tricksters or thaumaturgists.

*Note:* Casting of Hedge magic spells requires great flexibility of movement. Thus, worn armor can potentially disrupt spell-casting (see Armor Impedance in the Player Character Creation section).

**Memorizing spells:** Like wizards, alchemists learn and memorize their spells from books. Similarly, once an alchemist successfully learns a spell, he may cast that spell at any time in the future. However, if an alchemist wishes to replace cast or lost spells, he must refer to these texts in order to rememorize the spell once again.

Each time an alchemist studies, he replenishes his repertoire of spells that may be cast. Like wizards, these spells remain in the alchemist's repertoire until those spells have been used or until he studies again. In general, four hours of uninterrupted study is sufficient to replenish an alchemist's daily repertoire of spells.

Like wizards, each time an alchemist studies, he commits to memory the spells he has learned within his available spell books. These spells remain in the alchemist's active memory, or repertoire, until those spells have been used.

An alchemist's repertoire contains all learned spells within his available spell library. Thus, an alchemist may cast any 1<sup>st</sup> Circle spell he has previously learned that was contained in the tome(s) available to him the last time he studied.

*Example:* An alchemist is traveling with a spell book that contains the 1<sup>st</sup> Circle spells: Illuminate, Courage, and Noise. At present, the alchemist has learned the spells Courage and Noise. Thus, after studying, the alchemist may cast either Courage or Noise. If this alchemist was able to cast three 1<sup>st</sup> Circle spells per day, he may cast Courage three times, Courage twice and Noise once, or any similar combination thereof.

**Acquiring new spells:** In general, alchemists acquire new spells by copying them from other spell books. To copy a new spell into his or her book, either from another book or scroll, an alchemist must spend 1 hour per Circle of the spell to be transcribed. However, before a newly acquired spell may be cast, an alchemist must learn to use it. This requires 1 day of study per Circle of the new spell, followed by a 1d20 roll modified by +1 per Circle of the spell to be learned. If the result is less than or equal to the alchemist's intellect score, the spell has been learned. If the result is greater than the alchemist's intellect score, the spell has not been learned and cannot be cast.

For example, an alchemist with a 16 intellect finds a book containing a new 4<sup>th</sup> Circle spell. After spending 4 hours transcribing the spell into her book, she spends 4 days studying it. Finally, the alchemist must roll 1d20 with a +4 modifier. A result of 5-16 indicates the spell has been added to the alchemist's repertoire and may be cast. Failure (a result of

17-24) indicates the spell has not been learned. An alchemist may only attempt to learn a new spell once per skill level.

*Note:* In addition to copying spells, alchemists may also acquire new spells by creating them with the Hedge Dweomercraft proficiency (see the Proficiency section). An alchemist typically begins with 2-4 1<sup>st</sup> Circle spells and possibly one 2<sup>nd</sup> Circle spell in his or her initial spell book (at the Game Master's option).



**Spell repertoire:** The number of spells an alchemist may cast of any given Circle per day is equal to 1 plus the number of Circles the alchemist has achieved since acquiring that Circle of spell-power. For example, in lieu of any intellect bonuses, an alchemist whom may cast 4<sup>th</sup> Circle Hedge magic, can cast four 1<sup>st</sup> Circle, three 2<sup>nd</sup> Circle, two 3<sup>rd</sup> Circle, and one 4<sup>th</sup> Circle spells per day.

After achieving the 5<sup>th</sup> Circle of spell-power, an alchemist may spend the cost of 5<sup>th</sup> Circle (24 skill points) again to add one more spell to each Circle of his or her repertoire. For example, (in lieu of any intellect bonuses) a 5<sup>th</sup> Circle alchemist whom has spent 24 additional

skill points may cast six 1<sup>st</sup>, five 2<sup>nd</sup>, four 3<sup>rd</sup>, three 4<sup>th</sup>, and two 5<sup>th</sup> Circle spells per day.

*Note:* Acquiring Hedge Magic Potential automatically enables an alchemist to cast spells of the 1<sup>st</sup> Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

In addition to the normal acquisition of spells, alchemists may earn additional spells due to a high intellect score (see the intellect attribute table).

## Hedge Magic Spells

Hedge magic is often viewed as a subset of Hermetic magic. Like Hermetic magic, Hedge magic spells harness ambient magical forces to create their effects. However, Hedge magic is particularly effective at affecting the mind, and somewhat limited in its ability to alter the physical world. Hedge magic is drawn from the environment and not granted, thus alchemists may employ their spells for any purpose they see fit.

**Table 2.5.2: Hedge magic spells**

1 <sup>st</sup> Circle	School	2 <sup>nd</sup> Circle	School	3 <sup>rd</sup> Circle	School	4 <sup>th</sup> Circle	School	5 <sup>th</sup> Circle	school
Clamor	<i>jinx.</i>	Animate Fire	<i>alt.</i>	Amnesia	<i>charm</i>	Aptitude	<i>alt.</i>	Alchemy	<i>art.</i>
Courage	<i>charm</i>	Appeal	<i>alt.</i>	Break	<i>jinx.</i>	Distort Space	<i>illus.</i>	Bogeyman	<i>illus.</i>
Create Scrivener	<i>art.</i>	Babble	<i>jinx.</i>	Brittle	<i>alt.</i>	Doppelganger	<i>illus.</i>	Clone	<i>art.</i>
Darkness	<i>alt.</i>	Buoyancy	<i>alt.</i>	Caldwell's Horseless Carriage	<i>art.</i>	Efficacy Shield	<i>illus.</i>	Control	<i>charm</i>
Despair	<i>charm</i>	Captivate	<i>charm</i>	Chameleon	<i>illus.</i>	Enmity	<i>charm</i>	Dream	<i>illus.</i>
Double	<i>illus.</i>	Charm Animal	<i>charm</i>	Compel	<i>charm</i>	Facsimile	<i>illus.</i>	Fool	<i>jinx.</i>
Enchant Armor	<i>art.</i>	Climb	<i>alt.</i>	Dancing Weapon	<i>art.</i>	Fly	<i>alt.</i>	Gambit	<i>alt.</i>
Fix	<i>art.</i>	Darkvision	<i>alt.</i>	Doubt	<i>jinx.</i>	Improved Enchant Weapon	<i>art.</i>	Greater Phantasm	<i>illus.</i>
Friends	<i>charm</i>	Disguise	<i>illus.</i>	Frailty	<i>jinx.</i>	Inscribe	<i>art.</i>	Jasper's Mud Man	<i>art.</i>
Fumble	<i>jinx.</i>	Enchant Weapon	<i>art.</i>	Growth	<i>alt.</i>	Invisibility	<i>alt.</i>	Locate	<i>divin.</i>
Illuminate	<i>alt.</i>	Enrage	<i>charm</i>	Heavy	<i>alt.</i>	Isaac's Permutable Garment	<i>art.</i>	Luck	<i>alt.</i>
Klutz	<i>jinx.</i>	Function	<i>art.</i>	Improved Enchant Armor	<i>art.</i>	Mastery	<i>alt.</i>	Mimic Magic	<i>illus.</i>
Leopold's Compass	<i>art.</i>	Hesitate	<i>jinx.</i>	Iron Stone	<i>art.</i>	Mirage	<i>illus.</i>	Misdirect	<i>charm</i>
Magic Candle	<i>art.</i>	Hide	<i>illus.</i>	Levitation	<i>alt.</i>	Outwit	<i>charm</i>	Misfortune	<i>jinx.</i>
Minor Phantasm	<i>illus.</i>	Imbuement	<i>art.</i>	Neophyte	<i>jinx.</i>	Panic	<i>charm</i>	Object	<i>alt.</i>
Noise	<i>illus.</i>	Jasper's Straw Man	<i>art.</i>	Pariah	<i>jinx.</i>	Phantasmal Armor	<i>illus.</i>	Phantasmagoria	<i>illus.</i>
Palm	<i>illus.</i>	Leopold's Mark	<i>jinx.</i>	Phantasm	<i>illus.</i>	Phobia	<i>charm</i>	Phrenic Trap	<i>charm</i>
Perplex	<i>jinx.</i>	Reveal Enchantment	<i>divin.</i>	Refraction	<i>illus.</i>	Precedence	<i>alt.</i>	Polymorph	<i>alt.</i>
Phantom Sight	<i>divin.</i>	Reveal Invisibility	<i>alt.</i>	Scry	<i>divin.</i>	Prey	<i>jinx.</i>	Shrink	<i>alt.</i>
Scintillating Wall	<i>illus.</i>	Rob	<i>illus.</i>	Silence	<i>alt.</i>	Psychometry	<i>divin.</i>	Simulation	<i>illus.</i>
Sense Charm	<i>divin.</i>	Shimmering Armor	<i>illus.</i>	Sleep	<i>charm</i>	Shout	<i>alt.</i>	Split	<i>illus.</i>
Sense Deception	<i>divin.</i>	Swiftness	<i>alt.</i>	Trace	<i>divin.</i>	Sloth	<i>jinx.</i>	True Strike	<i>art.</i>
Sense Magic	<i>divin.</i>	Terror	<i>charm</i>	Turn Shadow	<i>illus.</i>	Witches' Ointment	<i>art.</i>		
Water to Wine	<i>alt.</i>	Translation	<i>divin.</i>						

### Hedge Magic Spell Composition

Each Hedge magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

**Circle:** Hedge magic spells are divided into 5 Circles of spell-power. Spells of the 1<sup>st</sup> Circle are the weakest, and spells of the 5<sup>th</sup> Circle are the most powerful.

**Duration:** The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 10 rounds, it will remain in effect for 10 rounds in addition to the one in which it was cast.

**Effect:** The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. However, unlike other magic-users, alchemists may increase the maximum creatures target by some spells. However, by doing so, the alchemist decreases the resistance check associated with the spell (see Resist below).

An alchemist may always choose to target less creatures than the maximum. For example, if the Effect reads: 4 creatures, the alchemist may target one, two, three or four creatures with the spell.

**School:** The Hedge magic school indicates the nature of the spell's magic. Some creatures have varying susceptibilities to magic of particular schools. All characters with Hedge Magic Potential may cast spells of any school.

## 2.5 Magic Potential Skills & Spells

The Hedge magic schools are: Alteration, Artifice, Charm, Divination, Illusion, and Jinxes.

**Components:** All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

**Resist:** Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. For example, if a spell's resist reads, 'Mental 12', a creature must make a Mental Resistance check with a target number of 12 to oppose the spell. If the Mental Resistance check is successful, the creature is unaffected.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

Unlike other magic-users, alchemists may increase the number of targets affected by some spells beyond the maximum while decreasing the spell's resistance target number by 3 for each additional target.

For example, if an alchemist cast the 1<sup>st</sup> Circle Clamor spell (Effect: 1 creature) upon one creature, the Mental Resistance check to oppose the spell would have a target number of 11. However, were the alchemist to cast the Clamor spell upon two creatures, the Mental Resistance check for each creature to resist the spell would be of target number of 8 (11 - 3). Similarly, if the alchemist casts Clamor upon three creatures, the Mental Resistance check for each creature to oppose the spell would be of target number of 5 (11 - 6).

For all spells with multiple targets that include a resistance check, a (-3') will follow the base resistance target number. For example, the 1<sup>st</sup> Circle Friends spell (Effect: 2 creatures), has Resist: Mental 11 (-3'). That is, if the alchemist targets one or two creatures with Friends, a Mental Resistance check of 11 must be made to resist. However, for each additional creature beyond the second targeted by the Friends spell, a -3 adjustment is applied to the Mental Resistance check target number.

*Note:* For spells targeting multiple creatures, the equation used to determine the resistance target number is: [(base resist target number) - 3n], where n is equal to the number of creatures beyond the maximum targeted by the spell. The Resistance check adjustment due to additional targets may not go below zero. Thus, for a spell with a base Resist of 11 (-3'), no more than 3 additional creatures may be targeted.

In general, base Mental or Physical Resistance check target numbers to resist Hedge magic spells are adjusted by the Circle of the spell: 1<sup>st</sup> Circle: target number 11, 2<sup>nd</sup> Circle: target number 12, 3<sup>rd</sup> Circle: target number 13, 4<sup>th</sup> Circle: target number 14, and 5<sup>th</sup> Circle: target number 15.

**Casting time:** Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -3 is begun at initiative 5, the spell's effect will take place at initiative 2.

**Range:** Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target creature with a range of 30' may be cast upon any creature within 30' of the caster.

**Damage type:** Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely

suffer no damage from fire-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

*Note:* Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

## Hedge Magic Spell Descriptions

The following includes a complete description of each Hedge magic spell:

### Clamor

Circle: 1 <sup>st</sup>	Resist: Mental 11 (-3')
Duration: 1 hour	Casting time: -1
Effect: 1 creature	Range: 80'
School: Jinxes	Damage type: n/a
Components: V, G	

When cast successfully, the Clamor spell makes a creature become boisterous and noisy. Despite the creature's best efforts, all movement and speech will be amplified so that all nearby will be made aware of their presence.

If a creature affected by Clamor attempts to use the Sleight-of-hand or Stealth proficiencies, all checks are made with a -8 modifier.

### Courage

Circle: 1 <sup>st</sup>	Resist: None
Duration: 10 minutes	Casting time: -1
Effect: 1 creature	Range: 40'
School: Charm	Damage type: n/a
Components: V, G	

The Courage spell imbues one creature with a strong feeling of self-confidence and fearlessness. In combat, the Courage spell will improve a creature's initiative, to-hit, Physical Resistance, and Mental Resistance rolls by +1. Furthermore, a +2 modifier is applied to all presence-related proficiency checks made by the affected creature.

Multiple Courage spells cast upon the same individual have no additional effect.

### Create Scrivener

Circle: 1 <sup>st</sup>	Resist: None
Duration: 1 hour per Circle	Casting time: 10 minutes
Effect: Special	Range: Touch
School: Artifice	Damage type: n/a
Components: V, G, M	

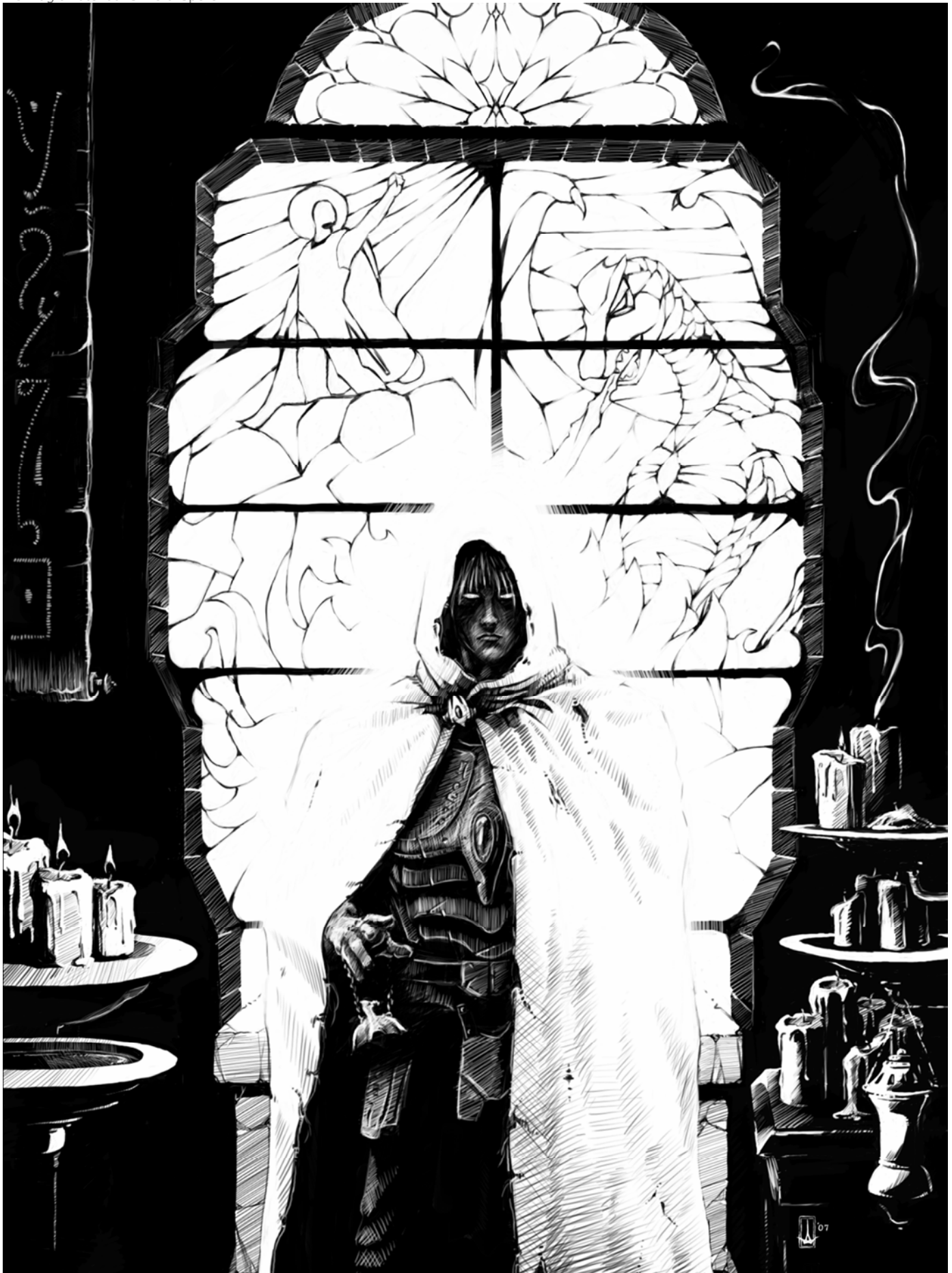
With the Create Scrivener spell, the caster creates a magical scribe that can copy non-magical texts and scrolls. The scrivener works rapidly, transcribing two pages per minute; and can work tirelessly for 1 hour per Circle of the caster, even if the caster is asleep. The scrivener has a dodge score of 3, and is dispelled if damaged.

The components of Create Scrivener are twine, sticks and a quill.

### Darkness

Circle: 1 <sup>st</sup>	Resist: Mental 11
Duration: 2 hours	Casting time: -1
Effect: 20' radius	Range: 30'
School: Alteration	Damage type: n/a





## Faith Magic Spells

Faith magic spells are granted by and wholly dependent upon the priest's deity. For this reason, a priest's spells will generally reflect the

nature of the deity's ethos. Normally, a priest may use a spell to any effect. However, if the objective of the spell is in direct opposition to the deity's will, the spell may not be granted.

**Table 2.5.3: Faith magic spells**

1 <sup>st</sup> Circle	Domain	2 <sup>nd</sup> Circle	Domain	3 <sup>rd</sup> Circle	Domain	4 <sup>th</sup> Circle	Domain
Allay	<i>benef.</i>	Aphasia	<i>damn.</i>	Clairvoyance	<i>rev.</i>	Agony	<i>damn.</i>
Blindness	<i>damn.</i>	Call Lesser Fauna	<i>tellur.</i>	Confuse	<i>damn.</i>	Anticipate	<i>rev.</i>
Calm Animal	<i>benef.</i>	Charm Animal	<i>tellur.</i>	Curse	<i>damn.</i>	Atony	<i>damn.</i>
Clairaudience	<i>rev.</i>	Cripple	<i>damn.</i>	Disease	<i>damn.</i>	Benediction	<i>benef.</i>
Courage	<i>benef.</i>	Cure Blindness	<i>benef.</i>	Divine Favor	<i>benef.</i>	Call Fauna	<i>tellur.</i>
Darkness	<i>tellur.</i>	Enthrall	<i>tellur.</i>	Enlighten	<i>rev.</i>	Choke	<i>damn.</i>
Dishearten	<i>damn.</i>	Farsight	<i>rev.</i>	Exorcism	<i>benef.</i>	Conflagration	<i>tellur.</i>
Empathy	<i>rev.</i>	Fear	<i>damn.</i>	Heal Wounds	<i>benef.</i>	Cure Disease	<i>benef.</i>
Fright	<i>damn.</i>	Insight	<i>rev.</i>	Hindsight	<i>rev.</i>	Death's Door	<i>benef.</i>
Guide	<i>rev.</i>	Inspirit	<i>benef.</i>	Message	<i>rev.</i>	Delivery	<i>benef.</i>
Heal Minor Wounds	<i>benef.</i>	Mend	<i>benef.</i>	Paralyze	<i>damn.</i>	Dominion	<i>rev.</i>
Hurt	<i>damn.</i>	Plant Growth	<i>tellur.</i>	Plant Form	<i>tellur.</i>	Pestilence	<i>damn.</i>
Illuminate	<i>tellur.</i>	Protection from Charm	<i>benef.</i>	Protection from Undead	<i>benef.</i>	Familiarity	<i>rev.</i>
Invisibility to Undead	<i>benef.</i>	Protection from Cold	<i>benef.</i>	Rain	<i>tellur.</i>	Maim	<i>damn.</i>
Persuade	<i>tellur.</i>	Protection from Heat	<i>benef.</i>	Remove Poison	<i>benef.</i>	Move Water	<i>tellur.</i>
Resilience	<i>benef.</i>	Sense Life	<i>rev.</i>	Reveal Enchantment	<i>rev.</i>	Animate Plants	<i>tellur.</i>
Seal Portal	<i>tellur.</i>	Scourge	<i>damn.</i>	Sense Illusion	<i>rev.</i>	Predict Magic	<i>rev.</i>
Sense Charm	<i>rev.</i>	Sight	<i>rev.</i>	Silence	<i>tellur.</i>	Psychometry	<i>rev.</i>
Sense Deception	<i>rev.</i>	Sustenance	<i>tellur.</i>	Shatter	<i>tellur.</i>	Read	<i>rev.</i>
Sense Magic	<i>rev.</i>	Telepathy	<i>rev.</i>	Strike	<i>damn.</i>	Repel Undead	<i>benef.</i>
Spiritual Armor	<i>benef.</i>	Tongues	<i>rev.</i>	Summon Lesser Fauna	<i>tellur.</i>	Scry Shield	<i>benef.</i>
Stun	<i>damn.</i>	Wane	<i>damn.</i>	Talisman	<i>benef.</i>	Summon Lesser Avatar	<i>tellur.</i>
Water Walk	<i>tellur.</i>	Wind	<i>tellur.</i>	Torment	<i>damn.</i>	Swarm	<i>tellur.</i>
Weakness	<i>damn.</i>	Wrench	<i>damn.</i>				

5 <sup>th</sup> Circle	Domain	6 <sup>th</sup> Circle	Domain	7 <sup>th</sup> Circle	Domain	8 <sup>th</sup> Circle	Domain
Animal Form	<i>tellur.</i>	Aura of Protection	<i>benef.</i>	Animate Earth	<i>tellur.</i>	Damnation	<i>damn.</i>
Banish	<i>benef.</i>	Alter Weather	<i>tellur.</i>	Annul	<i>benef.</i>	Death	<i>damn.</i>
Channel	<i>rev.</i>	Anamnesis	<i>rev.</i>	Awareness	<i>rev.</i>	Earthquake	<i>tellur.</i>
Clarity	<i>rev.</i>	Call Greater Fauna	<i>tellur.</i>	Commune	<i>rev.</i>	Everday/Evernight	<i>tellur.</i>
Crumble	<i>tellur.</i>	Control	<i>damn.</i>	Consecrate	<i>benef.</i>	Imbue	<i>rev.</i>
Failure	<i>damn.</i>	Enfeeblement	<i>damn.</i>	Cure	<i>benef.</i>	Link	<i>rev.</i>
Haunt	<i>damn.</i>	Eye of God	<i>rev.</i>	Destroy Undead	<i>benef.</i>	Magic Resistance	<i>benef.</i>
Heal Severe Wounds	<i>benef.</i>	Freeze	<i>tellur.</i>	Drain Life	<i>damn.</i>	Plague	<i>tellur.</i>
Lightning Strike	<i>tellur.</i>	Glyph of Ruin	<i>damn.</i>	Ego Incarnation	<i>rev.</i>	Recall	<i>rev.</i>
Locate	<i>rev.</i>	Immolate	<i>damn.</i>	Elemental Form	<i>tellur.</i>	Relic, Holy	<i>benef.</i>
Madness	<i>damn.</i>	Immunity	<i>benef.</i>	Elemental Wall	<i>tellur.</i>	Relic, Unholy	<i>damn.</i>
Pain Touch	<i>damn.</i>	Impart Skill	<i>rev.</i>	Harm	<i>damn.</i>	Relic, Telluric	<i>tellur.</i>
Project	<i>rev.</i>	Improved Psychometry	<i>rev.</i>	Holy Might	<i>benef.</i>	Relic, Vatic	<i>rev.</i>
Replenish	<i>rev.</i>	Mitigate	<i>benef.</i>	Implore	<i>damn.</i>	Restore	<i>benef.</i>
Sanctuary	<i>benef.</i>	Pacify	<i>benef.</i>	Mass Hysteria	<i>damn.</i>	Resurrect	<i>benef.</i>
Sandstorm	<i>tellur.</i>	Read Mind	<i>rev.</i>	Mindblank	<i>damn.</i>	Steal Skill	<i>rev.</i>
Smite	<i>damn.</i>	Soul Snare	<i>damn.</i>	Reincarnate	<i>tellur.</i>	Summon Greater Avatar	<i>tellur.</i>
Summon Fauna	<i>tellur.</i>	Spirit Form	<i>benef.</i>	Savant	<i>rev.</i>	Winterkill	<i>damn.</i>
Regenerate	<i>benef.</i>	Storm	<i>tellur.</i>	Summon Greater Fauna	<i>tellur.</i>	Wrath	<i>damn.</i>
Repel	<i>benef.</i>	Summon Avatar	<i>tellur.</i>	Theurgic Replication	<i>rev.</i>		
Wall of Pain	<i>damn.</i>	Vision	<i>rev.</i>				
Wind Walk	<i>tellur.</i>						

### Faith Magic Spell Composition

Each Faith magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

**Circle:** Faith magic spells are divided into 8 Circles of spell-power. Spells of the 1<sup>st</sup> Circle are the weakest, and spells of the 8<sup>th</sup> Circle are the most powerful.

**Duration:** The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 2 rounds, it will remain in effect for 2 rounds in addition to the one in which it was cast.

**Effect:** The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. A priest may always choose to target fewer creatures than the maximum, but not more. For example, if the Effect reads: 3 creatures, the priest may target one, two or three creatures with the spell.

## 2.5 Magic Potential Skills & Spells

**Domain:** Each priest spell belongs to a Domain that reflects the spiritual nature of the spell. The four Faith magic Domains are: Benefaction, Damnation, Revelation, and Tellurgy.

**Components:** All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

**Resist:** Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. However, unlike the spells of other casters, the difficulty in resisting a priest's spell is determined not by the spell itself, but by the power of the priest casting it. Thus, for each Circle of the priest casting the spell, a +1 adjustment is added to its resistance target number.

Here, the abbreviation 'PC' is used for 'priest's Circle'. For example, if a 3<sup>rd</sup> Circle priest casts the 2<sup>nd</sup> Circle spell Aphasia, which reads, 'Mental 10 + PC', a creature must make a Mental Resistance check of 13 to resist the spell. If this same spell was cast by a 5<sup>th</sup> Circle priest, the Mental Resistance check target number would be 15. If the Mental Resistance check is successful, the creature is unaffected.

*Note:* By default, 8<sup>th</sup> Circle Faith magic spells always have a resistance target number of 18.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

**Casting time:** Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -3 is begun at initiative 7, the spell's effect will take place at initiative 4.

**Range:** Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target creature with a range of 10' may be cast upon any creature within 10' of the caster.

**Damage type:** Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from fire-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

*Note:* Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

### Faith Magic Spell Descriptions

The following includes a complete description of each Faith magic spell:

#### Alloy

Circle: 1 <sup>st</sup>	Resist: None
Duration: 1 hour	Casting time: -1
Effect: 1 creature	Range: 10'
Domain: Benefaction	Damage type: n/a
Components: V, G	

When cast, the Alloy spell restores 1 health point to the creature targeted. In addition, all physical damage inflicted upon the spell's recipient during the spell's duration is reduced by 1 point.

*Note:* Additional Alloy spells cast upon the same creature will heal one point of damage, but will not reduce additional damage suffered.

#### Blindness

Circle: 1 <sup>st</sup>	Resist: Mental 10 + PC
Duration: 2-8 rounds	Casting time: -1
Effect: 1 creature	Range: 10'
Domain: Damnation	Damage type: n/a
Components: V, G	

When cast the Blindness spell strikes one creature completely blind. The creature's eyes are not physically harmed by the spell. However, until the duration has passed, the creature will be unable to see.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

*Note:* If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

#### Calm Animal

Circle: 1 <sup>st</sup>	Resist: Mental 10 + PC
Duration: 10 minutes	Casting time: -1
Effect: 1 creature	Range: 100'
Domain: Tellurgy	Damage type: n/a
Components: V, G	

Calm Animal causes one natural animal (i.e. bear, insect, fox, wolf, etc.), to become pacified and generally non-aggressive. Thus, the priest could pacify an attacking dog, or swim past an affected crocodile. Once affected, the animal becomes pacified in respect to all other creatures. If threatened, the creature will generally flee. However, if the animal is attacked, the Calm Animal spell is broken.

Calm Animal will not affect creatures with an intellect score 6 or greater. Furthermore, Calm Animal will not affect unnatural creatures such as centaurs, griffons or wyverns.

*Note:* The Calm Animal spell will affect primates such as monkeys or apes, but not partially or wholly civilized humanoid races.

#### Clairaudience

Circle: 1 <sup>st</sup>	Resist: None
Duration: 10 minutes	Casting time: -1
Effect: Caster only	Range: ¼ mile
Domain: Revelation	Damage type: n/a
Components: G	

Clairaudience enables the priest to listen to any locale within the spell's range as if he or she were actually there. Thus, the priest could eavesdrop on a conversation in the next room, or listen to the orders of a general from across a battlefield.

*Note:* The Clairaudience spell does not aid the priest in recognition of voices or sounds in any way.

#### Courage

Circle: 1 <sup>st</sup>	Resist: None
Duration: 10 minutes	Casting time: -1
Effect: 2 creatures	Range: 20'
Domain: Benefaction	Damage type: n/a
Components: V, G	

The Courage spell imbues one or two creatures with a strong feeling of self-confidence and fearlessness. In combat, Courage will improve a creature's initiative rolls and to-hit rolls by +1, and its Physical Resistance rolls and Mental Resistance rolls by +2.

Casting Courage more than once upon a creature has no additional effect.

### **Darkness**

Circle: 1"  
Duration: 2 hours  
Effect: 10' radius  
Domain: Tellurgy  
Components: V, G

Resist: Mental 10 + PC  
Casting time: -1  
Range: 30'  
Damage type: n/a

Darkness creates an area of unnatural darkness centered upon a point or object chosen by the caster. This darkness is unaffected by any natural light, and thus renders all in it completely blind. If the Darkness spell is centered upon an unwilling creature, successful resistance indicates the spell fails without effect.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

*Note:* If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

### **Dishearten**

Circle: 1"  
Duration: 1 hour  
Effect: 4 creatures  
Domain: Damnation  
Components: V, G

Resist: Mental 10 + PC  
Casting time: -1  
Range: 50'  
Damage type: n/a

When cast the Dishearten spell fills one to four creatures with an overwhelming feeling of uncertainty and morose. As a consequence, the creature's to-hit rolls are modified by -1, and Mental or Physical Resistance rolls by -2. Furthermore, if cast upon a character, the victim must add a -4 to all presence-related proficiency checks, and a -2 modifier to all other proficiency checks.

Casting Dishearten more than once upon a creature has no additional effect.

### **Empathy**

Circle: 1"  
Duration: 10 minutes  
Effect: Caster only  
Domain: Revelation  
Components: G

Resist: None  
Casting time: -1  
Range: 30'  
Damage type: n/a

While under the effects of the Empathy spell, the priest may sense the emotions of all sentient creatures within range of the spell. The Empathy spell will provide the priest with a creature's general state of mind, such as distrustful, scared, nervous, or calm. However, the Empathy spell will not provide the reason for the creature's emotions, or reveal the subject of the creature's thoughts.

### **Fright**

Circle: 1"  
Duration: 2-5 rounds  
Effect: 1 creature

Resist: Mental 10 + PC  
Casting time: -1  
Range: 20'

Domain: Damnation  
Components: V, G

The Fright spell causes one creature to become overwhelmingly afraid of the priest. If able, the creature affected will flee from the priest as quickly as possible. If the creature is not able to escape, it will simply cower or beg for mercy.

### **Guide**

Circle: 1"  
Duration: 1 hour  
Effect: Caster only  
Domain: Revelation  
Components: V, G

Resist: None  
Casting time: -1  
Range: n/a  
Damage type: n/a

The Guide spell will provide the caster with an accurate sense of direction towards one unique object or creature the caster has previously seen.

Guide will not work if either the object or the creature is on different plane of existence than the priest. Furthermore, the Guide spell will fail if the object or creature is protected from scrying magic.

### **Heal Minor Wounds**

Circle: 1"  
Duration: Permanent  
Effect: 1 creature  
Domain: Benefaction  
Components: V, G

Resist: None  
Casting time: 10 rounds  
Range: 10'  
Damage type: n/a

Heal Minor Wounds replaces health points equal to  $2d4 + 1$  per Circle of caster to the spell's recipient. For example, a priest able to cast 4<sup>th</sup> Circle spells may heal  $2d4 + 4$  health points with this spell.

Heal Minor Wounds will only restore health points up to the creature's maximum health point total and not beyond.

*Note:* Heal Minor Wounds requires a small ceremony which takes 10 rounds to complete.

### **Hurt**

Circle: 1"  
Duration: Permanent  
Effect: 1 creature  
Domain: Damnation  
Components: V, G

Resist: None  
Casting time: -1  
Range: 10'  
Damage type: Energy

The Hurt spell inflicts damage upon a creature equal to  $1d4 + 1$  per Circle of caster. For example, a priest able to cast 2<sup>nd</sup> Circle spells may inflict  $1d4 + 2$  points of damage with this spell.

### **Illuminate**

Circle: 1"  
Duration: 3 hours  
Effect: 20' radius  
Domain: Tellurgy  
Components: V

Resist: Mental 10 + PC  
Casting time: -1  
Range: 10'  
Damage type: n/a

Illuminate creates an area of soft light centered upon an object targeted by the caster. This light is similar in brightness to torchlight, and thus negates any vision penalties due to darkness. If the object targeted is an unwilling creature, successful Mental Resistance check indicates the spell fails without effect.

## 2.5 Magic Potential Skills & Spells

to do so will greatly displease the priest's deity. The type of avatar summoned by the spell is largely dependent upon the nature of the priest's faith, and is ultimately to be determined by the Game Master. However, some examples of creatures that may be called by the spell are provided below:

**Angel (Throne):** Health points: 52, Dodge score: 19, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: great sword: 2 x 1d8 + 7. Intellect: 17, Physical Resist: +7, Mental Resist: +12, Movement: 140', fly 240'. The throne may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Enthrall, Inspirit, Mend, Sense Life, Protection from Undead, and Benediction.

**Demon:** Health points: 57, Dodge score: 19, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: battle axe: 2 x 1d8 + 5. Intellect: 16, Physical Resist: +6, Mental Resist: +10, Movement: 160'. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Combust and Wall of Fire, as well as the following Hedge spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

**Faun:** Health points: 41, Dodge score: 16, Initiative: +2, Hide/armor: none, To-hit: +5, Attacks: staff: 2 x 1d4 + 6, or ram: 1 x 2d4 + 5. Intellect: 18, Physical Resist: +4, Mental Resist: +8, Movement: 180'. The faun may innately cast the following Hedge magic spells once per day: Friends, Noise, Charm Animal, Captivate, and Compel, and the following Faith magic spells once per day: Illuminate, Sense Deception, Plant Growth, Confuse, Animate Plants, Swarm, and Summon Fauna.

**Ifrit:** Health points: 62, Dodge score: 21, Initiative: +6, Hide/armor: none, To-hit: +7, Attacks: great sword: 2 x 1d8 + 6. Intellect: 19, Physical Resist: +6, Mental Resist: +12, Movement: 240'. The ifrit may innately cast the following Hermetic spells: Combust, Shatter, Crumble, and Wall of Fire, and the following Hedge magic spells: Terror, Animate Fire and Compel once per day.

**Elephant:** Health points: 76, Dodge score: 14, Initiative: +0, Hide/armor: 1, To-hit: +4, Attacks: trample: 1 x 1d10 + 10. Intellect: 4, Physical Resist: +6, Mental Resist: +7, Movement: 170'.

**Gorgon:** Health points: 40, Dodge score: 17, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: short sword: 3 x 1d6 + 4. Intellect: 16, Physical Resist: +4, Mental Resist: +7, Movement: 160'. The gorgon may innately cast the Hermetic spell Petrify three times per day.

Upon being slain, or at the duration's end, the avatar will disappear.

The material components for the Summon Greater Avatar spell is the priest's holy symbol.

*Note:* There are numerous avatars of each faith. Those provided are only representative of those that might be summoned by this spell. Other avatars may be summoned at the Game Master's discretion.

### Winterkill

Circle: 8 <sup>th</sup>	Resist: Physical 18
Duration: Special	Casting time: -8
Effect: 100' radius	Range: n/a
Domain: Damnation	Damage type: Cold
Components: V, G	

The Winterkill spell causes an intense chilling sensation in all living creatures within 100' of the caster. As a result, all plant-life will be

instantly destroyed. Living creatures within the area of effect suffer 6d6 points of damage, or 3d6 if a successful Physical Resistance check is made. After the Winterkill is cast, the affected area will be coated in a thin frost.

### Wrath

Circle: 8 <sup>th</sup>	Resist: Mental 18
Duration: Special	Casting time: -8
Effect: 1 creature	Range: 100'
Domain: Damnation	Damage type: Energy
Components: V, G	

Wrath invokes the unholy fury of the priest's deity upon one individual creature. The specific consequence of this assault is determined by the degree of success or failure of the Mental Resistance check made by the individual affected. Thus, although the Wrath spell is invoked for only an instant, the duration and extent of its effect varies upon the creature's ability to resist. The consequences of the target's Mental Resistance check (of 18) are given below:

Missed Mental Resistance check by:

1 to 3 points: Creature suffers 4d8 points of damage and is blinded for 2d4 rounds.

4 to 5 points: Creature suffers 6d8 points of damage, paralyzed and blinded for 2d8 rounds.

6 to 9 points: Creature is slain.

10 points or more: Creature is turned to dust.

Made Mental Resistance check by:

0 to 2 points: Creature suffers 2d8 points of damage and is blinded for 1d2 rounds.

3 to 5 points: Creature suffers 2d8 points of damage.

6 points or more: No adverse effect.

For example, were a character with a Mental Resistance result of 15 (missed by 3, as 15 + 3 = 18), the character would suffer 4d8 points of damage and be blinded for 2d4 rounds.

## Ritual Magic

Ritual magic is granted as a result of a character's transient servitude, observance, or sacrifice to extra-planar beings. Those who employ of Ritual magic are often referred to as mystics, shamans, obeah, druids, warlocks, or witches.

*Note:* Ritual magic does not require the complex gestured movements associated with Hermetic or Hedge magic. Therefore, wearing armor does not interfere with the casting of Ritual magic spells.

**Memorizing and acquiring new spells:** Like priests, Ritual spells must not be memorized, and mystics may cast any spell within the Ritual magic spell list as soon as a new spell Circle becomes available to them. However, unlike priests, who may cast a specific number of spells of each spell Circle per day, mystics employ spell points that are spent when their spells are cast.

Mystics regain their spell-power through meditation and otherworldly communion. Generally, four hours of uninterrupted meditation is enough to replenish a mystic's repertoire of spell points.

**Spell points:** The spell points of Ritual magic are divided into four Spheres: Blood, Dream, Gaea and Stitch. Each day, a mystic must determine how to divide his daily repertoire of spell points into these four Spheres. For example, a mystic with a total of 10 spell points might take 3 Blood, 3 Dream, 2 Gaea and 2 Stitch spell points for one

particular day. These spell points may then be spent as part of magic formulae which enables a mystic to cast spells.

Mystics may use spell points to cast spells of any Circle they have acquired. For example, a 3<sup>rd</sup> Circle mystic could use his spell points to cast 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> Circle spells.

**Spell repertoire:** The number of spells a mystic may cast of any given Circle per day is determined by the number of spell points the mystic possesses. In general, the more potent the spell, the more spell points that are required to cast it. Thus, a mystic might cast several weaker spells, or instead, a few powerful spells on any given day.

As a general rule, Ritual spells cost the following amount of spell points: 1<sup>st</sup> Circle: 2 spell points, 2<sup>nd</sup> Circle: 3 spell points, 3<sup>rd</sup> Circle: 4 spell points, 4<sup>th</sup> Circle: 5 spell points, and 5<sup>th</sup> Circle: 6 spell points.

For example, a 3<sup>rd</sup> Circle mystic with 9 spell points could cast three 1<sup>st</sup> and one 2<sup>nd</sup> Circle spells on one day (2 + 2 + 2 + 3), and cast one 1<sup>st</sup>, one 2<sup>nd</sup> and one 3<sup>rd</sup> Circle spells the next (2 + 3 + 4).

Upon purchasing Ritual Magic Potential, a mystic begins with 2 spell points, plus any bonuses due to a high presence score. Upon purchasing a new spell Circle, the mystic gains the new Circle of spell-power in spell points, plus one. Thus, a mystic gains 3 spell points

upon purchasing 2<sup>nd</sup> Circle spells, 4 spell points when purchasing 3<sup>rd</sup> Circle spells, and so on. For example, (in lieu of additional spell points due to extra spell point purchase and/or presence bonuses), a 3<sup>rd</sup> Circle mystic would have 9 spell points in his or her daily repertoire, and a 4<sup>th</sup> Circle mystic would have 14 skill points.

*Note:* Acquiring Ritual Magic Potential automatically enables a mystic to cast spells of the 1<sup>st</sup> Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

Mystics may earn additional spell points due to a high presence score (see the presence attribute table) or they may be purchased with the Extra Spell Point discipline (see the Skills & Skill Points section).

## Ritual Magic Spells

Ritual magic spells are in some ways a hybridization of Hermetic and Faith magic. Like wizards, mystics employ mystical formulations in order to harness their spell power. However, the spells of Ritual magic are granted by deities or other powerful beings in return for the specific ritual performed. Thus, unlike priests, mystics have no obligation to a specific being, and may employ their spells for their own purposes. Yet, due to the source of their magic, Ritual spells are typically granted by neutral or amoral beings.

**Table 2.5.4: Ritual magic spells**

1 <sup>st</sup> Circle	Formula	2 <sup>nd</sup> Circle	Formula	3 <sup>rd</sup> Circle	Formula	4 <sup>th</sup> Circle	Formula	5 <sup>th</sup> Circle	Formula
Beguile	DS	Alter Temperature	GGG	Blood Pact	BBBD	Animal Form	BBGGG	Afflict	BBBSSS
Blindness	BS	Aphasia	BSS	Brute	BBDS	Atony	BBDS	Animate Plants	DDGGGS
Blaze	GS	Blood Armor	BBG	Clairvoyance	BDDG	Batter	BBSSS	Blood Shield	BBBBSGS
Blood Swap	BB	Blood Doll	BGS	Corrupt Earth	GGGS	Blood Strike	BBBSS	Channel	BDDDGS
Catechize	BS	Blood Rage	BBG	Curse	BDSS	Corrupt Animal	DGGSS	Control Undead	DDGGSS
Deafness	BS	Charm Animal	DDG	Dead Zone	GGSS	Futility	BDDSS	Create Undead	DDGGSS
Drift	DG	Chill	GS	Disease	BBSS	Green Man	DDGGG	Death's Door	BBBBBD
Familiar	DG	Corrupt Insect	DGS	Draw Blood	BBDS	Hallow Ground	DDGGG	Fiend	BBDDGS
Fog	GG	Drink Deep	BDS	Exorcism	BDDSS	Pestilence	DGGSS	Fly	BDDGGG
Hunger	BS	Essence Drain	BBS	Hex	BDSS	Plant Walk	BDGGG	Haunt	DDGGSS
Infect	GS	Fear	DSS	Mesmerize	DDDS	Possess	BDDSS	Madness	BDDSSS
Invisibility to Undead	DG	Heat	GS	Paralyze	BDSS	Quicksand	GGGSS	Polymorph	BBBGGG
Pest	GS	Misery	BDS	Rain	GGGG	Reprisal	BBDS	Regenerate	BBBBDG
Pillage Spirit	BS	Protection from Undead	DGS	Repel Undead	DGSS	Reveal Enchantment	DDDDG	Spirit Form	BBBDD
Resilience	BS	Refute	BDS	Roots	BGSS	Simulacrum	BBDS	Steal Life	BBBSSS
Sense Charm	BD	Remedy	BBB	Serpent Staff	DGGS	Sleep	BDDSS	Split Earth	GGGGSS
Sense Undead	DS	Sense Life	DGG	Steal Magic	BDDSS	Spirit Link	BBDS	Storm	DGGGGS
Steal Tongue	BS	Splinter	GS	Stone Skin	BBGG	Steal Vigor	BBBSS	Summon Fauna	DDGGGG
Thin Skin	BS	Steal Strength	BBS	Summon Lesser Fauna	DGGG	Summon Monsters	DGGSS	Summon Undead	DGGSSS
Tangle	GS	Summon Lesser Monsters	DGS	Summon Lesser Undead	DGSS	Swarm	DGGSS	Swan Song	BBDS
Thorn Growth	GS	Torpor	BB	Talisman	BBDDG	Totem	DGGGS	Syncopsis	BBBDDG
Transfuse	BB	Tremor	BDS	Torment	DDSS	Voodoo Doll	BBDS	Wrack	BBBSSS
Weakness	BS	Wane	BSS	Wake Dead	BDGS	Vexation	DDSSS		
Wind	GG	Wither	GS						

## Ritual Magic Spell Composition

Each Ritual magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

**Circle:** Ritual magic spells are divided into 5 Circles of spell-power. Spells of the 1<sup>st</sup> Circle are the weakest, and spells of the 5<sup>th</sup> Circle are the most powerful.

**Duration:** The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 5 rounds, it will remain in effect for 5 rounds in addition to the one in which it was cast.

**Effect:** The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. A mystic may always choose to target fewer creatures than the maximum, but not more. For example, if the Effect reads: 4 creatures, the mystic may target one, two, three or four creatures with the spell.

**Formula:** Every Ritual magic spell is invoked by magic derived from one or more of four Spheres of influence. These Ritual magic Spheres are: Blood, Dreams, Gaea and Stitch.

The formula of a spell indicates the combination of spell points that must be spent by the mystic to cast the spell. For example, the formula for the 3<sup>rd</sup> Circle Talisman spell is: BBDG. This indicates a mystic must spend 2 Blood, 1 Dream, and 1 Gaea spell points to cast Talisman. If the mystic does not have the necessary spell points in his repertoire, the spell may not be cast.

**Note:** If a spell is lost while casting, the spell points employed to cast the spell are lost as well.

**Components:** All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

**Resist:** Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. For example, if a spell's resist reads, 'Mental 13', a creature must make a Mental Resistance check of target number 13 to resist the spell. If the Mental Resistance check is successful, the creature is unaffected.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

In general, Mental or Physical Resistance checks to resist Ritual magic spells are adjusted by the Circle of the spell; 1<sup>st</sup> Circle: target number 11, 2<sup>nd</sup> Circle: target number 12, 3<sup>rd</sup> Circle: target number 13, 4<sup>th</sup> Circle: target number 14, and 5<sup>th</sup> Circle: target number 15.

**Casting time:** Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -4 is begun at initiative 8, the spell's effect will take place at initiative 4.

**Range:** Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target

creature with a range of 50' may be cast upon any creature within 50' of the caster.

**Damage type:** Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from heat-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

**Note:** Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.



## Ritual Magic Spell Descriptions

The following includes a complete description of each Ritual magic spell:

### Beguide

Circle: 1<sup>st</sup>

Duration: 1 day

Effect: 1 creature

Formula: DS

Components: G

Resist: Mental 11

Casting time: -1

Range: 20'

Damage type: n/a

Beguide induces one semi-intelligent or intelligent creature to treat the caster with deference and admiration. The affected creature will remain so as long as the caster does not grossly offend or act to the creature's obvious detriment, or until the end of the spell's duration.

The initial attitude of the targeted creature towards the mystic modifies its Mental Resistance check to resist the spell as such: positive, affable: -3, neutral, apathetic: 0, negative, hostile: +3.

*Note:* In general, a creature able to resist the Beguile spell will not be aware the spell was cast, but as a result, will have a somewhat negative opinion of the caster.

### **Blindness**

Circle: 1'  
Duration: 10 rounds  
Effect: 1 creature  
Formula: BS  
Components: V, G

Resist: Mental 11  
Casting time: -1  
Range: 40'  
Damage type: n/a

The Blindness spell strikes one creature completely blind. The creature's eyes are not physically harmed by the spell. However, until the duration has passed, the creature will be unable to see.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

*Note:* If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

### **Blaze**

Circle: 1'  
Duration: Permanent  
Effect: 1 flame  
Formula: GS  
Components: V, G

Resist: None  
Casting time: -1  
Range: 40'  
Damage type: Heat

The Blaze spell causes one torch-sized flame (or torch-sized portion of a larger conflagration), to flare violently, consuming its fuel, and scattering burning embers over a 10' radius. All creatures standing within 10' of the fire will suffer 1d3 points of damage as a result.

*Note:* If no fires of torch-sized or larger are within the spell's range, the Blaze spell may not be cast.

### **Blood Swap**

Circle: 1'  
Duration: 1 day  
Effect: Caster only  
Formula: BB  
Components: V, G

Resist: None  
Casting time: -1  
Range: n/a  
Damage type: n/a

The Blood Swap spell allows the caster to exchange one attribute point of endurance (min. 1) for two points in any other attribute (max. 20). This change lasts for one day. For example, by casting Blood Swap, a mystic could reduce his endurance score of 12 to 11, and increase his agility score of 9 to 11.

The mystic may exchange only one endurance point in this manner with the Blood Swap spell. Furthermore, the mystic may only alter each attribute with Blood Swap once per day.

*Note:* As a mystic's endurance is reduced by 1, one health point is temporarily lost when a Blood Swap spell is cast.

### **Catechize**

Circle: 1'  
Duration: 1 hour per Circle  
Effect: 3 creatures  
Formula: BD  
Components: V, G

Resist: Mental 11  
Casting time: -1  
Range: n/a  
Damage type: n/a

The Chatechize spell does not have an obvious effect; however, any creature affected by the Chatechize spell applies a -4 modifier to all Mental or Physical Resistance checks made when resisting the spells of the mystic whom cast Catechize. After Catechize is cast, the mystic is aware of whether or not a creature has been affected.

Although Catechize makes a creature more susceptible to the mystic's spells, an individual may opt not to resist the Catechize spell, as it augments the effects of the mystic's beneficial spells (such as Transfuse).

*Note:* Only one Catechize spell may affect any creature at one time. The mystic may not target himself with Catechize.

### **Deafness**

Circle: 1'  
Duration: 1 day  
Effect: 1 creature  
Formula: BS  
Components: V, G

Resist: Mental 11  
Casting time: -1  
Range: 20'  
Damage type: n/a

When cast successfully, the Deafness spell renders one creature unable to hear. The creature's auditory organs are not physically harmed by the spell. However, until the duration has passed, or until magically cured, the creature will remain deaf.

*Note:* Any spellcaster rendered deaf must make a Mental Resistance check of 10 each time a spell containing a verbal component is cast, or the spell is lost without effect.

### **Drift**

Circle: 1'  
Duration: 10 minutes per Circle  
Effect: Caster only  
Formula: DG  
Components: V, G

Resist: None  
Casting time: -1  
Range: n/a  
Damage type: Special

The Drift spell enables the caster to float up to 1' above the ground and to move horizontally at a movement rate of 120'. As a result, a mystic may travel without making sound or tracks, and even may float across water.

Drift will not enable the mystic to maintain an altitude greater than 1'. However, if the caster falls while affected by the Drift spell, he or she may apply a -3 modifier to the damage suffered from the fall.

*Note:* While affected by Drift, the mystic applies a +3 modifier to all Stealth checks.

### **Familiar**

Circle: 1'  
Duration: Permanent  
Effect: Special  
Formula: DG  
Components: V, G, M

Resist: None  
Casting time: 3 hours  
Range: Special  
Damage type: Special

The Familiar spell summons forth a small creature to indefinitely serve the mystic. This familiar will be a loyal companion, completely obsequious to its master. In general, the creature summoned by the Familiar spell will be a small animal or humanoid. This familiar will do everything within its power to please the mystic: perform small tasks, watch for danger, or simply keep the mystic company.





Name: James T. Swill III (Jimmy Swill)	Race: Human	Age: 28	Sex: Male
Height: 5'10"	Weight: 168 lbs.	Hair Color: Brown	Eye Color: Brown
Handedness: Right			
Skill Level: 5	Total Skill Points Earned: 84	Unspent Discipline Points: 0	Unspent Proficiency Points: 0

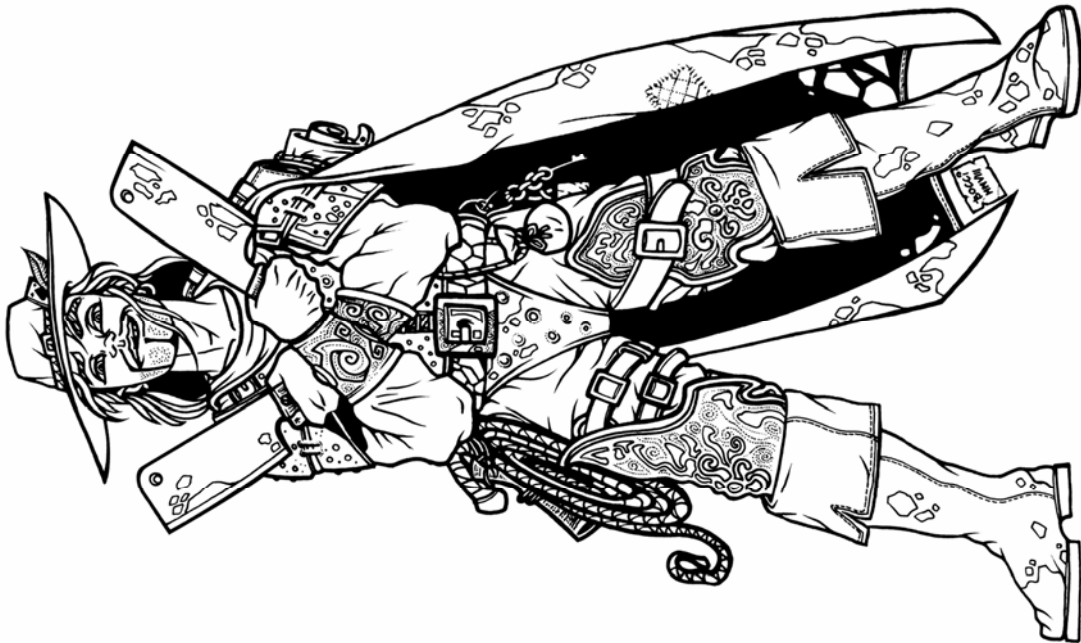
Attributes		bcse	adjusted	Disciplines		grade	Proficiencies		grade	modifier
Agility	14			Language: Taran			Gambling		I	
Endurance	11			Literacy			Healing		I	
Intellect	9			Weapon Mastery, Class: A	III		Heraldry		I	
				Ambidexterity			Inspire		II	
Presence	12			Feint			Local Knowledge (Tutth)		I	
Strength	11			Increased Mental Resist.	III		Lock-picking		I	+1
				Improved Accuracy	I		Perception		III	
Health Points	23		adjusted	Improved Dodge	I		Sleight-of-hand		II	+1
Dodge	15			Armor Use			Stealth		III	+1
Physical Resistance Modifier			+2	Increased Endurance (11)			Swimming		I	
Mental Resistance Modifier			+3	Vital Strike, Class A	I		World Knowledge		I	
Fear of Strength Modifier			+0							
Initiative Roll Modifier			+2							
		bcse	adjusted							
Armor Impedance		-1	0							
Movement Rate		120'								
Swimming Rate		30'								
Encumbrance Class			I							

Worn Armor		Weapons					
	damage absorbance	impedance score	class	damage	te-hit modifier	damage modifier	attacks per round
Leather armor	1	-1	A	1d4 + 1	+4	+2	1
			A	1d4 + 1	+3	+2	1
			H	1	+1	+0	1
Total Absorbance/Impedance	1	-1					

## Equipment, Spells, and Notes:

Clothes, boots, 2 large butcher knives, leather armor, whip, copper bracelet, backpack (contains: cloak, average lock-pick set, wine flask, wooden talisman (Douran?)), padlock and key, scroll case, 3 blank parchment pages, jade figurine of a 3-headed dog, Potion of Darkvision (2 draughts), vial of perfume, soyglass, Bevi deck, pair of loaded dice), belt pouch (contains: 12 cc, 22 sc, 48 cc)

Jimmy Swill is an ever-optimistic opportunist that's always working an angle. He takes very little seriously, which is evident from his unusual choice of weapons. Jimmy's jaunty attitude frequently attracts trouble and often frustrates his companions. However on the whole, his unwavering spirit and uncanny luck endears him to those he travels with.



# Game Master's Section

## Skill Points & Character Skills

Skill points are the currency of character experience. In general, PCs are granted skill points by the Game Master as a reward for their efforts and accomplishments during gameplay. Concurrently, as characters spend skill points to acquire new disciplines and proficiencies, the acquisition of skill points translates into a character's growth due to practice and experience. As a general rule, skill points should be awarded to characters at the end of each game session, or occasionally at the end of an adventure if a game session ends in the middle of an ongoing exploit.

### Awarding of Skill Points

The rate at which characters are awarded skill points is ultimately left to the Game Master. However, as a general rule, a successful game session should award a character between 3 to 8 skill points. As an example, a character hired to find and capture an assassin might earn 3 skill points if the assassin is easily found and captured. However, if the assassin must be tracked across the country and extracted from his guarded lair, 7 skill points may be awarded.

Characters should not only be awarded skill points for achievements, but also for the quality of the player's gameplay. Good gameplay on behalf of a player means remaining engaged, actively working to keep the game enjoyable, and developing and maintaining a consistent and compelling character personality. Thus, based upon a player's performance, the Game Master might adjust the number of skill points awarded to his or her character. Using the previous example, the character easily locating and capturing the assassin might earn 4 or 5 skill points if he stayed true to his persona and helped to make the game fun and exciting. Conversely, although the character might have traveled far and battled hard to capture the assassin, he could earn just 4 or 5 skill points if the player's performance was lack-luster, counter-productive, or if the character was played with little or inconsistent personality.

As mentioned, it is up to the Game Master to decide how many skill points a character may earn after an adventure. However, some examples of rewards are provided based upon successful gameplay:

1 skill point: The character successfully negotiates to obtain the character party passage upon a ship without alerting the local militia of their escape.

1 skill point: The character wins a bar-fight.

1-3 skill points: The character survives gladiatorial combat.

2-3 skill points: The character survives a bandit attack, and succeeds in protecting the caravan's valuable cargo.

2-3 skill points: The character sneaks into the mayor's house and steals a valuable painting.

2-4 skill points: The character frees his companion from jail.

3-4 skill points: The character locates a witch that has been capturing local children, and slays her in combat.

4-5 skill points: The character finds a band of gnomes plaguing a trade route, and returns with their chieftain's head for a reward.

5-6 skill points: The character discovers the location of an ancient library, and sells some uncovered tomes to a Hermetic guild.

5-7 skill points: The character raises a locale militia, and leads a successful revolt against a tyrannical feudal lord.

6-8 skill points: The character uncovers a local demon worshipping cult, fights the members and a demon, and discovers a powerful artifact.

*Note:* It should be stressed that these are only suggestions of skill point rewards. The Game Master may alter skill point rewards based upon his or her own designs for character advancement.



**Awarding skill points to the character party:** When awarding skill points to multiple characters, many Game Masters choose to simply give an equal number of skill points to each character. For example, after the character party fended off a pirate attack, the Game Master might give each 3 skill points to each PC involved. Awarding skill points equally has the advantage of being simple, and it usually diminishes the chances of a player feeling hurt due to uneven rewards.

On the other hand, equally awarding skill points to the character party can overlook one player's extraordinary behavior, or unfairly reward the unexceptional gameplay of another. For this reason some Game

### 3.1 Skill Points & Character Skills

Masters grant skill points on a character-to-character basis. However, if you choose to use this method, it is suggested you first award a base number of skill points to the entire party. Following this, then add 1 or 2 more skill points to the most outstanding of characters, making sure to note why they deserve such recognition. Overtly rewarding positive gameplay is usually much more successful than explicitly penalizing substandard play.

As the Game Master, it is up to you to decide how skill points will be awarded during your campaign. However, more important than the choice you make, is that you remain consistent with this method once you have decided.

**Character skill levels:** Each time a character gains more 20 skill points, he or she advances to a new skill level. Characters begin at the 1<sup>st</sup> skill level with 0 earned skill points. As provided in the Player's Section, the following table indicates how characters increase in skill level, and the types of skill points they earn at each new level.

**Table 3.1.1: Skill levels and skill points**

Total skill points earned	Skill level achieved	Discipline points earned	Proficiency points earned
-	1	-	-
20	2	12	8
40	3	13	7
60	4	14	6
80	5	15	5
100	6	16	4
120	7	17	3
140	8	18	2
160	9	19	1
180	10	20	-
200	11	20	-
220	12	20	-
240	13	20	-
260	14	20	-
280†	15	20‡	-

† 20 skill points per level thereafter.

‡ 20 discipline points earned per level thereafter.

**Skill point expenditures:** Skill points earned between levels may only be spent upon achieving the next level.

Characters may only spend skill points at the Game Master's discretion. That is, if a character wishes to spend newly granted skill points on a new discipline or proficiency, the Game Master must decide if the environment permits the character to do so. Unspent skill points may be saved indefinitely until used. For example, if a character earned enough skill points to achieve a new skill level at a mountain fortress, it is unlikely he could spend them upon his Swimming proficiency.

As Game Master, it is up to you to decide if conditions permit the acquisition of new knowledge and skills. However, remember that characters work hard to gain their skill points. It is therefore suggested that characters be able to train themselves in most skills with limited difficulty.

**Training time:** Acquiring new skills should not be automatic. Generally it is assumed the character has put some work towards a new skill before spending skill points. However, it is also suggested characters need to spend some time in practice or training when acquiring or improving a skill. As a general rule, a character should spend one day in training for each skill point spent upon a new discipline or proficiency. For example, if the character wished to learn the Disarm

discipline (10 skill points), he would need to spend 10 days training in order to perfect his new skill.

**Available disciplines and proficiencies:** As the Game Master, you may decide that some skills are unavailable within your particular campaign setting. For example, in a world abandoned by the gods, you may wish to prohibit all Faith magic and Ritual magic skills entirely. Conversely, you may wish to create new skills that are not provided here (see Optional Disciplines and Proficiencies section). However, if you choose to modify the available skill list, it is suggested you do so before beginning the campaign. Furthermore, every player should be aware of which skills are or are not available prior to character creation.

## Mechanics of Character Proficiencies

As explained in the Player's section, the use of a proficiency typically requires the character to make a proficiency check. A proficiency check is made by rolling 1d20 for each grade of the character's proficiency, discarding all but the highest rolled dice (see Skills & Skill Points section for details). For example, were the character to have the Tracking proficiency grade IV, he would roll 4d20 when making a Tracking proficiency check. If making a check, the dice showed 2, 12, 13, and 17, the result would be 17. After applying any modifiers, if the check results in a number equal to or greater than a target number provided by the Game Master, the check is successful. If the check results in a number less than the target number, the check fails.

*Example:* A character with Religious Knowledge grade III wishes to identify the holy symbol of an ancient religious sect. As the cult has been extinct for some time, the Game Master determines that a target number of 13 is necessary for revealing the provenance of the symbol. The character rolls 3d20 with a result of: 1, 7, and 14. The 1 and 7 are discarded. Thus, the final result of the character's Religious Knowledge check is 14; the character succeeds in correctly identifying the holy symbol.

**Natural 1's and 20's:** As mentioned in the Player's Section, whenever a proficiency roll results in a natural 1, regardless of any modifiers, the check is considered an automatic failure. Conversely, any proficiency check roll resulting in a 20 is considered an automatic success.

### Refereeing Proficiency Checks

Proficiency checks are one of the most commonly used mechanics during gameplay. However, unlike many game mechanics, each use of a proficiency by a player character requires a judgment call by the Game Master. In the following section, we provide information regarding the refereeing of proficiencies, as well as an in-depth treatment of each character proficiency.

**Proficiency check target numbers:** As previously stated, the Game Master assigns higher target numbers to proficiency checks to reflect difficulty, whereas lower target numbers are assigned to reflect simplicity of a task. As an example, the character leisurely climbing an oak tree might be given a target number of 5 for his Climbing proficiency check, whereas the character ascending a castle wall in a blizzard might be given a target number of 16.

As the Game Master, it is up to you to assign target numbers for all proficiency checks. However, it should be stressed that target numbers should be fair, and most importantly, target numbers should be consistent. In fact, it might be worth making note of target numbers as they are assigned, so that future target numbers are in-line with those previously used. A rogue that has recently climbed a castle wall of

target number 10 would be unhappy to find a simple fence within had a target number of 12!

It is also worth mentioning that although there are no upper limits for target numbers, target numbers of greater than 20 are rarely necessary. Only in extreme cases, (as when a character is attempting the extraordinary), should a target number of 21+ be given. In fact, in such situations, it is often appropriate for the Game Master to simply tell the character the attempt cannot succeed and to move on. That being said, a target number of 23 or 24 might be used when only the most skilled character should have any chance at all of succeeding. Even so, it should be remembered that a natural 20 will give any proficient character a chance of success in these circumstances.

Here a table is provided to aid a Game Master in assigning proficiency check target numbers:

**Table 3.1.2: Proficiency check target numbers**

Difficulty of task	Proficiency target number
Average, straight-forward	5-9
Difficult, involved	10-14
Unlikely, complicated	15-19
Incredible, amazing	20+

*Note:* In addition to environmental factors, a proficiency check target number might also be adjusted by other influences, such as worn

armor, magical items, spells, resources or lack thereof, time constraints, etc.

Remember, as the Game Master it is up to you to determine when proficiencies can and cannot be applied. Proficiency checks should only be used when they aid the roleplaying experience. When the result of a proficiency check has little to do with the story, or when a success or failure would be extremely detrimental, simply state the circumstances and move along.

**Proficiency checks without target numbers:** In cases where success or failure is not absolute, proficiency checks may be made without target numbers. Here, the result of the check indicates not absolute success or failure, but how well the character performs the task. For example, a character attempting to hide in the shadows of a darkened street might easily go unseen by a drunken peasant. However, it might be much more difficult to avoid the attention of a patrolling city guard. Rather than the character make a Stealth check for each individual that might pass by, the result of his Stealth denotes how easily or difficult it is for passersby to detect him.

In cases where a character makes a proficiency check without a target number, the Game Master may apply modifiers to the character's check to indicate the difficulty of the task. For example, were a character to use Stealth to hide in a well-lit laboratory, the Game Master might apply a -3 modifier to the character's check to reflect the undesirable light conditions.



## Magic Items & their Creation

Magic items are clothing, potions, weapons, armor or other articles permanently enchanted by a powerful spell-caster or extra-planar being. As they may only be created by the most powerful of individuals, magic items are normally rare, if not singular.

In general, lesser magic items such as potions or scrolls will be more common than permanent ones such as armor, weapons or artifacts. Relics are the rarest magic items of all. Of course, the prevalence of these items will vary somewhat from campaign to campaign. However, one of the biggest rewards for a character is to discover an unusual or powerful magic item. Consequently, it is suggested that magic items be introduced sparingly, lest they lose their allure by becoming commonplace.

As with all aspects of the game, the Game Master is encouraged to create his or her own magic items. As a Game Master, feel free to devise items that match your campaign setting or distinctively rewards PCs for achieving a challenging goal. Due to their nature, magic items present a unique opportunity for referee creativity. Of course, game balance should always be considered when introducing a new item into a game. Nevertheless, the following section provides a list of many magic items that may be used in your campaign, either modified or as is.

### Magic Items

Magic items are divided into seven general classes. These are: armor, artifacts, weapons, potions, scrolls, wands and weapons. Potions and scrolls are usually the least potent, whereas artifacts and relics are often the most powerful. Due to their potency, it is not advised that magic items ever be placed haphazardly into a campaign. Still, at

times a Game Master may wish to randomly select a magic item for various reasons. Therefore a table of random selection is provided.

1-16: Armor, pg. 208  
 17-25: Artifacts, pg. 209  
 26-50: Potions, pg. 219  
 51-54: Relics, pg. 222  
 55-75: Scrolls, pg. 227  
 76-88: Wands, pg. 228  
 89-100: Weapons, pg. 229

*Note:* The previous table has been weighted to reflect a relative rarity amongst the different classes of magic items.

### Magic Armor

Although some rare magic armor may impart special powers upon the wearer, most magic armor will absorb additional damage, and/or improve the armor's associated impedance score. Lesser magic armor will absorb only one additional point of physical damage, or have an impedance score adjustment of +1. In contrast, the most powerful magic armor might absorb 3 additional points of physical damage per impact, or have an impedance score adjustment of +6 compared to its non-magical form. As an example, an extremely powerful suit of magic plate armor might absorb 1d6 + 2 points of damage, and have an impedance score of -1.

The Game Master is encouraged to both design and make magic armor available as he or she sees fit. Nonetheless, the following is a list of assorted magic armor, representative of what may be found in a typical campaign setting:

Table 3.3.1: Magic armor

d100	Armor type	Magic modifier to physical damage absorbed	Magic adjustment to impedance score	d100	Armor type	Magic modifier to physical damage absorbed	Magic adjustment to impedance score
1-8	Shield	-	+1	74-75	Chain mail	+1	+3
6-13	Shield	+1	+1	76	Splint	+2	+2
14-15	Shield	+2	+1	77-78	Splint	+1	+3
16-18	Leather	-	+1	79-81	Scale	-	+3
19-27	Leather	+1	-	82	Scale	+2	+2
28-34	Leather	-	+1	83-85	Scale	+1	+3
35-39	Leather	+1	+1	86-87	Banded	+1	-
40-41	Studded leather	-	+2	88	Banded	+1	+3
42-48	Studded leather	+1	+1	89-90	Banded	+1	+2
49-51	Studded leather	+1	+2	91	Banded	+2	+3
52	Ring	-	+3	92-93	Plate	-	+4
53-55	Ring	+1	+2	94-95	Plate	+1	+1
56	Ring	+1	+3	96	Plate	-	+4
57	Chain mail	+3	-	97	Plate	+2	+2
58-59	Chain mail	+1	+2	98	Plate	+1	+4
60-68	Chain mail	+1	+1	99	Full plate	-	+4
69-73	Chain mail	-	+3	100	Full Plate	+1	+3

### Artifacts

In general, artifacts are powerful magic items that harness the power of planar forces to alter reality in a particular and controlled manner. Some artifacts are created by powerful wizards. However, most

artifacts that are found are remnants of ages long since past, fashioned by ancient beings that employed lost magic. As a general rule, artifacts are rarely found. When they are located, it is almost certain they will be coveted, and seldom traded or sold.

The possibilities regarding magic artifacts are endless. For this reason, it is encouraged the Game Master creates artifacts for his particular

campaign setting as he sees fit. Nevertheless, below is a list of artifacts that might be found in a typical campaign:

**Table 3.3.2: Artifacts**

d100	Artifact	d100	Artifact	d100	Artifact
1	Arrow of Accuracy	34	Flying Carpet	67	Ring of Deception
2	Bag of Useful Goods	35	Gauntlets of Swordplay	68	Ring of Flying
3-4	Bag of Sustenance	36	Gloves of Nimbleness	69	Ring of Invisibility
5	Bell of Shattering	37	Hammer of Returning	70	Ring of Magic Resistance
6	Belt of Facility	38	Hammer of Thunder	71-72	Ring of Protection
7	Belt of Swimming	39-40	Hourglass of Meditation	73-74	Ring of Protection from Cold
8	Boots of Climbing	41	Horn of Banishing	75-76	Ring of Protection from Heat
9	Boots of Speed	42	Iron Stone	77	Ring of Protection from Charm
10	Boots of Stealth	43-44	Javelin of Distance	78	Ring of Quickness
11-12	Bowl of Purification	45	Lamp of the Djinn	79-80	Ring of Regeneration
13	Bracers of Defense	46-47	Lens of Scrying	81-82	Ring of the Rogue
14	Bracers of Might	48-49	Lens of Translation	83	Ring of Strength
15	Chalk of Portal Creation	50	Lens of Magic Detection	84	Ring of Telekinesis
16	Chameleon Cloak	51	Magic Bag	85	Ring of Water-breathing
17	Cloak of Shadows	52	Magic Lantern	86	Rod of Transformation
18	Clockwork Creature	53-54	Magic Rope	87	Scarf of Silence
19-20	Codex of Enlightenment	55	Manual of Parlor Edification	88	Scepter of Undead Command
21	Cudgel of Demolition	56	Mask of Disguise	89-90	Staff of the Druids
22-23	Dagger of Life Stealing	57	Necklace of Appeal	91	Staff of the Elements
24-25	Dust of Disappearance	58	Necklace of Concealment	92	Sword of Speed
26	Dust of Flying	59	Necklace of Prot. from Undead	93	Talisman of Luck
27	Elemental Stone	60	Ocarina of Pacification	94	Talisman of Translation
28	Ever Full Flask	61	Paladin's Sword	95	Tiara of Iron Will
29	Ever Full Quiver	62	Pocket Boat	96	Tome of Understanding
30	Exploding Shot	63	Robe of Eyes	97	Traveler's Boots
31	Familiar Figurine	64	Robe of the Magi	98	Twinstones
32	Flaming Sword	65	Rod of Command	99	Witches' Ring
33	Flute of Animal Charm	66	Ring of Darkvision	100	Whip of Silence

**Arrow of Accuracy:** The Arrow of Accuracy appears as a well made arrow, fletched with the feathers of a brightly colored fowl, such as a bird of paradise. When shot, the Arrow of Accuracy imparts a +4 modifier to-hit and a +1 modifier to damage. In addition, the Arrow of Accuracy has a range twice that of a normal arrow, whether shot from a short or long bow. Typically 1d8 of these arrows are found together.

**Bag of Sustenance:** Upon first inspection, this item appears as a simple shoulder bag, stuffed with quality provisions. However, twelve hours after the pouch is completely emptied, it will once again become filled with the same amount of food. These rations of fresh bread, cheese, dried fruit, and smoked meat will be adequate to feed one adult for three days.

**Bag of Useful Goods:** This pouch appears empty, and will not lose contents when overturned. However, whenever a hand is reached into the pouch, one of twenty items will be grasped:

1: 20' rope	8: padlock	15: hair comb
2: 6" knife	9: mallet	16: ale mug
3: torch	10: flint stone	17: candle
4: spyglass	11: flask of oil	18: quill
5: hand mirror	12: whistle	19: ink
6: parchment	13: bell	20: blanket
7: chalk	14: dice	

When first reaching into the Bag of Useful Goods, the item drawn will be random. However, that specific item may be drawn again at any

time the person wishes. For example, after a whistle is initially drawn at random, the same character may elect to draw a whistle from the Bag of Useful Goods with any future draw. Otherwise, a completely random draw may be made.

Items drawn from the Bag of Useful Goods are of average quality, and must not be returned to the bag in order to be drawn again. Two 'useful goods' may be drawn from the bag each day. Any attempts to draw additional 'useful goods' within the same day will be fruitless.

Any normal items placed into the Bag of Useful Goods (or replaced items) will simply fill the bag as if it were non-magical. Such items may fill the bag normally, and will have no effect upon the bag's magical properties.

**Bell of Shattering:** This item appears as a small silver chiming bell. However, if the Bell of Shattering is rung, all non-magical glass and crystal within a 30' radius will shatter violently. As a result, any creature within 3' of a glass object will suffer 1d2 points of damage. In addition, any creature within this area must make a Mental Resistance check of 14 or be deafened for 2d4 rounds.

Each time the Bell of Shattering is rung, there is a 5% chance the bell itself will shatter. If this is the case, the character ringing the bell suffers 1d3 points of damage, and the bell is destroyed.

*Note:* The Bell of Shattering will also affect ice. However, shattered ice will not inflict damage.

### 3.3 Magic Items & their Creation

**Belt of Facility:** This large girdle imbues the wearer with a sense of improved mobility and freedom. As a result of the belt's magic, the wearer applies a +2 adjustment to his or her armor impedance score (max. 0). Furthermore, the character's encumbrance class is reduced by one step (min. I).

**Belt of Swimming:** Any character wearing the Belt of Swimming has an effective Swimming proficiency grade of IV. In addition to this enchantment, the Belt of Swimming also confers the ability to breathe underwater upon its wearer.

**Boots of Climbing:** These boots enable the wearer to ascend any sloped surface up to vertical. The wearer may climb vertically at  $\frac{1}{2}$  of his or her normal movement rate, or at  $\frac{3}{4}$  of normal at 45 degrees. For example, a character with a movement rate of 120' would be able to climb a wall at a rate of 60', or a 45° slope at 80'. The Boots of Climbing do not allow the wearer to traverse overhanging obstacles or ceilings, however.

If a character using the Boots of Climbing is grappled or struck while climbing a slope of 60° or greater, a Climbing proficiency check of 8 must be made or the character falls.

**Boots of Speed:** Any character wearing the Boots of Speed applies a +50' adjustment to his or her movement rate. The character applies a +5 modifier to all Running checks as well.

**Boots of Stealth:** These boots enable the wearer to walk upon any surface without making noise, regardless of the nature of the terrain. For example, the character could walk amongst dry fallen leaves without making a sound. As a result, if a character wearing these magical boots uses the Stealth proficiency to move undetected, he or she applies a +4 modifier to all proficiency checks. In addition, a character wearing the Boots of Stealth leaves no footprints, even if walking upon soft mud or snow.

**Bowl of Purification:** Any liquid placed in the bowl of purification is transformed to pure drinking water. In addition, any creature drinking directly from the Bowl of Purification will be affected as if the recipient of the 4<sup>th</sup> Circle faith magic spell, Cure Disease. As such, the Bowl of Purification instantly cures all forms of non-magical disease, mental or physical. However, if the cause of the disease is magical, the afflicted creature must make a successful Physical Resistance check of 8 upon drinking from the bowl. An unsuccessful Physical Resistance check indicates the magical disease has not been removed. The Bowl of Purification may be used in this manner by any creature once per day.

**Bracer of Defense:** These coveted items imbue the wearer with an uncanny ability to avoid physical attacks. As such, depending upon the potency of the enchantment, bracers of defense impart a +1, +2 or +3 dodge score adjustment upon the wearer.

**Bracer of Might:** These bands imbue either a +1, +2 or (very rarely) +3 adjustment to the wearer's strength score (max. 20). If the creature does not have a strength score, the bracers confer a +1, +2 or +3 damage modifier to the creature's melee attacks.

**Chalk of Portal Creation:** This ordinary-looking stick of chalk has the remarkable property of creating a portal upon any non-living wall on which a closed circle is drawn. For example, if a character were to etch a 2' diameter circle upon a wooden wall, the area of wall encompassed by the chalk would disappear, leaving a 2' diameter hole in its place. However, this hole is temporary, and will once again be replaced with the original wall after one minute (6 rounds). The Chalk of Portal Creation will work upon any non-living surface up to 1' thick. If the chalk is used upon a thicker surface, no portal will appear.

A full stick of Chalk of Portal Creation can etch up to 100' before being used up. This is approximately sixteen 2' diameter holes, ten 3' diameter holes, or twelve 2' x 2' square holes.

*Note:* any object or creature within a portal after 6 rounds will be expelled to one side of the hole and suffer 2d4 points of damage. If the creature or object is restrained, it will be cut in half by the reforming wall (typically causing destruction or death).

**Chameleon Cloak:** In general, the Chameleon Cloak appears as an ordinary hooded cape. However, when the Chameleon Cloak is worn and the hood drawn, the cloak will actively change colors and adopt patterns so as to match the environment in which the wearer is standing. For example, if the wearer was standing in front of a brick wall, the cloak would become colored like the brick, and even express patterns of the masonry behind him. As a result of the cloak, any creature attempting to strike the wearer suffers a -1 to-hit penalty in melee, or a -2 penalty for every 20' of distance, if a missile weapon is used. In addition, while affected by the Chameleon Cloak, the wearer applies a +5 modifier to all Stealth proficiency checks.

**Cloak of Shadows:** The Cloak of Shadows appears as a fine hooded cape of the deepest black. This item imbues several powers upon its wearer, some of which are dependent upon the ambient light conditions. These powers are:

All light conditions: The person wearing the cloak may cause Darkness, as the 1<sup>st</sup> Circle Hermetic magic spell, once per day.

Dawn, dusk or darker: The wearer may see as normal. In addition, all Stealth proficiency checks made by the wearer apply a +3 modifier, and all initiative rolls made by the wearer apply a +2 modifier. Furthermore, the wearer may assume Shadow Form, as the 5<sup>th</sup> Circle Hermetic magic spell (cast by a 5<sup>th</sup> Circle wizard), once per day.

**Clockwork Creature:** This unusual item appears as a clockwork replica of a small creature, such as an insect, bird, mouse, etc. constructed from fine metals and jewels. Typically, the clockwork creature is inanimate. However, once wound, the clockwork creature will become sentient, and will serve the person who wound it, performing small tasks or even attacking, if able. Each clockwork creature contains a hidden compartment about 2" x 2" in which small items may be stored. Clockwork creatures are generally from 5-8" long or tall. Typical clockwork creatures are:

Bird: Health points: 2, Dodge score: 16, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: none. Intellect: 5, Physical Resist: -4, Mental Resist: n/a, Movement: fly 140'. The clockwork bird may carry small items in its claws, such as a ring or a letter.

Mouse: Health points: 2, Dodge score: 16, Initiative: +3, Hide/armor: none, To-hit: +0, Attacks: none. Intellect: 4, Physical Resist: -3, Mental Resist: n/a, Movement: 90'. The clockwork mouse may pilfer small items, or chew small holes in wood or cloth.

Scorpion: Health points: 3, Dodge score: 13, Initiative: +1, Hide/armor: none, To-hit: +1, Attacks: sting: 1 x 1. Intellect: 4, Physical Resist: -3, Mental Resist: n/a, Movement: 80'. The clockwork scorpion contains a small receptacle in which poison may be stored to be delivered through its stinging tail. Typically, the scorpion's poison is such that, if stung, the victim must make a Physical Resistance check of 10 or fall unconscious for 1d3 hours.

Spider: Health points: 2, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +1, Attacks: bite: 1 x 1. Intellect: 4, Physical Resist: -4, Mental Resist: n/a, Movement: 90'. The clockwork spider may climb most vertical surfaces with ease. The clockwork spider contains a small

receptacle in which poison may be stored to be delivered through its bite. Typically, the spider's poison is such that, if stung, the victim must make a Physical Resistance check of 10 or lose 1d4 agility points for 1 day. If the creature has no agility, it loses 1d4 dodge points.

The clockwork creature will remain animated for 2 hours if fully wound.



**Codex of Enlightenment:** This powerful book is typically found as a small manual or memoir, often focusing upon a particular theme or account of event. For example, a codex might describe the personal experience of an herbalist seeking a rare species of flower in a foreign land. However, when studied carefully, the astute reader will realize the Codex of Enlightenment is not a mundane text. In fact, if the codex is digested in full by the appropriate individual, extraordinary knowledge will be imparted upon the reader.

Each Codex of Enlightenment will relate to one specific proficiency. If the codex is read in full by a character that possesses the appropriate skill, he or she will subsequently gain 1d2 grades within that skill. For example, if a Codex of Enlightenment concerning the exploits of a reckless gambler were read by a character with the Gambling proficiency, he or she would add 1d2 grades to his or her proficiency score (max. IV) upon completion of the book.

After every reading of the codex, there is a 5% cumulative chance the book will lose its magical properties. Thus, after the third person has read the text, there is a 15% chance that it will become non-magical. Unless newly created, it is safe to assume that the Codex has been read before, a total of 1d10 times previously.

**Cudgel of Demolition:** In combat, this iron-studded club confers a +2 modifier to-hit and a +3 modifier to damage. However, if the Cudgel of Demolition is struck against stone or wood, additional powers will be revealed. Any wood struck by the cudgel will have a percent chance to shatter, equal to  $100 - 8 \times$  (each inch of thickness). For example, a

wooden door 3" thick would shatter 76% of the time (100-24)%. Similarly, any stone struck by the Cudgel of Demolition will have a  $100 - 10 \times$  (each inch of thickness) percent chance of breaking. Thus a stone wall 6" thick would have a 40% chance of being destroyed.

Due to the violence of this demolition, any creature within 10' of the wielder (including the wielder himself) will suffer 1 health point of damage if wood is shattered, or 1d3 points if stone is broken. Each shattering blow dealt by the Cudgel of Demolition will create a void approximately 3' in diameter. The club may be used in this fashion an unlimited amount of times.

**Dagger of Life-stealing:** In combat, this sinister weapon imparts a +2 modifier to-hit and a +2 modifier to damage. However, whenever a natural to-hit roll of 20 is scored with the Dagger of Life-stealing, the target must immediately make a Physical Resistance check of 10 or die. If this Physical Resistance check is successful, the dagger inflicts damage as normal. The Dagger of Life-stealing only has this effect when wielded in melee.

*Note:* If a character wielding the Dagger of Life-stealing possesses the Critical Hit discipline, the dagger will have its effect whenever a 19 or 20 is rolled. However, this rule only applies if the optional critical hit rule is being used (see critical hits and fumbles in the Refereeing combat section).

**Dust of Disappearance:** This dust typically appears as grey chalky powder. Casting a pinch of the Dust of Disappearance over the head will temporarily render one creature and all equipment carried completely invisible. Although the creature may be heard and touched as normal, non-magical vision will not detect the creature. As a result, all melee attacks upon an invisible creature will be made at -5 to-hit. Missile attacks upon an invisible creature are -10 to-hit. Furthermore, attacks made by an invisible creature are made at +2 to-hit. Invisibility also adds a +10 modifier to Stealth proficiency checks. Only objects carried by the creature at the time it is treated with the dust will become invisible. Thereafter, any objects picked up will appear to float in space. The Dust of Disappearance will enchant a creature for 1d4 hours. In general, 1d4 pinches of the dust will be found.

**Dust of Flying:** This dust typically appears as fine sparkling sand. Casting a pinch of the dust over the head will temporarily imbue one creature with the ability to fly. Thereafter, by concentration alone, the dust's recipient may move up to 140' per round laterally or upwards, or may descend at speeds up to 360' per round. In addition, the affected creature may also hover stably. While hovering, spells may be cast, and missile or melee weapons may be used. The Dust of Flying will enchant a creature for 1d4 hours. In general, 2d8 pinches of the dust will be found.

**Elemental Stone:** This powerful item appears as a 2" sphere of polished quartz. Any person possessing the Elemental Stone is immune to non-magical fires, and may breathe water just as air. Any damage inflicted by magical fires is reduced to half normal. Furthermore, the wielder of the Elemental Stone may control his or her rate of descent when falling, descending as fast as a freefall, or as slow as 10' per round.

In addition to these powers, the wielder of the Elemental Stone may summon an elemental once per week. This elemental will serve the wielder for one hour before disappearing. The elemental is chosen by the user of the stone:

**Air:** Health points: 18, Dodge score: 17, Initiative: +6, Hide/armor: 1, To-hit: +4, Attacks: 2 x 1d8. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: fly 300'. An air elemental may dissipate gases or clouds. Furthermore, if interposed, an air elemental may induce a -4



## Optional Rules

It is expected that each Game Master or gaming group will modify the rules provided in this book to suit their specific needs. In fact, such adaptation of these rules is not only expected, but is encouraged. That being said, the rules and mechanics presented here have been created and tested as a whole, and any modifications made by the Game Master should be considered in the context of the entire system.

The following section provides some optional rules that may be easily adopted into your game. These optional rules not only preserve game balance, but serve as examples of how the game might be modified to suit your particular campaign.

### Optional Character Races

As previously mentioned, the playable character races included in any campaign setting are to be decided by the Game Master. The seven races provided in the Player's section represent the most common character races, and have been demonstrated to be balanced and adequate within many successful campaigns.

That being said, the experienced Game Master is encouraged to add or subtract races, or even to create new ones as he or she wishes. It should be reminded however, new races must not only add flavor to a campaign, but they must be balanced. Thus, although a race of magical fire-breathing dragonoids might be interesting in their own right, if these dragonoids lack any major shortcomings, players may get little satisfaction out of playing the other available races.

Below is a list of optional character races that may be readily added to a campaign setting:

**Cambions:** Cambions are a rare race, thought to share both human and demon heritages. In most respects, cambions appear human, and are generally of a similar stature, if not slightly taller. However, cambion skin is slightly bronzed, their hair black, and their eye color a deep red. Like orcs, cambion vision extends into the infrared spectrum, and they also prefer low-light conditions. Most strikingly, cambions respire extremely slowly, and may hold their breath ten times longer than an average human. Cambion life expectancy is 140 to 160 years. Cambion characters get +1 to their initial presence score, and -1 to their initial endurance score.

**Gnomes:** Gnomes are a smaller, distant cousin of the dwarves. Gnomes are generally 3 to 3.5' in height, and weigh about 70 lbs. Like dwarves, gnomes have keen low-light vision, but may not see in total darkness. Gnomes also have perfect direction sense, as they may detect the planet's magnetic field. Gnome life expectancy is 160 to 180 years. Due to their small stature, gnomes may not wield weapons of classes B, E or F effectively. Weapons of class D may be used, but must be of the shortest variety. Furthermore, a gnome's off-hand weapon may not exceed 1' in length. Gnome characters get +1 to their initial intellect score, and -1 to their initial strength score.

**Goblins:** Goblins are a short, lean member of the goblinoid family. Goblins stand 5' tall; have a greenish grey skin, pointed ears, short snout-like noses, and reddish eyes. Goblin society is somewhat xenophobic, and player characters that associate with the non-goblinoid races are often outcasts for this reason. Goblin life expectancy is 50 to 70 years. Like most goblin folk, goblin vision extends into the infrared spectrum, and they prefer low-light conditions. Goblin characters get +1 to their initial endurance score, +1 to their initial agility score and -2 to their initial presence score. Due to their short stature, goblins cannot effectively wield weapons of class F.

Goblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison.

**Harkumen:** Harkumen are an exotic race, the origins of which are obscure. In most respects, harkumen appear to be human. Harkumen cannot cast spells, ever. They also lack the ability to activate magic items. Harkumen may however, use magic items that do not require activation. Strangely, unlike other races, harkumen characters do not die when they fall below zero by more than half their endurance score. Instead, once falling below this point, the harkumen permanently loses an intellect point, and then returns to 0 health points. Only when a harkumen's intellect reaches 0, does he or she die. Once a harkumen dies, nothing may bring it back to life. Harkumen cannot breed with each other, and it is posited that they might not actually be a race unto themselves. In fact, harkumen may only produce offspring with a human mate; the result of will always be a harkumen child. Harkumen life expectancy is 95 to 100 years. Harkumen vision is similar to human. Harkumen have no initial attribute score modifiers.

**Ogres:** Ogres are the most human-like of the giant folk. However, ogres tend to avoid populated areas. Ogres typically appear as pale, oversized humans with long arms, a pronounced brow and a strong jaw. Ogres are generally 7 to 8' tall and weigh 300 to 350 lbs. Ogre sight is similar to human sight. However, ogres have a keen sense of smell, and can identify individuals and places by scent alone. Ogre life expectancy is 110 to 130 years. Ogre characters get +1 to their initial endurance attribute score, +1 to their initial strength attribute score, -1 to their initial agility attribute score, -1 to their initial intellect attribute score, and -1 to their initial presence score.

**Ratkin:** Ratkin are a lanky, hairy race of rodent-like humanoids, with long snout-like faces and whipping, hairless tails. It is widely thought the ratkin are not a natural race, but rather the descendants of some magical construct. Due to their appearance, ratkin are often mistaken for wererat lycanthropes. However, unlike lycanthropes, ratkin cannot alter their form. Ratkin stand 4 to 5' tall; have grey to black hair, long snout-like faces, pinkish eyes, and sharp teeth. Ratkin often shun, and in turn are shun by, the other humanoid races. Ratkin life expectancy is 60 to 80 years. Ratkin have low-light vision, but do not see in the infrared spectrum. Ratkin characters get +2 to their initial agility score and -3 to their initial presence score. Due to their short stature, ratkin cannot effectively wield weapons of class F.

**Reptilians:** Reptilians are a race of large lizard-like humanoids. Reptilians are 7 to 8' tall, have long muscular tails, thick snouts, and numerous small serrated teeth. Reptilian skin is composed of small bead-like scales, the color of which varies from dark green to black, interspersed with red, orange or yellowish stripes. Reptilians are most often found in warm arid regions; however they are warm-blooded and can tolerate cooler climates as well. The average reptilian life expectancy is 100 to 120 years. Reptilian vision is similar to human. Reptilian characters get +1 to their initial strength score, +1 to their initial intellect score, -1 to their initial agility score, and -1 to their initial presence score.

**Sidhe:** Sidhe are a tall slender race of faerie folk, similar to elves in appearance, but much more xenophobic. Unlike elves, sidhe have the ability to alter their appearance at will, appearing up to 1' taller or shorter, and/or 30 lbs. heavier or lighter. Sidhe may do this up to once per round. However, changing appearance weakens a sidhe, and for each alteration, the sidhe loses 1 endurance point for 24 hours. Changing back to their original appearance does not induce a temporary loss of endurance. Sidhe are typically 4.5 to 5' tall, and

weigh about 100 lbs. Their natural features are elven, however their hair is always dark and their eyes are amber. Sidhe life expectancy is 200 to 220 years. Sidhe vision is similar to elven. Sidhe characters get +1 to their initial intellect score, +1 to their initial presence score, -1 to their initial endurance score, and -1 to their initial strength score. Due to their short stature, when in their natural form, sidhe cannot effectively wield weapons of class F.

Vision impairment due to light levels is described for the optional character races in the table below:

**Table 3.4.1: Optional races vision impairment**

Race/Light level	Daylight	Dawn/dusk	Moonlight	No light
Cambion	-1 to-hit	no penalty	no penalty	-1 to-hit
Gnome	no penalty	no penalty	no penalty	-1 to-hit
Goblin	-1 to-hit	no penalty	no penalty	-1 to-hit
Harkumen	no penalty	-1 to-hit	-3 to-hit	-5 to-hit
Ogre	no penalty	-1 to-hit	-3 to-hit	-5 to-hit
Ratkin	no penalty	no penalty	no penalty	-5 to-hit
Reptilian	no penalty	-1 to-hit	-3 to-hit	-5 to-hit
Sidhe	no penalty	no penalty	no penalty	-5 to-hit

*Note:* The to-hit modifiers provided are for hand-to-hand combat. Vision impairment to-hit modifiers for attacks with missile weapons are 2x those for hand-to-hand combat.

## Optional Disciplines and Proficiencies

The disciplines and proficiencies provided within the Player's Section are sufficient to run a successful campaign. However, at times the Game Master and/or players may wish to customize their game by creating new or alternate disciplines and proficiencies. As with most aspects of the game, this type of creativity is encouraged.

New skills can have a significant effect upon the game. For this reason, it is suggested the Game Master consider any new skills very carefully before incorporating them into his or her setting. In addition, it is strongly advised the Game Master does not introduce new skills during an existing campaign. Players derive much enjoyment from plotting the development of their characters as they gain new skill points. Thus, changing the list of available skills after character creation presents possibilities of character development that were not previously open to the players. Occasionally, these new possibilities may leave a player feeling dissatisfied with the current state of their character's development.

That being said, it is possible that some skills may not always be available to characters simply due to environmental factors within the game. This is most commonly the case with proficiencies. For example, a character raised in a desert wasteland would not have many opportunities to develop their skill in Seamanship. For this reason, the Game Master may occasionally limit the skills available to characters upon creation, or as they train. Nevertheless, it is suggested the Game Master use this prerogative sparingly and most often with proficiencies.

### Optional Disciplines

Optional disciplines can have significant impact upon a game. Therefore, it is advised the Game Master use caution when introducing or creating new disciplines. When considering new disciplines, the Game Master should take into account both the power and usefulness of the discipline, as well as its skill point cost. Below are some optional disciplines that are considered balanced, and may be introduced into your campaign as is:

**Advanced Weapon Mastery: 15 skill points + 3 x grade.** Advanced Weapon Mastery indicates the character has extensive training in multiple types of weapons. This intense study increases the wielder's ability to hit and to do damage with all melee or missile weapons. There are five grades of Advanced Weapon Mastery. Advanced Weapon Mastery grade I grants the wielder +1 to-hit and +1 to damage with all weapons. Grade II imbues +2 to-hit and +1 to damage, grade III +3 to-hit and +2 to damage, grade IV +4 to-hit and +2 to damage, and grade V +5 to-hit and +3 to damage.

**Agnostic: 25 skill points.** Faith magic tends not to affect the individual. Any Faith magic cast upon the character (even beneficial spells) has a 50% chance of not affecting them. Thus, each time the character is targeted by a Faith magic spell, 1d4 is rolled. A result of 1-2 indicates the individual is not affected. A result of 3-4 indicates the spell should be treated as normal. Taking any Magic Potential discipline permanently nullifies this discipline.



**Arcana: 10 skill points.** Hedge or Hermetic spell specific: Requires Hermetic or Hedge Magic Potential. The character may pick one Hermetic (if a Hedge magic-user) or Hedge (if Hermetic magic user) spell of a Circle they can cast. This specific spell may thereafter be learned and added to their repertoire. For example, a character with 5<sup>th</sup> Circle Hermetic Magic Potential could choose to learn the Hedge magic spell Greater Phantasm. Nevertheless, the individual must still find a scroll or book containing the spell, and then must study and successfully learn it. Thus, if the wizard who wished to learn Greater Phantasm had an intellect of 16, he would need to study the spell for 5 days, then roll 1d20 + 5, and get a result of 16 or less.

Once the Arcana discipline has been purchased for a spell, the character may thereafter learn and/or cast the specific spell. Spells made accessible by Arcana may not be created with dweomercraft, however.

**Berserker: 12 skill points.** The Berserker discipline enables the character to work him or herself into an adrenaline-induced rage. Once per day, the individual may sacrifice 2 agility attribute points (min. 1) and gain 2 strength points (max. 20). For example, a character with an agility of 11 and a strength of 13 would have an agility of 9 and a strength of 15 while using the Berserker discipline. This exchange of points lasts for 5 rounds. Using the Berserker discipline does not constitute an action in combat. However, it must be initiated at the character's initiative.

*Note:* The Berserker discipline will reduce a character's dodge score, and may affect his or her armor impedance score.

**Cantrip: 10 skill points.** Hedge or Hermetic spell specific: Requires Hermetic or Hedge Magic Potential. The character may pick one Hermetic or Hedge magic spell she may currently cast. Once per day, the character may innately cast this spell. Thus, the spell has a casting time of 0, and does not require verbal, material or gestured components. Furthermore, the Cantrip spell does not count towards the character's daily repertoire of spells.

**Conversational Casting: 2 skill points x grade.** Requires Hedge or Faith Magic Potential. The character may cast a spell on the sly during

# Non-player Characters

Non-player characters or NPCs are those intelligent individuals played by the Game Master that populate the campaign world. A NPC can be as insignificant as a local farmer passed on a country road, or as important as a principal member of the adventuring party. Most minor NPCs are invented during gameplay as needed. However some are well-developed personalities, and may even rival the player characters in importance within the campaign setting. The ability to create and play compelling NPCs is one of the hallmarks of a good Game Master.

The following section provides some useful tables and information to aid in the creation of NPCs. However, the most important aspect of an NPC cannot be determined by tables or represented with statistics. Successful NPCs will have plenty of personality. In fact, it could be said that NPCs are the Game Master's ambassadors to the campaign world. Regardless of how rich a setting might be, playing the game remains a little more than a technical exercise without unique and interesting personalities to bring it to life.

Regardless of their interactions with the player characters, NPCs should be distinctive individuals with personal histories. Accordingly, NPCs should not be created merely in reaction to the player characters. Quality NPCs should have their own shortcomings, assets, fears and ambitions. For example, a cold-hearted mercenary might have an irrational fear of water. A pious cleric may have a weakness for gambling. Even a librarian can be brought to life with something as simple as a hacking cough. The conception of each new NPC is an opportunity for the Game Master to test his or her creativity. It is an endeavor that requires a degree of talent, but may be improved with practice as well.



## Non-player Character Creation

Creation of non-player characters is possibly one of the most time-consuming aspects of Game Mastering. This especially holds true for

NPCs of higher skill levels. Fortunately, the Game Master does not need to flush out every detail of each NPC the characters encounter. For example, it would be a waste of time to determine the attributes and skills of a barkeep that only converses with the party. In fact, even in the case of many NPCs, even for those the characters do combat with, only some information such as health points, dodge score and weapon skill is necessary.

That being said, some NPCs will have such significant interaction with the character party that creating the non-player character in detail becomes essential. To do so, the Game Master must determine the NPC's attributes, skills and equipment, much as players do upon character creation. In addition, for NPCs of skill levels 2 or higher, the Game Master must account for skill points earned and spent as the NPC has advanced.

The following section contains some tables designed to simplify the process of NPC creation. Generating the first few NPCs might take some time. However, as you become accustomed to the process, NPC design will become a less painful, if not somewhat enjoyable task.

## NPC Attributes

The first step of NPC creation is to determine the individual's initial attributes scores. Here the Game Master has two options. He or she may use the rules designed for player character generation, or simply assign a NPC's attribute scores irrespective of attributes points or initial racial modifiers. For example, a Game Master creating a half-orc warrior might simply give the half-orc the scores: agility: 12, endurance: 13, intellect: 10, presence: 8, strength: 15, and be done with it.

The system of attribute generation for player characters is designed to ensure game balance. However, as a matter of setting, the Game Master may wish certain NPCs to have higher or lower attribute scores than the typical player character. Of course, if the Game Master wishes to design a NPC strictly according to the character generation rules, he or she may do so. The following information is provided for this reason.

35 attribute points may be spent to give each attribute, agility, endurance, intellect and presence and strength a score between 4 and 16. The following table indicates each attribute score in cost of attribute points.

Table 3.5.1: NPC attribute points and scores

Initial Attribute Score	Attribute point cost	Initial Attribute Score	Attribute point cost
5	0	11	6
6	1	12	8
7	2	13	10
8	3	14	12
9	4	15	15
10	5	16	18

After determining the NPC's initial attribute scores, apply any racial modifiers. These modifiers are:

Dwarf: +1 endurance, -1 agility.

Elf: +1 presence, -1 endurance.

Half-elf: no modifiers to attribute scores.

3.5 Non-player Characters

Half-orc: no modifiers to attribute scores.  
Hobgoblin: +1 endurance, -2 presence.  
Human: no modifiers to attribute scores.  
Orc: +1 endurance, -1 presence.

*Note:* Of all statistics, NPC attributes scores may deviate the most from player character generation rules.

NPC Physical Resistance and Mental Resistance

After determining the NPC’s attributes, the Game Master should calculate the individual’s Physical and Mental Resistance modifiers. As explained in the Player’s section, the Physical Resistance modifier is determined by the sum of the character’s endurance, agility and strength scores. Similarly, the Mental Resistance modifier is determined by the sum of the character’s endurance, presence and intellect scores.

Table 3.5.2: NPC Physical and Mental Resistance

Agil. + str. + end. or pre. + end. + int.	Physical or Mental Resistance modifier	Agil. + str. + end. or pre. + end. + int.	Physical or Mental Resistance modifier
1-9	-5	31-32	-
10-16	-4	33-35	+1
17-21	-3	36-39	+2
22-25	-2	40-44	+3
26-28	-1	45-51	+4
29-30	-	52-60	+5

For example, a character with an intellect score of 6, a presence score of 8 and a endurance score of 11, would have a Mental Resistance base of 25 (6 + 8 + 11 = 25). Thus, the character would have a Mental Resistance modifier of -2.



NPC Skills

As a general rule, the Game Master should create NPCs with a base number of skill points equal to or similar to those of players characters at the same skill level. However, if rushed for time or if a NPC is created during gameplay, the Game Master may estimate the skills available to a particular individual. If the NPC is a recurring personality within the campaign, his or her skills should be properly determined when time permits.

Player characters may only purchase one grade of a discipline or proficiency per skill level. NPCs are not required to adhere to this rule, however. For example, a 2<sup>nd</sup> level NPC could have Weapon Mastery grade III. Nevertheless, NPCs should be somewhat balanced, and in most respects should mirror PC skill advancement.

The following table indicates the number of proficiency and discipline points an NPC will have earned at a particular skill level. Health points are provided as well, but health point adjustments due to high or low endurance scores are not.

Table 3.5.3: NPC skill points and health points

Total skill points	Skill level	Total discipline points earned human/non-human	Total proficiency points earned	Total health points earned
-	1	45/40	20	endurance
20	2	57//52	28	end. + 3
40	3	70/65	35	end. + 6
60	4	84/79	41	end. + 9
80	5	99/94	46	end. + 12
100	6	115/110	50	end. + 14
120	7	132/127	53	end. + 16
140	8	150/145	55	end. + 18
160	9	169/164	56 <sup>a</sup>	end. + 20
180	10	189/184	56	end. + 21
200	11	209/204	56	end. + 22
220	12	229/224	56	end. + 23
240	13	249/244	56	end. + 24
260	14	269/264	56	end. + 24†
280*	15	289/284†	56	end. + 24

\* 20 skill points per skill level thereafter.  
† 20 discipline points earned per skill level thereafter.  
<sup>a</sup> No addition proficiency points earned thereafter.  
‡ No automatic health points earned per skill level thereafter.

## NPC Proficiencies

The following table indicates the total number of discipline and/or proficiency points necessary to acquire each of the four grades of a

proficiency. For example, for an NPC to have the Distract proficiency grade III, she would have to spend 6 skill points.

**Table 3.5.4: NPC proficiencies**

Proficiency	Related attribute	Total cost for proficiency grade			
		I	II	III	IV
Acrobatics	agility	3	6	9	12
Agriculture	intellect	1	2	3	4
Ancient History	intellect	2	4	6	8
Animal Handling	intellect	2	4	6	8
Arcane Knowledge	intellect	4	8	12	16
Artistic Ability	intellect	2	4	6	8
Armor-making	intellect	3	6	9	12
Climbing	agility	2	4	6	8
Contacts	presence	2	4	6	8
Disguise	presence	3	6	9	12
Distract	presence	2	4	6	8
Dweomercraft, Hedge	intellect	4	8	12	16
Dweomercraft, Hermetic	intellect	5	10	15	20
Engineering	intellect	2	4	6	8
Extra-planar Knowledge	intellect	6	12	18	24
Gambling	presence	2	4	6	8
Healing	intellect	4	8	12	16
Heraldry	intellect	1	2	3	4
Herbalism	intellect	2	4	6	8
Inspire	presence	4	8	12	16
Intimidate	presence	4	8	12	16
Jumping	agility	2	4	6	8
Proficiency	Related attribute	I	II	III	IV
Leadership	presence	2	4	6	8
Local Knowledge	intellect	1	2	3	4
Lock-picking	agility	2	4	6	8
Magic Acuity	intellect	4	8	12	16
Martial Knowledge	intellect	2	4	6	8
Perception	intellect	3	6	9	12
Performance	presence	2	4	6	8
Persuasion	presence	2	4	6	8
Regional Knowledge	intellect	2	4	6	8
Religious Knowledge	intellect	4	8	12	16
Riding	agility	1	2	3	4
Rope Use	agility	2	4	6	8
Running	endurance	2	4	6	8
Seamanship	intellect	1	2	3	4
Sleight-of-hand	agility	2	4	6	8
Stealth	agility	3	6	9	12
Swimming	endurance	2	4	6	8
Tracking	intellect	2	4	6	8
Trade Skill	intellect	1	2	3	4
Weapon-making	intellect	3	6	9	12
Wilderness Lore	intellect	2	4	6	8
World Knowledge	intellect	4	8	12	16



### 3.5 Non-player Characters

#### NPC Disciplines

The following table indicates the total number of discipline points necessary to acquire grades of a discipline. For example, for an NPC

to have the Multiple Attacks discipline grade III, he or she would have to spend 60 skill points.

**Table 3.5.5: NPC disciplines**

Discipline	Prerequisite	Flat cost	Total cost for grade or Circle							
			I	II	III	IV	V	VI	VII	VIII
Advanced Counterattack	Weapon Mastery II (melee)	16	-	-	-	-	-	-	-	-
Ambidexterity	None	16	-	-	-	-	-	-	-	-
Armor Use	None	-	4	12	24	40	60	84	112	144
Backstab	None	-	8	24	48	-	-	-	-	-
Bash	Weapon Mastery I (A, B)	6	-	-	-	-	-	-	-	-
Blindfighting	None	5	-	-	-	-	-	-	-	-
Calculated Strike	Multiple Attacks I (melee)	12	-	-	-	-	-	-	-	-
Combat Archery	Weapon Mastery I (J, K)	8	-	-	-	-	-	-	-	-
Combat Casting	None	10	-	-	-	-	-	-	-	-
Counterattack	Weapon Mastery I (melee)	10	-	-	-	-	-	-	-	-
Critical hit	Weapon Mastery I (melee)	12	-	-	-	-	-	-	-	-
Disarm	Weapon Mastery I (melee)	10	-	-	-	-	-	-	-	-
Evasion	Feint	10	-	-	-	-	-	-	-	-
Extra spell	Hedge, Hermetic or Faith magic	-	3	6	9	12	15	18	21	24
Extra Spell Point	Ritual magic	3	-	-	-	-	-	-	-	-
Faith Magic Potential	None	35	-	-	-	-	-	-	-	-
Feint	None	8	-	-	-	-	-	-	-	-
Greatstrike	Weapon Mastery II (melee)	12	-	-	-	-	-	-	-	-
Guard	None	6	-	-	-	-	-	-	-	-
Health point	None	2	-	-	-	-	-	-	-	-
Hedge Magic Potential	Literacy	25	-	-	-	-	-	-	-	-
Hermetic Magic Potential	Literacy	35	-	-	-	-	-	-	-	-
Improved Dodge	None	-	8	24	48	80	120	168	224	288
Improved Initiative	None	-	4	12	24	40	60	84	112	144
Increased Accuracy	None	-	5	15	30	50	75	105	140	180
Increased Attribute	None	(score-5)	-	-	-	-	-	-	-	-
Increased Physical Resistance	None	-	3	6	9	12	15	18	21	24
Increased Mental Resistance	None	-	3	6	9	12	15	18	21	24
Discipline	Prerequisite	Flat cost	I	II	III	IV	V	VI	VII	VIII
Language	Intellect score >3	3	-	-	-	-	-	-	-	-
Literacy	Intellect score >6	3	-	-	-	-	-	-	-	-
Magic Potency	Hedge, Hermetic or Ritual magic	-	3	9	18	30	45	63	84	108
Magic Resistance	None	-	5	10	15	20	25	-	-	-
Multiple Attacks	Weapon Mastery* (any)	-	12	26	42	60	-	-	-	-
Parrying	Weapon Mastery I (E)	10	-	-	-	-	-	-	-	-
Pause and Study	None	14	-	-	-	-	-	-	-	-
Last Stand	None	6	-	-	-	-	-	-	-	-
Parrying	Weapon Mastery I (E)	10	-	-	-	-	-	-	-	-
Prayer	Faith magic	6	-	-	-	-	-	-	-	-
Precise Shot	Multiple Attacks I (J, K, L)	8	-	-	-	-	-	-	-	-
Quick Draw	None	5	-	-	-	-	-	-	-	-
Quick Shot	Weapon Mastery I (J, K, L)	6	-	-	-	-	-	-	-	-
Resilience	None	8	-	-	-	-	-	-	-	-
Ritual Magic Potential	None	25	-	-	-	-	-	-	-	-
Savant	None	-	3	9	18	30	45	63	84	108
Shield Bash	None	6	-	-	-	-	-	-	-	-
Shield Use	None	4	-	-	-	-	-	-	-	-
Silent Casting	Any magic	-	4	12	24	40	60	84	112	144
Spell Circle (Hedge)	Hedge magic	-	-	15	33	54	78	-	-	-
Spell Circle (Hermetic)	Hermetic magic	-	-	16	35	57	82	110	141	175
Spell Circle (Faith)	Faith magic	-	-	14	31	51	74	100	129	160
Spell Circle (Ritual)	Ritual magic	-	-	15	33	54	78	-	-	-
Split attacks	Weapon Mastery I (melee)	10	-	-	-	-	-	-	-	-
Stunning Blow	Weapon Mastery I (melee)	8	-	-	-	-	-	-	-	-
Unarmed Combat	None	-	9	21	36	-	-	-	-	-
Vital Strike	Weapon Mastery I (melee)	-	4	12	24	40	-	-	-	-
Weapon Mastery	None	-	10	22	36	52	70	-	-	-
Whirlwind Attack	Multiple Attacks II (melee)	12	-	-	-	-	-	-	-	-

*Note:* Some disciplines such as Stunning Blow require a flat cost and have no grades. Other disciplines such as Magic Resistance have a maximum attainable grade.

\* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery III in weapon class B must be purchased before acquiring Multiple Attacks III in weapon class B.

## Equipping a NPC

After a NPC's statistics have been completed, he or she must be equipped. The Game Master may provide the NPC with any items or coinage he or she deems appropriate. However, it should be considered how the NPC's resources relate to those of the player characters. Of course, some NPCs will be of greater means than the PCs. Nevertheless, if NPCs are consistently better-equipped than the player characters, the players may eventually feel the game is skewed in the favor of non-player personalities.

## The Other Planes

Most of the adventures that player characters will undertake occur on a single world within a single plane of existence. This is the dimension of spacetime that contains the ordinary universe. For any campaign setting, the order and structure of the universe is ultimately left to the Game Master's discretion. However, a general structure of the multiverse is provided here to accommodate the system of magic used in Wayfarers, and that should easily be modified to suit the needs of most campaigns.

In this system of metaphysics, there is one central dimension, the Tellurian plane, containing the normal physical universe. It is surrounded, in a sense, by the Ether, a nebulous and mostly empty dimension. Past the Ether are the four Realms from which Ritual magic draws its powers: the Blood Realms, the Dream Realms, the Viridian Realms (of Gaea), and the Realms of Perdition (Stitch). The Realms provide sources of energy for the Tellurian plane, but have their own source of elemental power which binds them to each other. Note that 'Realms' is plural, indicating that there are a multitude of such Realms, loosely bound together in a collection of small pocket dimensions.

**The Tellurian Plane:** In simplest terms, the Tellurian plane is the resident plane of mortals. This plane is the known universe, with immense vacuums of space, populated by galaxies, which in turn are comprised of solar systems made up of planets orbiting stars. It is assumed most campaigns will be conducted within one of the numerous galaxies within the Tellurian plane; specifically, upon an earth-like planet within one of these solar systems. In fact, many campaigns may never venture outside the character's home planet, much less outside their native plane.

**The Ether:** The Ether appears a shadowy endless void, but objects and creatures within it may be seen as if illuminated by an unseen light source. However, the Ether has a thin atmosphere which will carry sound inefficiently. This gas is inert, and does not support respiration or natural fire, but while in the Ether, creatures do not need to eat, drink, or breathe. There is no sense of up and down within the Ethereal plane. Due to the weak atmosphere, flying creatures may move at  $\frac{1}{4}$  of their normal movement rate. However, movement through the Ether is also possible via concentration alone. By this means, a creature may travel in any direction at a rate of  $100' \times$  its intellect score per round. For example, a character with an intellect score of 11 can move at  $1100'$  per round within the Ether. The Ether is sparsely populated by numerous strange creatures, small mineral planetoids, and strange buildings suspended in empty space.

## The Realms

The Realms are superficially more similar to the Tellurian plane than the Ether. However, anything goes in the Realms, which obey their own logic and sometimes their own physics. Dead souls generally return to one of the four Realms when they depart the Tellurian plane. Planar travel by powerful magicians is generally to and from certain pocket

Keep in mind that any equipment an enemy NPC possesses could become the property of the PCs. A Game Master who throws many well-equipped NPC adversaries at the player characters will soon be faced with a PC party that is extraordinarily wealthy and powerful.

In general, an NPC should only carry those items that are particularly useful to him or her. Furthermore, if the NPC carries useful items that may be consumed such as magical potions or scrolls, he or she will not hesitate to use these items in a life-threatening struggle.

dimensions within the Realms, and most summoned or gated creatures come from the Realms. While demi-gods, demi-urges, and avatars stem from the Realms, the gods themselves are far beyond the ken of mortals in this metaphysical scheme. True gods are not found in any one particular place, as they are everywhere at once.

**The Blood Realms:** The Blood Realms are an expanse of wastelands, mountains, chasms, and iron cities. Demons traditionally come from the Blood Realms. The Blood Realms are not necessarily 'hell' in the standard sense, although certain Blood Realms appear as torture chambers, ruined towers, and expansive graveyards. The Blood Realms are also the dimension of life, vitality, and Hermetic magic. Other Realms appear as a dark theatre, a quaint mountain village, a costume ball, or a silent toyshop.

**The Dream Realms:** The Dream Realms are similar in many ways to the Ether. They take their name from their bizarre, dream-like and surreal qualities. Individual Dream Realms can be the most comforting and natural for humanoids to visit, but also the most nightmarish. A Dream Realm could be a humble cottage, a debauched paradise, a ship afloat in an endless sea, or the black void. Angels come from the Dream Realms, and view humanoids with equal parts curiosity and malice. In some cases, dreamers themselves visit these Realms in their sleep.



**The Viridian Realms:** The Viridian Realms are the realms of nature, of misanthropy, of flowers, insects, and trees. The Viridian Realms resemble remote wilderness found in the Tellurian worlds. Here and there are the signs of old ruins, completely overgrown. Although there are energy channels called the elemental planes, the summoned creatures called 'elementals' are not from those locations. Each of the various kinds of elementals (air, earth, fire, water) stem instead from the Viridian Realms. Individual Realms might seem to be gardens, or a single massive tree, or an uninhabited jungle planet.

**The Realms of Perdition:** The Realms of Perdition are the realms of technology and machination, of industry, pollution, and waste. The Realms of Perdition generally appear as conglomerates of buildings,



### 3.6 The Other Planes

constructs, and massive cities. The archons maintain these buildings according to some strange logic, struggling against the daevas for control of the various dimensions and Realms. Individual Realms might be as small as a closet, or as large as a small planet. A Realm might be a steam-powered factory, the inside of a giant clock, or a demon-run junkyard. The technological levels in the Realms of Perdition vary greatly, but are often high- even sometimes far beyond that normally available in the Wayfarers system.

**The Elemental Planes:** The elemental planes map onto the four main elements (air, earth, fire, and water), but again, summoned elementals come instead from the Viridian Realms. Unlike the Realms, the

elemental planes are not places that one can visit; rather, they are energy sources or force channels between the Realms. As a consequence, they serve as portals between the various Realms. The Alluvium connects the Dream Realms and the Viridian Realms. The Deep connects the Viridian Realms to the Blood Realms. The Inferno connects the Blood Realms to the Realms of Perdition. Finally, the Celestium connects the Realms of Perdition to the Dream Realms. Note that the Dream Realms and the Blood Realms are not directly connected, and neither are the Viridian Realms connected to the Realms of Perdition. These pairs serve as antipodes that organize the multiverse.





# Catalog of Creatures

The following section provides a sample of some of the creatures that may be found in a typical campaign setting. However, it should be stressed that these creatures are provided for the Game Master's convenience only. The Game Master should feel free to alter these creatures as he or she sees fit, or to create entirely new ones for his or her campaign.

## Creatures and Context

When introducing creatures into a game, the Game Master should not only consider the ability of the characters to deal with the creature, but whether or not the creature could be logically encountered within the present context of the game. For example, under most circumstances it would make little sense to encounter a rhinoceros in a deep subterranean cavern. Similarly, although a group of dvergar might be found inhabiting a network of caves, it would be unlikely to find a band of medusae residing within the same complex.

Of course, this is a fantasy game. Therefore, the Game Master should not obsess about the logic of each and every encounter. That being said, players base their decisions solely upon the information provided to them by the Game Master. For this reason, it is beneficial to provide players with a basic level of logic and causality so they may feel their decisions are both significant and consequential. This tenet of Game Mastering can be extended to all portions of the game. However, it is especially consequential when the actions of creatures or adversaries are concerned.

For example, consider that a group of several characters are traveling through a forested wilderness. The Game Master decides this region is populated by wolves, and informs the characters they hear howling in the distance at night. If the Game Master decides the wolves are a threat to the characters, he may simply have a pack of wolves attack them outright. However, wolves are typically opportunists. Thus, the Game Master may instead decide the wolf pack will follow the party of characters, and only attack if one or two of them strays from the group. Although both options are fine, the second option enables the characters to make a meaningful response to the howling they hear. Whereas the characters have little choice but to defend themselves in the case of an outright wolf attack, the second possibility offers the characters another result if they decide to stick together.

Of course, players will not always recognize how their decisions are impacting the direction of play. However, if the Game Master frequently provides opportunities for meaningful choices that result in significant consequences, he will likely find his players becoming increasingly invested in their character's decisions.

**Creative creatures:** Those creatures provided in this section represent only average individuals of a particular race/species. Furthermore, only a generalization of their behavior is given. Deviation from these descriptions is encouraged, and the innovative Game Master will use these examples as a palette only.

Sometimes a minor change is all that is needed to change a conventional creature into a memorable one. For example, a troll inhabiting a mountain shack might provide a compelling encounter. However, if the same troll ran an illicit mining operation, the resulting situation is likely to be more notable. Alternately, this troll could possess an unusual or powerful item, such as a Necklace of Appeal. Indeed, for an even more remarkable state of affairs, this troll could be mining for silver *and* possess a Necklace of Appeal, with which he has recruited other creatures to labor for him.

Changing the environment is another useful method for making creature encounters unique. As an example, an attack by a pack of doppelgangers within a country inn may provide the characters a challenge. However, discovering the captain and crew of their ship to be doppelgangers at sea, is likely to be both challenging and memorable.



## Creature Statistics

Every creature has certain common aspects that describe their physical, mental and behavioral characteristics. For each creature description, a standard format is used to provide a creature's average dodge score, health points, intellect, etc. An explanation of these qualities is provided below:

**Dodge:** This is the creature's average dodge score. Dodge primarily relates to a creature's agility and evasiveness. However, other qualities such as skill in combat or magical effects may affect a creature's dodge score as well.

**Health points:** Like character health points, a creature's health points indicate the amount of damage it may suffer before it dies. Unless noted otherwise, a creature becomes unconscious at 0 to -5 health points, and dies if it falls to -6 health points or below.

**Intellect:** The intellect score for a creature is similar to a character's intellect score. Intellect does not have an absolute effect upon gameplay. However, a creature's intellect score indicates how cunning it may be, and gives the Game Master guidance when determining the creature's actions in certain situations. A creature's intellect score does not modify its Mental Resistance checks. Note, a low intellect score does not indicate a creature is dim or idiotic. More often, a low intellect signifies animalistic intelligence or a lack of language and/or higher reasoning skills. Thus, within its natural environment, a creature with a low intellect score may still be astute and able.

**Physical Resist:** This is the base modifier the creature applies to all Physical Resistance checks.

**Mental Resist:** This is the base modifier the creature applies to all Mental Resistance checks.

**Average size:** This is the typical size of an adult specimen. Of course variations within species occur, particularly within humanoids. Thus, the Game Master may choose to alter the size of his or her creatures as he or she sees fit.

**Attacks:** This indicates both the type and number of attacks a creature may make within one combat round. If multiple types of attacks are separated by 'and' or by a comma only, both attacks may be performed within the same round. However, if multiple types of attacks are separated by 'or', only one of the two attacks may be attempted by the creature within the same melee round. For example, the manes 'Attacks' reads: claw: 2 x 1d2 + 1, bite: 1 x 1d4 + 1. Thus, the manes

### 3.7 Catalog of Creatures

may claw twice each round for 2-3 points of damage, and bite once for 2-5 points of damage. Conversely, a Ghul's 'Attack' reads: claw:  $2 \times 1d6 + 5$ , or bite:  $1 \times 1d6 + 3$ . Thus, a ghul may attack twice each round with its claws for 6-11 points of damage, or bite once each round for 4-9 points of damage.

**To-hit modifier:** This modifier is to be applied for all physical attacks the creature makes. Thus, a creature with a to-hit modifier of +3 should add 3 to every d20 attack roll.

**Hide/armor:** This is the amount of physical damage that is absorbed from every physical attack made upon the creature. This absorbance is usually due to natural armor or plating, but may be attributed to magical properties as well. A creature with 'Hide/armor: 1d3' will absorb 1-3 points of damage per physical attack made upon it. Some intelligent creatures, particularly humanoids, may wear armor. The hide/armor statistic does not account for worn armor.

**Initiative modifier:** This modifier is applied to the creature's initiative roll each round. Thus, a creature with an initiative modifier of +2 will have an initiative of 3-12 each round. Initiative modifiers are cumulative. Therefore, if the same creature had the element of surprise (a +4 modifier) its initiative modifier for that round would be +6.

**Movement rate:** The movement rate indicates the maximum distance a creature may move within a 10-second round. This basic movement rate assumes the creature is traveling upon a solid even surface; if a creature may also swim or fly this is indicated separately. For example, a basilisk's 'Movement rate' reads: 160', swim 90'. Therefore the basilisk may run at 160' per round, or swim at a rate of 90' per round.

In general, a creature may move at its maximum speed for 20 rounds, or at  $\frac{1}{2}$  its maximum speed for 40 rounds without rest. A creature may move at  $\frac{1}{4}$  its natural speed indefinitely. Undead, automatons or elementals do not require rest.

**Innate magic abilities:** Some creatures possess innate magical abilities. These abilities differ from those of spellcasters as the creature does not cast a spell, but only wills the effect to take place.

Nevertheless, many of these innate abilities have effects similar to spells. For example, an androsphinx may innately cast the following Faith magic spells: Sense Deception, Mend, Tongues and Confuse. This means the androsphinx may innately heal itself or another creature as if it cast the 2<sup>nd</sup> Circle Faith magic spell Mend.

When a creature innately casts a spell, the spell is treated as if it were cast by a magic-user of the Circle of the spell that is being cast. For example, the Faith magic spell Mend is a 2<sup>nd</sup> Circle spell. Thus, when a creature casts Mend innately, it is as if the spell were cast by a 2<sup>nd</sup> Circle priest. In the case of the Mend spell, the spell heals  $2d4$  points of damage plus 1 point per Circle of the caster. Therefore, if cast innately by a creature, the Mend spell always heals  $2d4 + 2$  points of damage.

Innately cast spells are considered to have a casting time of 0. Thus, they may not be interrupted. However, casting spells innately does constitute an action in combat, and a creature may only do so at its initiative. Innately cast spells require no gestured, verbal or material components.

**Proficiency checks:** In the course of play, the Game Master may find it necessary or interesting to have non-humanoid creatures and monsters attempt proficiency checks. As a simplifying rule, we suggest that creatures be considered non-proficient in all proficiencies (i.e., they will roll 1d10 to determine success), with the exception of the Perception proficiency, in which they should be considered Grade I. However, as detailed in the monster listing below, some creatures are more skilled in certain proficiencies. The Game Master is also encouraged to grant specific creatures extra proficiencies as desired. For example, a giant living in an isolated fortress may be an excellent blacksmith and skilled at weaponcraft.

Also, creatures accustomed to certain environments should be granted additional proficiencies to allow them to function in their element. Aquatic creatures might have Grade I to IV in Swimming, and monsters living in the mountains or the jungle might have a few grades of Climbing or Acrobatics. Such obvious abilities are not further elaborated in the full listing that follows.



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Table 3.7.1: Creature index

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The following includes a description of many creatures that may be encountered in a typical game setting:

## Creature Descriptions

### Ablocanth

Dodge: 13

Health points: 39 + 2d8 (48)

Intellect: 5-8 (rarely: 12-14)

Physical Resist: +4

Mental Resist: +2

Average size: 14' long, 8200 lbs.

Attacks: tentacles: 4 x 1d4 + 1 and claws: 2 x 1d6 + 1

To-hit modifier: +4

Hide/armor: none

Initiative modifier: +0

Movement rate: 60', swim 80'

The ablocanth is a hideous creature, appearing to be a cross between an enormous lobster and a squid. They are most often encountered in subterranean lakes and rivers, but may occasionally be found in surface waters at night. Ablocanth are somewhat intelligent and usually hunt their prey by ambush. They are patient hunters and will remain motionless for hours, waiting for the most opportune moment to strike.

*Abilities:* If hit with one of an ablocanth's four tentacles, the victim suffers 1d4 + 1 points of damage, and must make a Physical Resistance check of 12 or be entrapped. Each round thereafter, the trapped individual will suffer 1 point of poison damage without a to-hit roll. A Feat of Strength of 15 will free an entrapped individual. Ablocanth have an unusual resistance to magic, and make all Mental or Physical Resistance checks against magic with an additional +4 modifier.

Rarely, an ablocanth will be more enlightened than others of its ilk. These hideous specimens serve strange gods or demons, and have the ability to use Ritual Magic of 1d4 Circles. Additionally, such ablocanth can innately cast the 5<sup>th</sup> Circle Ritual spell Summon Fauna once per day to summon fish and other aquatic allies, to aid them with their devious plans.

*Physical description:* Ablocanth have the body and tail of a giant black lobster. However, extending from the ablocanth's head are four 6-8' long tentacles. These tentacles are lined with barbs, and produce a caustic poison.

### Amphiptère

Dodge: 15

Health points: 6 + 1d4 (8)

Intellect: 4

Physical Resist: +0

Mental Resist: -1

Average size: 4' long, 20 lbs.

Attacks: tail: 1 x 1d4 or bite: 1 x 1d2

To-hit modifier: +2

Hide/armor: none

Initiative modifier: +2

Movement rate: 60', fly 200'

The amphiptère is an unusual tree-living serpent, which appears as a large snake with feathered wings and a sharp horn-like tail. The amphiptère always attacks by surprise, and has an curious means of assailing its prey. Perched high in a tree, the amphiptère typically waits for its victim to pass underneath. The serpent then falls from the tree tail-first, and impales its prey with its sharp tail. Once stuck into its victim, the amphiptère will bite and attempt to inject its paralyzing venom.

*Abilities:* If impaled by the amphiptère's tail, the victim suffers 1d4 points of damage. Any creature bit by the amphiptère must make a Physical Resistance check of 14 or be paralyzed for 2d8 rounds.

*Physical description:* Amphiptère appear as green snakes with colorful feathered wings, and a chitinous dark green pointed tail.

### Angels; Daemon Angelica

Angels are a race of highly intelligent magical beings that live within the Dream Realms. Angels are extremely orderly and rebellion is punished severely, although this is according to their own byzantine logic. They are not necessarily beatific and benevolent; in fact, some angels act maliciously towards humanoids and seem to hate them. The agenda of angels, like that of other extra-planar creatures, is generally obscure. At times angels become involved in human affairs, either through service of a greater being, or of their own volition. Angels do not age, but may be slain. There are three spheres of angels, which are each comprised three of nine orders; from least to greatest these orders are: angels, archangels, principalities, powers, virtues, dominions, ophanim, cherubim and seraphim.

Some common angel names are: Abdeil, Adriel, Anael, Azrael, Balam, Barachiel, Camael, Cassiel, Cerviel, Eremiel, Gagiel, Gabriel, Grigor, Haniel, Ireul, Israfil, Jophiel, Kushiell, Lucifer, Michael, Muriel, Nephi, Raphael, Raziel, Sandalphon, Sariel, Selaphiel, Uriel, Zephon, and Zophiel.

Angels should be considered to have all Knowledge proficiencies, Intimidate, Inspire, Magic Acuity, and Perception at Grade II (or even higher for Cherubim and Sepharim).

*Note:* Even within orders, angels may vary in power and ability. Those provided here are only examples of angels that may be encountered.

### Angel

Dodge: 17

Health points: 11 + 2d4 (16)

Intellect: 13-16

Physical Resist: +1

Mental Resist: +5

Average size: 5.5' tall, 160 lbs.

Attacks: 1 x by weapon + 3

To-hit modifier: +3

Hide/armor: none (or by worn armor)

Initiative modifier: +2

Movement rate: 120', fly 200'

The lesser and most numerous of angels are typically referred to by the name common for all orders of their race. Lesser angels are subservient to all other orders of angels, and sometimes appear to lack any notion of self, or to possess any traits of individuality. Accordingly, lesser angels are commonly employed by their more powerful kin, and are occasionally pitted against one another when conflicts between more powerful angels arise. Lesser angels are those most likely to be encountered, usually as messengers or carriers under the direction of powerful beings. Occasionally lesser angels will be dispatched by a deity in order to aid a favored priest or follower in times of need.

*Abilities:* Lesser angels may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, and Courage.

*Physical description:* Lesser angels appear as attractive human males or females, with large feathered wings emanating from their shoulder blades. They typically wear fine clothing, and prefer to wield swords when armed.



#### **Archangel**

Dodge: 18  
 Health points: 17 + 2d4 (22)  
 Intellect: 12-14  
 Physical Resist: +3  
 Mental Resist: +5  
 Average size: 6' tall, 180 lbs.  
 Attacks: 2 x by weapon + 3  
 To-hit modifier: +3  
 Hide/armor: none (or by worn armor)  
 Initiative modifier: +3  
 Movement rate: 120', fly 200'

Archangels are the second lowest form of angels. Archangels are similar in appearance to lesser angels, yet tend to be slightly larger. Like lesser angels, archangels exhibit few individualistic traits, and most often act under the impetus of a senior angel, usually a principality.

*Abilities:* Archangels may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, and Invisibility to Undead, Persuade and Telepathy.

*Physical description:* Archangels resemble lesser angels, but are always male and are slightly larger. They typically wear fine clothing or armor, and prefer to wield swords when armed.

#### **Angel, Cherubim**

Dodge: 22  
 Health points: 58 + 2d4 (63)  
 Intellect: 16-18  
 Physical Resist: +8  
 Mental Resist: +8  
 Average size: 8' tall, 380 lbs.  
 Attacks: 3 x by weapon + 5  
 To-hit modifier: +6  
 Hide/armor: none (or by worn armor)  
 Initiative modifier: +5  
 Movement rate: 160', fly 240'

Cherubim are extremely powerful angels, second in power only to the seraphim. It is thought that cherubim predate the seraphim, and some evidence of ancient struggles between the cherubim and seraphim is

rumored to exist. Of all angels, cherubim are most driven by the rule of law. Cherubim often seem to act amorally, but have distinctive and individual personalities. Cherubim are rarely encountered individually, as they prefer to travel in the company of lesser angels, archangels and/or virtues. Cherubim are often masters of their own Dream Realm.

*Abilities:* Cherubim can speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthrall, Silence, Strike, Benediction, Heal Severe Wounds, Smite, Enfeeblement, Read Mind, Vision, Annul and Destroy Undead. Cherubim may innately summon 2d4 lesser angels once per day. Twice per day a cherubim may travel between planes as if it had innately cast the 8<sup>th</sup> circle Hermetic spell Gate upon itself. Cherubim may not be surprised.

*Physical description:* Cherubim may take any humanoid appearance so desired. They usually appear as immense humans. Cherubim have four large feathered wings sprouting from their backs, and several eyes are located on these appendages. Cherubim wear fine clothes, but no armor. In combat they will often employ a large long sword and a shield.

#### **Angel, Dominions**

Dodge: 21  
 Health points: 18 + 2d4 (23)  
 Intellect: 17-19  
 Physical Resist: +4  
 Mental Resist: +10  
 Average size: 6' tall, 150 lbs.  
 Attacks: bite: 2 x by weapon + 2  
 To-hit modifier: +3  
 Hide/armor: none (or by worn armor)  
 Initiative modifier: +6  
 Movement rate: 160', fly 260'

Dominions are angels that are seldom seen. Although the material form of dominions appears similar to the lesser angels, they prefer to remain immaterial, usually invisible, or occasionally as a pale floating orb of light. Dominions serve in enigmatic ways, often acting as oracles or soothsayers. Dominions rarely involve themselves directly in the affairs of humanoids. Nevertheless, in the company of angels dominions are often present yet unnoticed. While invisible, dominions may only be seen by principalities and the ophanim; and of angels, they most often associate with the latter.

*Abilities:* Dominions may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Courage, Fear, Smite and Vision. Once per round, dominions may change into one of three forms: that of a winged humanoid, an invisible ethereal form, or an immaterial glowing orb of light. Dominions may not be physically injured while immaterial.

*Physical description:* In corporeal form, dominions appear as lesser angels. However, their hair is always dark and their eyes are bright green. In this form, they wear simple clothing and seldom wear armor or wield weapons. Otherwise they appear as floating orbs or clouds of gas.

#### **Angel, Ophanim**

Dodge: 14  
 Health points: 55 + 2d4 (60)  
 Intellect: 17-19  
 Physical Resist: +5  
 Mental Resist: +7  
 Average size: 6' wide, 450 lbs.

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### 3.7 Catalog of Creatures

Attacks: none

To-hit modifier: n/a

Hide/armor: 1

Initiative modifier: +4

Movement rate: fly 220'

The ophanim are a bizarre race of angels that share no physical characteristics with their kin. Ophanim are mechanical looking beings, whom are composed of two wheels with perpendicular axes. Along the outer rim of each of these wheels are hundreds of eyes. Unlike the other angels, ophanim do not speak. However, they may understand the thoughts of all creatures they see. Ophanim may communicate with other angels telepathically. However, they cannot not do so with other beings. Ophanim typically play a passive role, acting as information gatherers, custodians of organizations, or as wardens of sensitive knowledge. The presence of one or more ophanim grants other angels a +2 bonus on knowledge proficiency checks.

*Abilities:* Ophanim may innately cast the following Faith spells once per day: Smite, Control, Vision and Annul. Ophanim may understand the thoughts of any creature it sees (no resistance), and may communicate telepathically with other angels. If destroyed, an ophanim explodes in a release of energy that inflicts 4d8 upon any creature within 100'. A Physical Resistance check of 16 will halve this damage.

*Physical description:* Ophanim appear as two large dark red wheels whose axes run perpendicular to each other. Along the outer rims of these wheels are hundreds of golden eyes. The ophanim constantly emit a bright golden light from the center of their being.

#### Angel, Powers

Dodge: 17

Health points: 38 + 2d4 (43)

Intellect: 14-17

Physical Resist: +4

Mental Resist: +8

Average size: 7' tall, 250 lbs.

Attacks: 2 x by weapon + 4

To-hit modifier: +3

Hide/armor: none (or by worn armor)

Initiative modifier: +2

Movement rate: 140', fly 220'

Powers are one of two orders of angels that do not have wings. Powers tend to be less social than other angels, and tend to be unconcerned about the welfare of other beings. Nevertheless, powers will defer to higher ranking angels if obliged. Except for their unusual size, powers look distinctively human. Occasionally, powers will masquerade as such while searching for artifacts or knowledge.

*Abilities:* Powers may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthrall, Animal Form and Read Mind. Twice per day a power may travel between planes as if it had innately cast the 8<sup>th</sup> circle Hermetic spell Gate upon itself. Powers may fly despite their lack of wings.

*Physical description:* Powers appear as tall attractive humans. They tend to wear simple clothing, do not wear armor, and brandish large two-handed swords.

#### Angel, Principalities

Dodge: 19

Health points: 15 + 2d4 (20)

Intellect: 18-19

Physical Resist: +3

Mental Resist: +8

Average size: 6' tall, 160 lbs.

Attacks: 2 x by weapon + 2

To-hit modifier: +3

Hide/armor: none (or by worn armor)

Initiative modifier: +3

Movement rate: 120', fly 200'

Principalities are the highest order of the third sphere of angels. Whereas all angels are intelligent, principalities are extremely cunning, and are some of the most dynamic of all angels. Unlike their lesser kin, principalities tend to be individualistic and are often originators of new ideas and initiatives.

*Abilities:* Principalities may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate and Invisibility to Undead, Mend and Insight. Principalities will always sense any deception, and heal at a rate of 1 health point per round. Twice per day a principality may travel between planes as if it had innately cast the 8<sup>th</sup> Circle Hermetic spell Gate upon itself.

*Physical description:* Principalities are indistinguishable from lesser angels in form, but constantly radiate a pale white glow. They typically wear fine clothing or armor, and employ weapons and armor only when performing military functions.

#### Angel, Seraphim

Dodge: 23

Health points: 75 + 2d4 (78)

Intellect: 19-20

Physical Resist: +10

Mental Resist: +10

Average size: 14' tall, 1200 lbs.

Attacks: 3 x by weapon + 7

To-hit modifier: +7

Hide/armor: none (or by worn armor)

Initiative modifier: +5

Movement rate: 150', fly 250'

Seraphim are most supreme and powerful of all angels. Amongst their own order, a culture of deference exists, and seraphim are much more likely to ignore disagreements in order to avoid conflict. Occasionally a seraphim will shun such influence and choose a more idiosyncratic path. Characteristically, seraphim are aloof and tend to immerse themselves intensely into one task, often at the neglect of others. Seraphim care little for matters of the present. However, if a matter arises serious enough to turn a seraphim's attention, he or she will commit unparalleled energy towards its solution. Seraphim dislike battle. Nevertheless, in accordance with their nature, if battle should arise, seraphim are ruthless opponents. Seraphim often travel throughout the Dream Realms. Some of them are constantly making, destroying, and remaking their own Realm or pocket dimension.

*Abilities:* Twice per day, a seraphim may emit a powerful shout. Any creature failing a Mental Resistance check of 17 is deafened by this shout for one week. Seraphim continually radiate a blinding light which causes all seeing creatures to apply a -2 modifier to all to-hit rolls against the angel. Like all angels, seraphim may speak and understand any language. Seraphim may innately cast any 8 Faith spells per day. Once per round, a seraphim may travel between planes as if it had innately cast the 8<sup>th</sup> circle Hermetic spell Gate upon itself. Seraphim may innately summon 1d4 + 4 archangels once per day. Seraphim automatically cast Enthrall on all creatures approaching within 30' of their presence.

*Physical description:* Seraphim appear large humans with golden hair. Like lesser angels, they have two large feathered wings sprouting from their shoulder blades. However, they also have two sets of smaller wings behind their ears and above their ankles. Seraphim constantly radiate a blinding white light. They wear fine clothes, but no armor. In combat they will employ a great two-handed sword.

#### **Angel, Virtues**

Dodge: 16  
 Health points: 58 + 2d4 (63)  
 Intellect: 10-12  
 Physical Resist: +12  
 Mental Resist: +6  
 Average size: 10' tall, 550 lbs.  
 Attacks: 3 x by weapon + 6  
 To-hit modifier: +4  
 Hide/armor: none (or by worn armor)  
 Initiative modifier: +1  
 Movement rate: 140', fly 220'

Excepting the ophanim, virtues are the least common of the nine orders of angels. The virtues are massive creatures, best known for their combat prowess, as well as their colossal strength. Due to their physical power, they are often recruited to serve as guards for a greater being. Although intelligent, virtues are the least intellectual of angel-kind. Virtues are filled with a bizarre sense of righteousness, often seeking revenge on behalf of the slighted. For this reason they are also called angels of spite.

*Abilities:* Virtues may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthrall, Silence, Banish, and Pacify. Twice per day a virtue may travel between planes as if it had innately cast the 8<sup>th</sup> Circle Hermetic spell Gate upon itself. Virtues heal 2 health points every round.

*Physical description:* Virtues appear as lesser angels in form, but are much larger and are always male. Virtues rarely wear armor, and prefer to wield large swords or two-handed mauls.

#### **Archons; Archontes**

The archons are a race of ancient extra-planar beings. They appear as androgynous humans. Archons tend not to interfere in the dealings of the humanoid races, preferring to keep to themselves. In their own dimension of the Realms of Perdition, archons exist in a society that at first glance seems similar to that of the humanoid races. While archons prize design and efficiency, most of them lack creativity and are insanely jealous of anything truly novel. In general, archons may be divided into five classes. These are the basileae, the demiurge, the ecclesia, the polemarch and the strategoi. In addition, archons are lead by a figure called the Archon Eponymous. The demiurge, ecclesia and strategoi are similar in physique and magical power. However, the basileae, polemarch and Archon Eponymous are usually imbued with special powers, likely granted by the archons' enigmatic deities. Archons are not immortal, but live for several thousand years.

Some common archon names are: Adonaios, Andiphon, Archestratidas, Aristomenes, Critias, Cypselus, Damasias, Eliaos, Eucrates, Hegesias, Heres, Hippocleides, Horaios, Iao, Irenaeus, Isagoras, Isarchus, Leostratus, Nichomachus, Paraplex, Pisistratus, Praxiergus, Sabaoth, Smyrus, Solon, Telecles, and Tisandrus.

#### **Archon, Basileae**

Dodge: 17  
 Health points: 27 + 1d8 (32)  
 Intellect: 16-18  
 Physical Resist: +5  
 Mental Resist: +8  
 Average size: 6.5' tall, 190 lbs.  
 Attacks: rod: 2 x 1d4 + 5  
 To-hit modifier: +5  
 Hide/armor: none  
 Initiative modifier: +4  
 Movement rate: 120'

Basileae are a class of clerical or religious archons charged with the task of maintaining relations with the archons' patron deities. They spend much of their time in council or prayer, and erect many large monuments, monasteries and similar structures of worship. Due to the nature of their work, basileae are afforded deference amongst archons, regardless of their particular social standing. In fact, only the Archon Eponymous may judge and/or prosecute the basileae. As a result, the basileae exert much influence in archon society. Like all archons, basileae are non-combative. However, they often carry a long rod with them that they may use in self-defense or informal prosecution.

*Abilities:* Basileae may innately cast the following Faith spells once per day: Illuminate, Enthrall, Mend, Tongues, Strike, Familiarity, and Sanctuary. Twice per day a basileae may travel between planes as if it had innately cast the 8<sup>th</sup> Circle Hermetic spell Gate upon itself.

*Physical description:* Basileae somewhat resemble human males. However, they are genderless and are not obviously masculine. The basileae have no body hair. They usually wear fine robes or similar garments that bear identifying marks of their station.

#### **Archon, Demiurge**

Dodge: 16  
 Health points: 18 + 1d8 (23)  
 Intellect: 13-15  
 Physical Resist: +4  
 Mental Resist: +6  
 Average size: 6' tall, 180 lbs.  
 Attacks: 2 x by weapon + 3  
 To-hit modifier: +3  
 Hide/armor: none (or by worn armor)  
 Initiative modifier: +3  
 Movement rate: 120'

The demiurge comprise the class of officials and petty officers within archon society. Instructors, civil officers and merchants are typically of the demiurge class. These archons account for 20-30% of the archon populous. Despite their personal achievements, the demiurge, ecclesias and strategoi may not change their station within archon society.

*Abilities:* Demiurge may innately cast the following Faith spells once per day: Illuminate and Tongues.

*Physical description:* Like all archons, demiurge resemble androgynous humans. They usually wear functional clothing or uniforms. Demiurge are not typically armed.

#### **Archon, Ecclesias**

Dodge: 16  
 Health points: 18 + 1d8 (23)  
 Intellect: 10-13  
 Physical Resist: +4







# The World of Twylos

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## Introduction to Twylos

This is a description of the world of Twylos. This reference material is written mainly for Game Masters running a Wayfarers game. However, this guidebook might also be useful for any game system, as few system-specific details have been included and could easily be converted. Note that this guide is not meant to be a complete description of every location and NPC in this world. Rather, our aim is to provide the Game Master with a sense of flavor and, most importantly, some ideas that might be useful for launching creative and exciting adventures in a different or customized world.

The world described here is the synthesis of seven different settings, used in a series of campaigns that ran almost continuously from 1988 to 2006. These adventures, and the creation of the world of Twylos as presented here, would not have been possible without a large number of passionate and creative players over the years. This work is dedicated to the past gamers of those worlds, and also to the new players of Wayfarers. Enjoy.

## A Player's Guide to Twylos

*The ills of man are never healed. Rather, new edifices are raised upon the ruins of the old, and newer now again atop of those. Who shall bring the last black brick upon the mortar? Who will suck the last of marrow from our broken bones?*

*It cannot last- it cracks and crumbles till even these curtains turn to ash.*

Epilogue 1:709. "A Shadow's Fall" by Tabitha Morgan.

The world of Twylos is old. Over the centuries, great cities and kingdoms have flourished but have since fallen into ruin. The first Empire of Irendor, far to the northeast, came to an end centuries ago. In turn, newer nations rose up, and have begun to grow fat and corrupt on the ancient wealth, magic, and technology of the older Empire.

These new nations were once the former colonies of Irendor. In the East is Drohksmere, loosely controlled by the trade conglomerate of the Ulgan Sceptre. To the South are the stone citadels of Khaedor, the debauched island kingdom of Vasqueray, and the island demesne of the power-mad Church of Ixus. The great nation of Tarach today dominates the West. And caught between these forces are the sleepy Vehrlands, expanses of steppes and rolling hills previously ravaged by a thousand-year war.

Irendor itself, diminished for several centuries, is now called Armech. The Great Houses that ruled the fallen Empire have returned to rebuild their nation from the ashes and rust of its former self.

Newer international organizations- the Guilds of the Slavers, Alchemists, Navigators and Surveyors- have united trade routes and industry across Twylos. The Guildsmen have become incredibly rich, so much so that they rival most national governments and the Great Houses in terms of influence. The Slavers Guild are less slave-drivers than they are managers, and the Guild now controls several cities, including the massive slum-ridden trade town of Tzalvas.

Recently, the Guilds have united under the Writ of Coins, allowing every Guildsmen access to any Guildhall and a slew of trade and shipping treaties. Gunpowder and other odd Guild technologies are becoming more frequent as the years pass. As a consequence, the Alchemists Guild in particular has become exceedingly wealthy, due to the popularization of Hedge magic and the accelerated rate of magical-scientific research they have brought about. The conveniences of Hedge magic and alchemical developments have become increasingly part of the noblesse lifestyle, and the Alchemists have called themselves the 'Slavers of tool and invention'.

Meanwhile, classical magedom and the Hermetic Tradition are becoming rarer. Mage academies have begun to close down, and

most mages either practice their art in private or have joined ranks with the Alchemists. Mages have increasingly found themselves under attack from some of the major religions of Twylos- the fanatical Church of Ixus, the fallen Knights of Aguierre, the secretive Handmaidens of Zhol, and the druids of the elder Vox Duur.

The priests of these gods, however, have long been enemies, and have spent themselves combating the heresies of the others. The once-ubiquitous Vox Duur have splintered. Some of the Duurans have joined the goblins and gnoles and retreated into the deep forests. Others have re-united with the Church of Winter, a cult of demon worshippers beyond the fringes of polite society. But most others continue to fight against the Church, believed by the Duurans to be the original source of infernalism and Hermetic magic in Twylos.

It is now the year 213 of the Third Era. Peace and trade seem to be flourishing at an unprecedented level. Thus it might seem strange that the newest religion, the Church of Typhon, claims to celebrate the coming apocalypse. Throwing decadent feasts and parties, the Typhonae have rapidly spread across the land from their mother church in the city of Gyre, the so-called jewel of Twylos and artistic capital of the world.

The Imperial Houses, new Guilds, and other more secretive organizations lose themselves in avarice, searching out new riches and ancient magic. The old religions continue to wage their ceaseless crusades, while the Church of Typhon dances towards oblivion. Opportunity, power, and death await some fresh new blood. Welcome to the world of Twylos.

## A Brief History of Twylos

### The First Era

Twylos (pronounced TWIE-los) is a dark fantasy world in decline. In the earliest days of recorded history, humanoids lived in the mountains and valleys of modern Armech. These regions are still called by their ancient names, the Valan regions of Valstach (the northern mountains) and the Valstedt (an expansive plains). The recent historian Vladmir Ozmandian called this epoch the start of the First Era, which saw these humanoids develop agriculture, metalworking, and a coherent set of religious beliefs.

### The Vox Duur

Although since the earliest days, Twylos has contained a large number of cults, political factions, and secret societies, the history of Twylos is the history of the Vox Duur. The Duurans, as they are usually called, were the first of Twylos' religions. Ozmandian places the emergence of the Duurans around 2300 First Era (F.E.). The Duurans are druids, and are essentially a blood sacrifice-based fertility cult revering the Black Man, Vorn, and his wife Rhiannon. The darker side of Rhiannon, Breyana, began to have a cult of her own, the Church of Winter, and while all these priests might call themselves Duurans and think of themselves as the true Vox Duur, over the centuries the Duurans have split into many sub-sects, continually fighting with each other. With the magic of the Duurans and metal weapons, the humans of the Valan region began to dominate the culture and consolidate themselves as a nation, ruled by a king who claimed to be descended from the war god Aguierre.

### The Thainists

The Duurans avoided the growing civilized areas and cities of Irendor, preferring to live and worship in the wilderness or deep caves. As the Duurans grew increasingly estranged and distant, the Valan people came to revere Kithain and Zhol, gods of fate, destiny, and death. An extensive cult of Zhol was spawned in the vast armies of Irendor, with

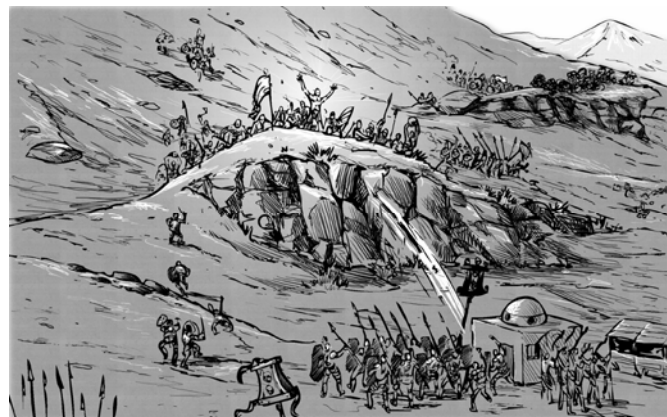
many soldiers worshipping Zhol's son Morday, also called Mordred. Large churches of these gods were built by their followers the Thainists, starting around 2000 F.E. While most of the other gods were perceived as terrible and fearsome, the Lady Kithain was viewed as nurturing, and this was reflected in the many projects undertaken by her disciples in the public service. The Thainists have remained a neutral faction, popular throughout Twylos, although their neutrality has often been seen as a source of weakness.

### Irendor

Eventually the Valan people were united by a set of warring families, called Houses, into the great Empire of Irendor. Bloody warfare gave way to trade wars, which were equally brutal but with much less loss of life. As the Great Houses subjugated the outlying farming and hunter-gatherer societies, with their sophisticated magic and technology, the Empire of Irendor grew in size and status. While the Imperial House Valstach still worshipped Aguierre, much of Irendor revered the militaristic Church of Mordred. The other Great Houses began to rival House Valstach for control of the nation. With the great wealth collected by the Houses, academic studies of art, science, and Hermetic magic began to flourish. In 1104 F.E., the first Hermetic academy, the Arcanum, was established just beyond the edge of Irendor by exiles wanting freedom from control by the Houses and the churches. The Arcanum was open for over three centuries, but the Duurans finally drove the mages out and shut down the school in 776 F.E.

### The Ixians

Sometime during the second millennium of Irendor history, a philosophical tradition was developed among the soldier class. Breaking with the rest of the churches, these warrior-monks believed that salvation and god were not to be found in outer realms and terrible magic, but in the depths of the soul. Calling themselves the clergy of Ixus, their fanaticism eventually led to a series of failed coups, both intellectual and martial. For treason, they were exiled from the Empire, shipped off and expected to die. The Ixians managed to survive, inhabiting the far-off island of Nycene, and gradually began to grow in power. The exile of the Ixians was just the first in a series of several waves of emigration from the core of the Empire to colonies in the East, West, and South. A later tradition dating from 500 F.E., called the Order of Ixian, attempted to take a more scholarly and peaceful approach. This was well-received, particularly by magicians and the historians that began to emerge, documenting the complex and opaque relationships, marriages, and bloodlines that the Irendi Houses accrued.



### The Purge of the Antiarch

By the end of the second millennium, the Irendor Empire reached far across the north of Twylos. Colonists had begun to leave for all corners of the world, impeded by poor maps, bad records, and horrible monsters. Meanwhile, the heart of the Empire itself had grown soft.

#### 4.2 A Player's Guide to Twylos

Work was performed by slaves, and the rulers of the Houses had grown apathetic. In the year 822 F.E., Caradoc, a former slave who had returned from the dead, raised a small army of fanatical followers. These men and women called Caradoc the 'Antiarch', the beloved of Aguierre and His hand on Twylos. With the righteousness of the Order of Aguierre, his army grew in number and destroyed all but one of the temples of Mordred, crushing the religious base of most of the lesser Houses and their militias. In this war, the Purge of the Antiarch, House Valstach was restored along with the glory of the Empire, and many of the rogue colonist states were folded back into Irendi control.

#### The Handmaidens

While the divine nation of Irendor settled back into peace and prosperity, the reverberation of war spread across the smaller fringe states of Twylos. The new nations of Khaedor, Verlaine, Nycene, and Vasqueray began to fight over control of the south and west. In 700 F.E., a group of Thainist widows, aggravated at their order's lack of response and grieving over the deaths of their families, took up arms and crossed Twylos, trying to suppress conflicts by slaughtering all in their way. They called themselves the Brides of Zhol, dubbed the Handmaidens by the Verlaine soldiers who lost to them at the first fall of Vesbridge, in a battle still commemorated today as "Maids' Misery". The Handmaidens moved west, slaughtering scores of Zhellan, Verlaine, and Sathar warriors as their numbers grew from the numerous widows, sisters, and children of those previously killed in battle. Eventually, they settled in Murdyne, a heavily-armed compound at the western edge of Twylos.

#### The Second Era

While the Order of Ixian used a complicated dating system throughout what is now called the First Era, Vladmir Ozmandian completely revised this system, using a specific event to pinpoint the end of the First Era. Ozmandian dates the end of the First Era and start of the Second Era (S.E.) with the exile of House Tharose from Irendor. House Tharose was the most progressive and seditious of the Great Houses, and Ozmandian believed that the removal of Tharose led not only to the formation of the great successor state of Irendor, Tarach, but was the first step in the destabilization and downfall of the Irendi Empire. House Tharose took vast tracts of land in the northwest region of Twylos, wresting control from the Verlaine in a short series of decisive battles.



#### The Fall of Irendor

Tarach was thus established as the main destination for colonists, and many of the Empire's brightest scholars and ambitious mercenaries left for the new, seemingly-limitless opportunities. Meanwhile, the Imperial House Valstach had been weakened by a long period of infighting, political machination, and assassination. The original Valstach bloodline, descended from Aguierre, had ceased to exist, and the last true Emperor, Illyrian Valstach VIII, died without a surviving heir in 213 S.E. As the Great Houses attacked each other for control of a now-meaningless throne, many of their supporting Lesser Houses fled for the outer colonies. Within a few centuries, the Empire ceased to have any sway over the matters of Twylos. In 237 S.E., control of Irendor transferred to an initially-ineffective council called the Iron Throne, who renamed their nation Armech. While the Fall of Irendor would continue for many decades, the seeds of new House control also slowly began to flower; towards the close of the Second Era, Armech would re-emerge as a major power in the world.

#### The Vehrlands War

As the Empire diminished, the strength of the colonies and nascent states grew. Eventually, the western nations came into conflict with each other. The hotspot for what would become a thousand-year long series of land wars was the Vehrlands, the region between Verlaine and Tarach to the north, Khaedor and the Zhellve to the east, and the older Empire of Saethos, of the reptilian Sathar, to the south. The first conflict was sparked by human adventurers from the Vehrlands venturing into the hitherto-unexplored Saethan desert to loot the treasure of the dragon kings, the gods of the Sathar. The reptilian nation, previously quiet and thought to be quite small, rose up in fury against the other humanoids to the north. Throughout the Second Era, however, the Sathar could not contend with the combined forces of the northern lands, winning battles only when Khaedor and the Vehrlands were preoccupied with fighting each other. The southern reptilian empire collapsed during this period. The northern nation settled by House Tharosen profited greatly by supporting the Vehrlands tribes, and in 700 S.E., officially declared their independence from Armech, although by this point this was mere formality. The Mendhelose family took the crown and held it for the following 800 years.

#### Rhuxen

During the Vehrlands War, there was intense interest in Saethos and what the reptilians might have hidden in the desert. The proximity of the Ixian island of Nycene, and the similarly hard conditions of both places produced a large exodus of Ixians into Saethos. In 508 S.E., a comet was widely observed across Twylos, and much of Saethos felt the blast and saw several days of irradiated skies when it crashed into the deep desert. One tradition of Ixian mysticism believed in connections between the gods within and the gods without, and heralded the coming of this comet as a sign that the Ixian faith would soon sweep the world. The high priest of Sun Keep, Rogan DuLaine, believed this to be true, and took two advisors into the depths of Saethos to investigate the crash himself. His advisors devolved into priests of Xeres, the terrible god of madness, and DuLaine went insane wandering for nine years in the sands. When he returned to Sun Keep, the guardians of the Ixian sanctuary smashed him to a pulp, lest he contaminate the inner keep with his heresy. The writings of DuLaine survived, including his name for the huge mountain of crystal and fused glass that he found, Rhuxen. The humiliated Ixians stayed in Nycene, and the spiritual leadership of their church was transferred to a beautiful, innocent child, the Sun King.

#### Vasqueray and the Sea-kings

Nycene could not contend with their neighbors for domination of the southern seas and coasts. The island kingdom of Vasqueray had come to be ruled by a powerful family of sorcerers and witches known as the Sea-kings. Free from the wars ranging on the mainland, Vasqueray prospered, and culture and magical experimentation flourished. Gradually, the same problems that plagued the Irendor Empire began to affect the Sea-king dynasty, and the diseases and madnesses of incest took their toll. The last, most powerful, and most famous members of the dynasty, Lord Ixondr and Lady Muriel, suddenly disappeared in the wake of a massive court conspiracy to depose their bizarre rulers. The islands of Vasqueray, now free of central authority, began to fight among themselves and much of Vasqueray's wealth and art was lost. As before, some of the greatest artists fled to the more relaxed nation of Tarach to work happily and peacefully.

#### The Third Era

Ozmandian dates the end of the Second Era as the year 1279 S.E., and denotes this same year as the start of the current Third Era (T.E.). In this year, the famous Vehrlands Covenant was signed between Khaedor, the Vehrlands, and Saethos in a ceremony lasting several weeks, due to the vast number of dignitaries and agreements that needed to be reached. Incidentally, 1279 S.E./0 T.E. was the same



year Vladimir Ozmandian himself was born. While the First Era was dominated by the rise (and fall) of Irendor and the major religions of Twylos, and the Second Era detailed the struggles of the outlying colonies to assert themselves and be recognized as mature states, the Third Era has seen the global unification of Twylos in the hands of great merchant Guilds and trade organizations. The first two eras were the subjects of Ozmandian's treatises, "The Theologies" and "The Histories", the work that established a single historical narrative for Twylos, assured Ozmandian's fame, and ultimately led to his death in the course of his research on the origins of the Ixians.

### The Rise of the Guilds

Slavery was an essential component of Twylos society since the first days of the proto-Irendor Empire. Throughout the centuries, especially when the Houses began to grow decadent off their established wealth, there was a need for central organization, cooperation, and training of this huge work force. The Slavers thus became an independent group, working with the Houses and other governments to acquire and move slaves across the world. With large numbers of subjects and almost limitless funding, the Slavers became extremely good at their job. Their duties increased, and during the wars of the Second Era, the Slavers became a combination of local police force, jailers, trainers, and managers. Today, many slaves are temporary workers, serving months to years as slaves as punishment for crime. The largest number remains those born into slavery, which tend to be treated rather well. The Slavers began to transport their cargo far distances, requiring sophisticated knowledge of shipping routes over land and sea. They also saw the need for medicine and psychoactive agents to aid them in their behavioral conditioning programs. For these reasons, massive international businesses, the Guilds, arose during the Third Era. The Slavers were the first of these Guilds, incorporating in 1 T.E. after the Vehrlands Covenant made reliable international transport a reality. The Slavers, and other Guilds, also helped enforce the dictates of the Covenant. In 45 T.E., the Slavers had convinced enough ship captains of the riches available, and the Navigators Guild was founded. The third Guild, the Surveyors, were established later (120 T.E.), as it was substantially more difficult to contact and connect with the caravan masters, trackers, and bandit leaders that would come to form their group. The Surveyors have since begun to create, protect, and improve roads, such as the Zhellan Trade road between Rheyas and Tzalas, the main route linking the northern and southern countries of Twylos. With their treasury, the Guilds paid three powerful magicians a large sum of money to map the world. In the academy founded by Gauston Vausse, Marachs Von Ehling produced this map in 170 T.E., generally considered to be the greatest act of magedom to date. The Guilds initially attempted to keep the map a secret, but copies were soon leaked, and now the geography of all of Twylos is common knowledge.

### The Ulgan Sceptre

The fourth and final Guild is that of the Alchemists, created in 166 T.E. Alchemy and proto-Hedge magic had developed in parallel with Hermetic magic, mainly used by local herbalists and apothecaries. However, the tenets and teachings of Hedge magic were finally codified by members of a mage academy known as the Guuran Tower. The Guuran Tower was a department of magical experimentation in the Ulgan Sceptre, which was a massive trade organization that came to dominate the far eastern colony of Drohksmere in the second century of the Third Era. Left to their own devices while the West fought itself in the Vehrlands War, the Easterners reconnected with the trade Houses of Armech, and also established positive relations with the Giants and Ogres of Andukar, a dangerous mountainous region that contained several lucrative mines. John Ulgan, founder of the Ulgan Sceptre, turned a small shipping operation into a trade network that spanned thousands of miles and brought several disparate city-states together into the new oligarchic nation of Drohksmere. As the Ulgan Sceptre matured, it came into

several conflicts with the Guilds and the Armechian Houses. Frustrated by the bureaucracy and lack of profit-sharing, many members of the Ulgan Sceptre's Guuran Tower abruptly quit, contacted the Slavers and Navigators, and turned themselves into the Alchemists Guild. This led to a wide-scale adoption of Hedge Magic across Twylos. The success of Hedge Magic was also due to its seeming innocuousness; the Alchemists and Hedge Mages were seen as friendly eccentrics, compared to the reputation that Hermetic and Ritual Magic practitioners had as being greedy, violent, infernalists, and psychotic.

### The Church of Typhon

The Third Era also saw the development of Twylos' last religion- the Church of Typhon. The great city of Gyre, a massive independent city-state, became a focal point for trade between the Guilds, the Ulgan Sceptre, and the aristocrats of Armech and Vasqueray. The Alchemists chose Gyre as their base of operations, helping to consolidate Gyre as Twylos' most modern and wealthy city. Some of this money went to the new Church of Typhon, a charismatic and fun-loving collection of priests and artists who seemed to revel in demonic and disturbing iconography, and threw enormous, sometimes orgiastic parties called Feasts of Typhon. With the support of the newly rich families and artists of Gyre and the south, the Typhonae rapidly spread across Twylos. They have come to be hated by most of the other religious organizations, especially the Duurans and the Ixians, but the centuries of conflict between the Vox Duur, the Church of Winter, the Church of Ixus, and various other sects has rendered them somewhat impotent to marshal themselves against the Church of Typhon.

### The Black Rose Rebellion

The coming of the Typhonae to Tarach coincided with the overthrow of the long-ruling Mendhelose family. Civil unrest had already begun to appear in Tarach during the early Third Era, but finally resulted in a rebellion against the lazy and decadent King Aaron Mendhelose. The leader of the so-called Black Rose Rebellion was Maraxam Belvaunt, established as the new King of Tarach. The name 'Black Rose' came from the rose-crest symbol of House Tharose, adopted by the Mendhelose family. The night of Belvaunt's usurpation, the banners of the Mendhelose 'Palace of Roses', Avenaigh, burned black. Belvaunt has quashed civil disturbances with his mercenary army, and while order has been restored to Tarach, many of the older nobles have begun to fear for their lives.

### Contemporary Twylos

It is now the year 213 T.E. Armech is no longer a mere shadow of its former greatness, and there are rumors of ascent of another Emperor. While small-scale land wars continue as they always have, across the world there is a new era of international trade, relatively free of bloodshed. Twylos in the Third Era is a relatively literate place, with technological levels similar to the 15<sup>th</sup> century Renaissance of Earth. While most of Twylos is distinctly low magic and low fantasy, pockets of the world have high fantasy and technological elements about them. The historical account depicted above should be considered common knowledge to new player characters about to begin their adventures in the world of Twylos.

It would seem then that Twylos is thriving; why does this history begin by stating that Twylos is a world in decline? With the advent of global trade and travel, a number of smaller organizations, some of them also calling themselves 'guilds', have arose, such as the Bone Trade of Mask and Vussar, the Guild of Optics, or the Museum Scholars organized by the disciples of Vladimir Ozmandian. These groups, often associated with rogue magicians and curious scholars, not only aim to turn a profit, but also seek to discover hidden knowledge and magic best left undisturbed. The previous stewards and guardians against iniquity and infernalism- the Vox Duur, the Ixians, and the Knights of Aguierre- find themselves marginalized and confronted not with one great evil, but a host of lesser ones. It is difficult to know who to trust

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and what to believe. Across Twylos, in small villages or at the highest levels of government, leaders and ruling families have been infiltrated by the Cult of Winter, the Typhonae, demons, and the alien creatures of the mad god Xeres. Typhon is the god of apocalypse, and his servants claim that two or more of the Keys of Typhon, signs heralding the end of Twylos, have already come to pass. The great Duuran Hierophant Petrarch once considered a mirror as an apt metaphor for Twylos. The years ahead will determine whether Twylos is about to break.

## Twylos Chronology

### First Era

c. 2300: Origins of the Vox Duur.  
c. 2000: Beginnings of the Thainists.  
c. 1400: Foundations of the Empire of Irendor.  
1104: Foundation of The Arcanum near Umslamyr.  
c. 1000: Origins of the Church of Ixus. Possible inhabitation of Voon.  
822: Caradoc appears in Unsbrecht, announcing himself as the Antiarch of Aguierre.  
820-800: Purge of the Antiarch.  
800: Death of Caradoc in the Zhellve. Caradoc's Lieutenants scatter; swords of the Antiarch lost.  
776: The Arcanum closes.  
700: St. Agatha and the Thainists of Murdyne become the first Handmaidens of Zhol.  
698: Maids' Misery at Vesbridge.  
504: Anduran Maxillian and followers break from the Church of Ixus to found the Order of Ixian.

### Second Era

0: Beginnings of Sathar recorded history. Exile of Great House Tharach from Irendor.  
0-200: The Fall of Irendor. Colonization of Tarach.  
50-217: The "Spice Days" of Piedmont.  
101-102: Nilsovehn between Zouthan and Khallass.  
213: Death of the last Emperor, Illyrian Valstach VIII.  
231: The Vehrlands War begins when the dragon-kings of Saethos are slain.  
237: Founding of The Aagsreicht. Ascension of the Iron Throne in Irendor/Armech.  
300: Handmaidens turn Piedmont into a leper colony.  
333: Beginnings of The Traveling Circus of Piedmont.  
476: Founding of Luksharrow in Turth.  
508: Rhaxen forms. Rogan DuLaine enters the desert.  
517: Rogan DuLaine returns to Sun Keep and is destroyed by the Gatesmen.  
601: Foundation of Arosquey.  
668: Sebastian Mordechs discovers the Morningtide Tombs.  
670: Mordechs discovers Tharkenge.  
680: Mordechs discovers Gothmenes at Tharkenge.  
700: Tarach becomes a nation. Valstedt Slave road forged by the Slavers.  
718: Avenaigh constructed.  
800-1100: Height of Vasqueray's power under the Sea King legacy.  
1200: End of Vasqueray's Sea King dynasty.  
1279: Birth of Vladimir Ozmandian. End of Second Era.

### Third Era

0: Vehrlend Covenant signed at Llesendor, ending the Vehrlands War.  
1: Slavers Guild chooses their Guild symbol, officially becoming the first of the Guilds.  
20: Birth of Pavis Vrayne.  
23: Lord Ixondr retires to Thorneskeep.  
45: Navigators Guild founded.  
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48: Vladimir Ozmandian publishes [The Histories](#).  
50: Vladimir Ozmandian publishes [The Theologies](#).  
53: Vladimir Ozmandian dies in Praxis.  
77: Pavis Vrayne reorganizes the Museum Scholars.  
98: Death of Pavis Vrayne.  
103: First and Second Keys of Typhon revealed to Geryon Krassus.  
120: Surveyors Guild founded.  
133: Ulgan Sceptre takes control of Ulyyade.  
151: Death of John Ulgan.  
160: Kierven Strauze kills the Baron Zostig and re-opens Xociene.  
166: Alchemists Guild founded.  
170: Kierven Strauze gives Napres to Gauston Vausse. Foundation of the Vausse Academy.  
174: The Vausse Academy disappears.  
182: The Symestra Gold-Rush.  
184: Arosquey closes as storm clouds cover Rheyas.  
185: Bienstock Massacre at Tzalvas.  
190: Silence of Zostig.  
192: Writ of Coins of the Great Guilds.  
197: Aramach Vox Thrauxes moves to Napres.  
200: Incident at Rhaxen.  
203: Asantha Morgaine murdered by Ioethane the Red-Handed. Fayde Ehlling revolts.  
205: Founding of The Arcanum in Gyre.  
209: Black Rose Rebellion in Tarach; usurpation and coronation of Maraxam Belvaunt.  
211: The dragon Strabo destroys Symestra and Lockmere.  
213: Present day.

## Gods of Twylos

There are several major religions of Twylos:

- the Thainists, revering Kithain and Zhol, the gods of life, fate, and death
- the Duurans, an ancient druidic society worshipping Vorn and Rhiannon/Breyana
- the Ixians, who believe in the self, Ix, as a source of power
- the Knights of Aguierre, paladins in service to the old Empire of Irendor
- the Typhonae, a new church celebrating the apocalypse
- the Suvan Azule, honoring the old dragon-kings of Saethos

In addition, there are smaller sects and cults that worship several other gods, including Xeres, Timmorn, and the lesser deities of the main theological traditions. Most people in Twylos believe and respect all the gods, regardless of their primary faith, and it is not uncommon to actively participate in the rituals and rites of multiple religions (the Thainists and the Duurans being the most common).

Beginning Faith magic-using characters will usually start as Thainists by default. The Thainists are a relatively benign, innocuous group found everywhere across Twylos. This then allows characters and players new to Twylos to explore the different philosophies and religions of the world, possibly changing faiths (even multiple times) as the character learns more and grows spiritually. There is no game system mechanism for changing a character's faith or religion. This must be handled in-game, usually requiring that the character talk with members of the religion, take new vows, and possibly carry out some task, like performing a ritual, acting in service of the church, or offering a donation.

### Kithain

**The Thainists:** Symbols are the loom, the circle, or a mirror. The Thainists believe that Lady Kithain dictates, or just is, causality; she is a neutral, generally benevolent force in the universe, or nature itself. The

Thainists are doubtless Twylos' largest, friendliest, and most popular sect. They are also the most widespread, found almost everywhere in Twylos. Thainists are generally respected and admired, and Thainist churches are havens for the downtrodden, sick, and deranged.

For player characters, beginning Faith and Ritual Magic practitioners (priests and druids) generally begin as Thainists. Dedicated Thainists get a +1 health point modifier to all healing magic. Primary Domain (all Circles available): Benefaction. Secondary Domain (1<sup>st</sup>-6<sup>th</sup> Circle available): Revelation. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Tellurgy.

**The Handmaidens:** Symbols are the sword of Zhol, a teardrop, a hand, or a circle. Different from the Thainists, the Handmaidens claim to be the brides of Zhol. A small sub-sect, relatively secretive, they are devoted to ending wars and conflicts by violent methods, usually attempting to massacre both sides until the war has ended. They are fatalistic and somewhat amoral, and believe strongly that those who wield weapons deserve to be slain by them. Female and eunuch clergy only, believing themselves the spiritual children of Kithain and the brides of Zhol. They have in the past strived to destroy the cults of Ixus, Ixian, Mordred, Aguierre, and the Vox Duur. The Handmaidens started officially when in 700 F.E., in the wake of the Antiarch, the clergies of Mordred and Aguierre were warring in the town of Murdyne, and a small group of women (the widows of six slain innocents) rose up to cast out all religious factions, killing a handful of both Orders in the process. They then proceeded to sweep across the Vehrlands, culminating in a bloody event called Maids' Misery, which ended the first series of battles in the Vehrlands War. Handmaidens usually take vows of poverty, giving everything they own save their implements of battle, to their church or to the Thainists.

Handmaidens live and die with their weapons. Damage spells with a range of Touch (e.g., Pain Touch) may be inflicted with a melee weapon used by the Handmaiden. Primary Domains (all Circles available): Benefaction and Damnation.

## Zhol

**The Order of Zhol:** Symbol is the sword of Zhol. Zhol is death to Kithain's life. The Order believes that Kithain and Zhol rule the universe; Kithain weaves the patterns of life while Zhol decides where to cut the threads. While the Order doesn't enjoy the popularity of the Thainists, they are still as widespread and accepted (which is just as much the work of the Thainists as the Order of Zhol). There are believed to be three other deities under Zhol: Nergal, Mordred, and Gayla. Nergal is considered to be Zhol's brother, Mordred (or Morday in Irendi) his son/nephew, and Gayla his daughter/sister/wife.

Priests of Zhol gain a +2 modifier to Mental Resistance checks. Primary Domains (all Circles available): Benefaction and Damnation.

**The Church of Nergal:** No official symbols, as the Church tends to avoid such trappings. Every bone, grave, and cadaver in Twylos is a symbol of Nergal's presence. Nergal is Zhol's 'brother', appointed by Zhol to govern the underworld. The clergy of Nergal believe it is their job to help sort out and take care of the dead, to properly bury or dispose of them, and in some cases, help the living along. Many members of the Order of Zhol are proper clerics of Nergal, and vice-versa. The same goes for Thainists as well- there are Thainists who can and will recite Nergal/Zhol death rites at funerals, for example. The faiths of Kithain and Zhol are fundamentally connected.

Priests of Nergal gain a +2 modifier to Physical Resistance checks. Primary Domain (all Circles available): Benefaction. Secondary Domain

(1<sup>st</sup>-6<sup>th</sup> Circle available): Damnation. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Revelation.



## Vorn

**The Vox Duur:** Symbol is a gnarled elm tree, or a stone square or circle. Usually called 'the Duurans'. The Vox Duur are an ancient earth-cult, the druids of Twylos, and as such the Vox Duur are believed to be the oldest sect on Twylos. However, their faith has evolved considerably since its beginnings. The Vox Duur (a Duuran/Irendi term meaning 'the Voice of the Land') originally paid homage to Vorn, Rhiannon, and Breyana equally, but a split within the cult led some followers to found the Church of Spring, while the others became today's Vox Duur. The Vox Duur, while generally benevolent, are quite closed to outsiders. The original Vox Duur were a blood-cult, and date from at least 2300 F.E. Vorn is the Black Man, Twylos itself, Male to Rhiannon/Breyana's Female. The Vox Duur's status in Twylos is similar to that of Zhol's- while not appreciated by everyone, almost everyone respects or fears Vorn. The Duurans are found across the planet.

The Vox Duur believe in a doctrine of eternal recurrence, which they call the Vorn Cycle. Everything, including Kithain, Zhol, Breyana, and Twylos, are just parts of the same system, which is Vorn. History plays itself out on Twylos in similar patterns time and time again- it is Vorn, unceasingly trying to resolve itself. If there are problems in the cycle, events transpire on Twylos or within Vorn to ultimately take care of the problem. The Duurans are much less deterministic, and thus less passive, than the Thainists. They behave proactively to fulfill Vorn's will. The Duurans suffered a major schism around 200 T.E. Many different factions split off, some joining with the Cult of Winter (which also suffered from the same splintering), some dedicated their lives to the eradication of the Cult. Others set themselves against the Church of Typhon, against specific mage schools, or mages in general. Still others ventured into the cities, or headed off into the deep wilderness to band with the goblins and gnomes. Now, Duurans will war against other Duurans, depending on specific philosophy. Duurans from some of the older sects, upon obtaining 5<sup>th</sup> Circle, sometimes undergo an elaborate ritual to become Duuran Bloodlords or Bloodmaids. Rarely occurring today, these leaders were usually appointed in times of crisis, to help defend a group of Duurans or exact revenge for heresy.

Duurans gain one extra Ritual Magic spell point per day for each Circle of Ritual Magic they possess. Primary Domain (all Circles available): Tellurgy. Secondary Domain (1<sup>st</sup>-6<sup>th</sup> Circle available): Revelation. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Benefaction.

## Rhiannon/Breyana

**The Church of Spring:** Symbols include flowers, young children and beautiful people everywhere. The Church of Spring and the Vox Duur have as intimate a relationship as the Thainists do with the Church of Zhol. Rhiannon is the ubiquitous goddess of fertility, youth, innocence, and rebirth. Thus, Rhiannon maintains a strong following throughout Twylos. The Church of Spring honor Rhiannon as a mother figure, as do the Vox Duur and most of Twylos. They still respect all the other deities, but Rhiannon's gifts to Twylos are the ones that have made life worth living- laughter, youth, love, and joy. The Church of Spring and the Thainists often work and worship together.

Clergy of Rhiannon gain one extra Benefaction spell of 1<sup>st</sup> Circle per day. Primary Domains (all Circles available): Benefaction and Tellurgy.



**The Church of Winter:** Symbol is a snowflake or six-branched candelabra. The popular view of the Church of Winter is that it is a demon-worshipping bloodcult (often referred to as the 'Cult' of Winter). Breyana is age and corruption to Rhiannon's innocence; she is vindictiveness and jealousy. In general, the Church is matriarchal; females are priests and males are usually drones or mages. According to the Vox Duur, the Church of Winter pays homage to six demonic kings as well, named Rexus, Moloch, Asmoday, Kala, Bael, and Liira. The relationship between Rhiannon and Breyana is not straightforward. The two deities are thought of as twins, or even two sides of the same divine entity. The Vox Duur respect the power of Breyana, and in their own way, they pay homage to her. Not to glorify her, but to appease her, placate her, and make sure she stays as far away from Twylos as she can. They believe she is the destructive force, counter to Rhiannon's live-giving force. Therefore, many Duurans hate the Church, and hunt members of it down. However, during the Fall of Irendor, other members of the Vox Duur reunited with the Church of Winter; these are

generally thought to be the Northern and some of the far Western druids.

Priests of Breyana regularly traffic with demons and other infernal creatures, seeking hidden knowledge from these entities. At any time, a priest may expend a spell of any Circle to gain a bonus equal to ½ that Circle to a skill check of any of the following skills: Arcane Knowledge, Dweomercraft, Extra-planar Knowledge, Magic Acuity, or Religious Knowledge. For example, a priestess of Breyana could sacrifice a 5<sup>th</sup> Circle spell to gain a +3 modifier to an Arcane Knowledge check. Alternatively, a druid may expend two Ritual spell points to confer a +1 modifier to such skill checks, to a maximum of +4 (at the expense of 8 spell points). Primary Domain (all Circles available): Tellurgy. Secondary Domain (1<sup>st</sup>-6<sup>th</sup> Circle available): Revelation. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Damnation.

## Ix/Ixus/Ixian

**The Church of Ixus:** Symbol is a golden, broad-leafed spear, a triangle within a double circle, or flames. Priests of Ixus and Ixian are both called 'Ixians', which occasionally leads to some confusion. Members of the Church believe that there exists some primal divine force, Ix, central to each person. Mortals cannot achieve or know Ix; rather, the best anyone can do is Ixus- a blemished, mortal, and imperfect image of the purity of Ix. The Clergy say that most people deny Ixus, causing it to become a deep rage. It is conscience, fear or courage, intellect, and awe. Clergy members say that it is the responsibility of every man to know Ixus- not by succumbing, but by becoming- the passion at the root of the individual. Sun Keep, the golden citadel of Nycene, is the focal point of Church organization. The historian Ozmandian puts them at about 1000 F.E., beginning with their exile from Irendor to the farthest corner of Twylos, and the Museum Scholars believe that it was this official dating that led the Church to mark him for death. There are lots of old stories and anecdotal reports that have instilled a sense of fear or hatred of the Clergy in commoners. There are reports of psychotic Ixian attacks, and many members are regarded as being extremely humorless, especially about their nomenclature: Ix is unspoken, as it is the unknowable, while Ixus and Ixian are different aspects of the mortal Ix, and Ixian in general loosely refers to members of either organization. Tensions remain high between members of the Church of Ixus and most other religions, as members of the Church, while accepting of the other deities, tend towards agnosticism or apathy on their behalf. 'Hands' of Ixus are not uncommon- five members of the Church that act as a Church police force. One of these members is called the 'Mouth' (sometimes the 'Thumb' by detractors), and handles negotiations. There is speculation that a third internal group exists within the Church, the 'Eye'. The Church of Ixus regularly comes into conflict with the Church of Typhon, and is prone to infiltration by priests of Xeres.

The Church of Ixus believes that spiritual fulfillment (the "road to Ix") is along paths called 'amanas'. Example are: ax-amana (warriors; literally, the Way of Death), ehbm-amana (scholars, different from the Order of Ixian), gul-amana (business trade), oolm-amana (Way of Xeres), ki-amana (families) and met-amana (art).

Priests of Ixus get a +2 modifier on resistance checks against Hermetic magic and Faith magic of non-Ixian nature. Acquiring Hermetic or Hedge magic nullifies this modifier. Primary Domain (all Circles available): Damnation. Secondary Domain (1<sup>st</sup>-6<sup>th</sup> Circle available): Tellurgy. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Benefaction. Ixians tend to use fire magic. Spells cast by priests of Ixus that directly cause damage may, at the priest's option, inflict fire damage.

**The Order of Ixian:** No real symbols- although the triangle and an open book are both standard iconography. The Order of Ixian is more



esoteric, elitist, and well-mannered than the Church. The Order believes that Ixian is the true wellspring of power and will within individuals. They have said that Ixus, as the Church calls it, is a base lust, ultimately destructive. True good can come only from introspection and the peaceful search for knowledge. Thusly, the Order is smaller and quieter than the Church, but has gained more respect for itself. Founded formally in the year 504 F.E. as expatriates from Nycene when the Church of Ixus first claimed it. They have since been welcomed back. Their leader was Lord Anduran Maxillian, a powerful man responsible for the founding of the old city of Rauthos (upon which the newer city is built) and who was credited with bringing a high quality of education to the Empire of Irendor.

Members of the Order apply a +1 modifier to all Knowledge proficiency checks. Primary Domain (all Circles available): Revelation. Secondary Domain (1<sup>st</sup>-6<sup>th</sup> Circle available): Tellurgy. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Benefaction. Ixians tend to use fire magic. Spells cast by Ixian priests that directly cause damage may, at the priest's option, inflict fire damage.

### **Aguierre**

**The High Order of Aguierre:** (ag-WHY-er) Symbols are a shining sun, an upraised blade, and a bolt of lightning. Also called by different people at different times, the Children of Dawn and the Protectorate, but generally referred to now as the Paladins or the Knights. Aguierre is also known as the Stormlord or the Paladinson. There are generally two sorts of clergy- priests and knights, who individually often take 'Paladin' as their title. Proud, warlike, and almost as zealous as members of the Church of Ixus, but much more orderly and civilized. The Order, now much smaller than at the peak of the Irendor Empire, sees itself as the champions of Aguierre's Word, the True Law. The Order believes in an absolute truth, absolute justice, that men hope and struggle to aspire to. They therefore tend a bit fanatical, acting more like crusading martyrs than a local police force. Their main temples are found in Armech and Khaedor, and their mother church is at the heart of Unsbrecht Keep, called The Unsgaard. It is here where the Librum Rexus was kept, the holy book of Aguierre that chronicles the events of the Order, specifically the Purge of the Antiarch.

The Purge of the Antiarch was a central historical event in Twylos, occurring between 820-800 F.E. In 825 F.E., a slave by the name of Caradoc escaped from Xendor Hall, and traveled the length of the Durve down to Unsbrecht. Two years later, he was captured by a group of Imperial guards who recognized the brands of slavery upon his back. Accordingly, he was stoned to death in a canyon just outside of town. He then appeared, resurrected, a year later in 822 F.E. to a small band of martyrs, and claimed to be the Antiarch, the savior-avator of Aguierre. Originally, about 1300 F.E., the Order of Aguierre was quite popular, when the Empire of Irendor was coming into its own. At the time, the Imperial Church (the Ironguard) revered Aguierre as being the father of the first emperor. However, during the conquest of Irendor and the making of House Valstach, the war with Khaedor, and the taking of Tarach, the Church of Mordred grew increasingly powerful and eclipsed the Order of Aguierre, not only in popular following, but in Imperial favor. The Antiarch claimed to have journeyed through the Underworld, where he was dragged before Nergal, who intended to just cast him into a Realm of Perjury. However, in the Darklands, Caradoc proved himself by taking the place of a young girl who had been wrongly cast into the Realm of Grave Penitence. (As an aside, although the Church of Zhol usually does not discuss the nature of the Underworld, the Order of Aguierre divides it up into separate Realms. Furthermore, these writings imply that Nergal made a mistake in deciding which of The Host, the term that the Order uses for the collective dead within the Underworld, should be cast into what Realm; a mistake that was then rectified by Aguierre.) Aguierre then chose Caradoc to ascend back from the

Underworld, and take up his standard, and lead the so-called "Purge" of the Antiarch. For the next five years or so, Caradoc and his army (numbering 413, including Caradoc himself) set about destroying the Church of Mordred. When Caradoc was finally slain, in the Gray Hills on the final day of 800 F.E., only one temple of Mordred stood (a small chapel in Blüdszech) in all of Twylos. The Order of Aguierre then set about rebuilding itself.

A popular Order legend has it that his closest lieutenants wielded weapons of great power, the Seven Swords of the Antiarch: the Dravan Tzoul (the Widowmaker), Gallenstein, Anvullier (the Dayblade), Vyrphanos Pyraday (the Flametongue), Axan Morn (Mageslayer), Balron Deathblade, and Genes Krystochs (the Wyrmtongue). There are reports that several of these swords have recently been recovered; sadly, none by the Order of Aguierre itself. The Knights fell from grace when the Empire of Irendor collapsed, and it is believed that this is something that some of their own clergy brought about. Some of the Order more recently have joined with the Ixians in the South.

The Paladins are highly trained in martial combat. Members of the Knights of Aguierre gain a +1 adjustment to their Armor Use grade (if none taken, treat as Armor Use I). Primary Domain (all Circles available): Benefaction. Secondary Domain (1<sup>st</sup>-6<sup>th</sup> Circle available): Damnation. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Revelation.

### **Tamara**

**The Church of Silence:** A dead religion. Tamara was the Irendi version of the name; the more common version was Timmorn. Also called the Queen of Tears or the Queen of Mists. Used to be a strange, quiet sect. Most priests were believed to operate independently. Members used to congregate at Timmorn's Well in the Zhelve, which was thought to be oracular. Church activity died down at the end of the last Vehrlands War. The only remaining aspect of this faith is a rather grim children's story, "Tamara and the Apple Tree", about a blind boy upon whom Tamara grants the gift of sight. Believed to be a metaphor for the Church's belief that when mortals were first created by the gods, they were stupid and happy. Tamara took pity on them, and gave them the gift of intelligence, but with this gift came pain and suffering.

There are no longer any priests of Tamara. When they existed, priests of the Church of Silence gained an extra Revelation Domain spell per Circle each day. Primary Domain (all Circles available): Revelation. Secondary Domain (1<sup>st</sup>-6<sup>th</sup> Circle available): Tellurgy. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Benefaction.

### **Xeres**

**The Mouth of Xeres:** (ZAIR-ees) Symbols vary widely, but are usually somewhat bizarre; mouths are about as common as any other depiction. "The Mouth of Xeres" is nothing but a very informal group of clerics who have been 'touched' by Xeres. As such, everything from catatonic hermits to an infamous high priest of Ixus (Rogan DuLaine) qualify. Xeres is the god of insanity, madness, humor, disease, hopelessness, and so on- chaos with an absurdist bent. The Church of Ixus is extremely humorless about priests of Xeres and consider them to be among Twylos' worst cancers. Priests range from jovial pranksters to psychotic madmen.

Mouths of Xeres act as priests of any religion. Sometimes they are in disguise, sometimes they truly believe themselves as such (or previously were priests of other sects). Thus they may take on any benefit and Faith spell domains of any one other religion.

## **Typhon**

**The Church of Typhon:** (TIE-fon) The infamous new church of Twylos' Third Era. Symbol is an eight-spoked wheel, the Table of Typhon. While all other religions of Twylos stretch back into the First Era, the Church of Typhon was founded at the start of the Third Era. The Church believes that Typhon is The End- the destructive force that is destined to devour the universe. A popular image is Typhon sitting down at his table with the other gods of Twylos and dining upon them, before eating the world. Church icons seem to be appropriated from the Duurans, ranging from beautiful depictions of children and spring scenes, to grotesque gargoyles and demons. For this reason, there is much confusion as to the relation between the Duurans, the Cult of Winter, and the Typhonaes. The Church holds decadent "Feasts of Typhon", celebrations symbolic of Typhon's own feast; they are hedonistic and sometimes orgiastic, and usually have quite a turnout. Through these feasts, the Typhonaes recruit followers and benefactors. According to the Church, Typhon has five faces, or 'keys'- stages he will take before his feast. Church history says that the first key was revealed to Geryon Krassus, a little-known poet who hung out with the Oberton Table, a misfit artist colony popular in Oberton. Opinions vary on the second keys and how.

The Church of Typhon is based in Gyre and has other churches all throughout Twylos. Clergy often try to aid Thainists as well as members of all other religions take care of the sick and needy. Other religions are skeptical (Thainist, Church of Zhol, Church of Spring) or downright hostile (Ixians, Church of Winter, Duurans), of the Typhonaes' intent. For being the most hated religion, however, they do very well for themselves, thanks to wealthy patrons and the fighting between all the other religions.

Priests of Typhon, the 'Typhonaes', are skilled at summoning demons and other beasts, preferring to stay out of combat themselves. All summoning spells (of the Summoning School, or with the word 'Summoning' in the title) are treated as one Circle lower than normal, for every form of magic. Primary Domain (all Circles available): Revelation. Secondary Domain (1<sup>st</sup>-6<sup>th</sup> Circle available): Tellurgy. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Benefaction.

## **The Sathar Gods**

The reptilians of Saethos have extensive dealings with the humans of Gossar and Vussar, and Sathar traders can be seen, although infrequently, throughout western and southern Twylos. Aside from their mercantile activity (mostly metals, stones, spices, and animal skins from the desert), though, the Sathar seem highly xenophobic and keep to themselves. While they acknowledge Kithain and the other churches of Twylos, they have two religious sects of their own. One appears to be overwhelmingly popular, the Suvan Azule dragon cult, while the other only has a few followers, and seems reviled even among the Sathar.

**The Suvan Azule:** (soo-VAAN az-ZOOL) The main religion of the Sathar, also called (in Vussan) the Cult of the Serpent. Honors three great wyrms that supposedly live in the deep Saethan desert. Foremost among them, at Syeth, is Ayrrhannos Izain, the Dragon-King. There were two other great dragon kings, but as legend has it, they were slain by humans, precipitating the Second Vehrlands War and ending in the fall of the Sathar Empire, from which the reptilians never really recovered.

The Suvan Azule are tested with a series of ancient rites. Those priests who survive these ordeals, named for holy sites of Saethos (the Test of Vhog, of Vyuss, and of Stalos), become part of the Inner Circle of Sathar clerics. These priests gain a +2 modifier to Physical Resistance checks, and one extra health point upon acquiring each new Circle of spellcasting ability. For example, a 4<sup>th</sup> Circle Suvan priest has 4

additional health points. Primary Domain (all Circles available): Tellurgy. Secondary Domain (1<sup>st</sup>-6<sup>th</sup> Circle available): Damnation. Tertiary Domain (1<sup>st</sup>-3<sup>rd</sup> Circle available): Benefaction.

**The Teauvites:** (TOE-vites) Members of this apocalyptic, insect-god worshipping cult are also called the Spawn of K'Teauva. Their symbol is the Old Saethan character for change, which is an egg-shaped rune with two horizontal lines trisecting it. At Vhog is an enormous underground reservoir, which is the breeding grounds for huge insects, arachnids, and bugs of all kinds. Deep within the catacombs is a giant cocoon, 100 feet in length, that has been there since Sathar recorded history. Inside, claim the Teauvites, is K'Teauva, the Sleeping Goddess, soon to awaken and devour the world in her ravenous hunger. Not too popular; the cult has at most one thousand followers, generally found only in the deep desert and dark city cellars of Saethos.

The Spawn of K'Teauva have learned to conceal themselves, gaining a +3 modifier to Stealth checks. Primary Domains (all Circles available): Damnation and Tellurgy.

## **Guilds of Twylos**

While there are many organizations across Twylos that call themselves guilds, there are really just four groups that are considered 'true' Guilds. Each of these four Guilds, described below, is an international group designed around some capitalistic venture, and each has a similar internal structure: there are Novices, Apprentices, Journeymen, and Masters. Guilds are centered around Guildhouses in particular cities- each Guildhouse has one Guildmaster, and each Guild has one home city, whose Guildmaster is the head of the entire Guild. Guildmasters generally stay at the Guildhouse, except in case of emergency or for semi-regular international conferences. Novices are the initiates into these groups, generally young men and women who also stay within the Guildhouse, where they perform clerical and menial tasks while they are instructed in Guild business in addition to acquiring a somewhat liberal education in history, politics, and a bit of science and art. The Apprentices and Journeymen (title used regardless of male or female sex) do most of the legwork of the Guilds. Usually, groups of Apprentices are managed by one Journeyman. Novices graduate to Apprentices after a term of one to five years. Apprenticeship usually lasts a similar period, but in some instances is life-long. Successful and industrious Apprentices can become Journeymen. The rare Journeyman qualifies to become a Master; this is usually by appointment upon retirement of the previous Master of a particular Guildhouse. The largest cities may have more than one Guildhouse, but this is uncommon.

The Guilds' success as international trading groups and bankers was initially built on a variety of older institutions dating from the Irendi Empire and its ties to Western, Eastern, and Southern colonies. The Guilds came into world dominance, however, with their united efforts to map the globe. It was the combined funds of the first three Guilds (the Navigators, Slavers, and Surveyors) that originally funded Marachs Von Ehling's World-Scope magicks, which helped found the Vausse Academy, but led to production of the first accurate (magically-created) map of the entirety of Twylos. The Guilds possessed this as a deep secret for many years, but gradually, their maps were leaked, and for a while it was common for the wealthier and more-educated of Twylos to display a map in the home or office.

In 192 T.E., the "Writ of Coins" was signed into place in Gyre. Essentially, this unified all the Guilds, allowing them (in theory, at least) to share Guildhalls, supplies, money, and most importantly, shipping and manpower. Although the Ulgan Sceptre has been openly hostile to the Guilds in the past, they have seen the value in a unified currency, which was also agreed upon the Writ's signing. While the Sceptre no

longer attacks ships in Drohkan waters, they have stiff tariffs on Guild shipping in and out of Selhark, and unofficial piracy on both sides is still not uncommon.

Player characters wanting to join a Guild will find it difficult, time-consuming, and expensive. This is basically the same as going back to school. Admission fees to Guilds vary, but are usually between 50 and 5000 silver royals, for room, board, and education of the new Novice. Also, Novices are usually kept at the Guildhouse they have joined for a period of several years, which precludes adventuring. The Guilds are best used as a source of- and resource for- NPCs. However, a campaign could begin with the characters already as Apprentices, under the guidance of an NPC Journeyman who would serve as their guide and friend to the new adventures. Also, while it happens rarely, the Guilds award honorary status to certain individuals (usually with the title of 'Associate' or 'Honorary', which grants the same status as an Apprentice). These people often have been frequent and important contributors to the efforts of the different Guilds, as the Guilds many times make use of non-Guildsmen for some of their unusual needs or emergencies.

### The Alchemists



Symbol is a simple beaker. Newest of the Guilds, the Alchemists are essentially well-organized Hedge Mages. Due to their efforts and the valuable services they provide, they are the second-most powerful, wealthy, and connected of the Guilds, just behind the Slavers.

The Alchemists have a rather complex hierarchy and educational system, centered around three internal symbols: the Organon (epistemology and scientific philosophy, or the general system for scientific discovery and knowledge acquisition, represented as an eye), the Pharmacopoeia (the scientific literature or set of collected knowledge, represented as a book), and the Alembic (the technologies, physical devices, procedures, and methods, represented as a distiller). The Alchemists are based out of Gyre. They often pay well for rare herbs and components, will readily buy magical items, and offer non-magical and magical herbs, inks, poisons, potions and scrolls for sale. Some of the larger Guildhouses might also cast low Circle Hedge or Hermetic spells (such as Sense Magic or Translation) for a high price.

Novice Alchemists gain a +1 modifier to Herbalism skill checks. Magicians out of the Ulgan Sceptre's Guuran Tower invented and codified Hedge Magic, becoming the Alchemists Guild. Due to their sophisticated understanding of Hedge Magic, Guild Apprentices buy Hedge Magic Circles for two skill points less than the normal cost (e.g., Hedge Magic II is 13 skill points rather than 15). Journeymen and Masters gain a +2 modifier to Arcane Knowledge and Dweomercraft. Higher-ranking members continue to have the benefits of the lower ranks (e.g., a Journeyman still has a +1 modifier to Herbalism).

### The Navigators



Also called the Oceanographers Guild, their symbol is the wheel of a ship. They are a large, wealthy organization of ship captains and seafaring merchants. Basically designed to coordinate shipping routes and protect against piracy. The Navigators came together as a coherent Guild around 45 T.E., with the advent of Ulgan Sceptre and re-emergence the world

trade market. The Navigators were based out of Rheyas, but have recently relocated to Turth. The Navigators sometimes hire mercenaries

for their ship crews (although the work is grueling) or to guard certain boats.

Novice Navigators gain a +1 modifier to Seamanship skill checks, while Apprentices improve this by two, to gain a total +3 modifier. Journeymen and Masters additionally gain a +2 modifier to Leadership checks.

### The Slavers



Symbol is a closed fist, shackled, with two links of chain. The Slavers were the first true Guild. The Slavers work with the governments of all major human-kin nations (save Nycene) to weed out undesirables, and to supply work crews (and help manage both of these things at a very low level). The Guild first got their start in the

wake of the Vehrlands War, and took on their symbol in the first year of the Third Era. Tzalvas is the home city of the Slavers. If pressed, the Slavers will hire non-Guildsmen to help catch escaped prisoners or guard the transport of slaves through hazardous terrain.

Slavers are well-trained in the arts of business and psychology. Novices may pick one presence-based skill and gain a +1 modifier to skill checks for that proficiency. Apprentices may pick another presence-based skill and gain another +1 modifier to a different skill. Journeymen and Master Slavers gain a total of a +2 modifier to both of these skills.

### The Surveyors



Symbol is a sextant. Essentially the overland version of the Guild of Navigators, they were officially founded around 120 T.E. They chart land routes, do reconnaissance work, surveying, and search for mineral deposits and natural resources like water, and do some engineering work. Mercenaries out of necessity,

they will practically do anything for anyone, given the right price. The Surveyors were based out of Llesendor, but have taken over the Navigators Guildhouse at Rheyas as their home guild. The Surveyors are constantly short of manpower, and almost always are looking for temporary help to guard caravans and wagons, clear dangerous areas, or simply scout out uncharted terrain for new opportunities (springs, caves, creatures, and the like).

Novice Surveyors gain a +1 modifier on Wilderness Lore checks. Apprentice Surveyors may buy Tracking for one skill point per grade, rather than the usual two points per grade. Journeymen and Masters gain a +2 modifier on World Knowledge checks.

## Languages of Twylos

**Andukar:** Language of the Andukar Giantkind; also spoken in Ulliyade.

**Ceyneian/Ixian:** Language of Nycene and the Church of Ixus. One of the main languages throughout the South and the Vehrlands.

**Drohkan/Drohseck:** Common throughout the East and in Gyre.

**Duuran:** Archaic. Language of the Vox Duur.

**Fleshtongue:** Archaic. Common vulgar name for the outdated Slaver's Cant.

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**Gossick:** Main language of Gossar and the Saethan Desert. Common in the South.

**Irendi:** Archaic. Original form of Valan; mostly reserved for texts.

**Ny'ryeth:** Archaic. The goblin tongue of the Valstedt and the Ny'vraen Holdings.

**Old Saethan:** Archaic. A primitive, glyph-based tongue from the old Saethan Empire.

**Queyan:** (KAY-an) Main language of the South. Native tongue of Vasqueray; also spoken in the East.

**Taran/Tarachian:** Common trade language of the West, spoken across Tarach.

**Valan:** Main language of Armech (the old Empire of Irendor).

**Verlyhne/Verlainen:** (ver-LANE-in) Archaic. Old language of Khaedor and the Vehrlands.

**Vussan:** Language of Vussar, eastern Saethos, and the southern Durhve.

**Zhellan/Zelan/Zhellvish:** (ZELL-an) Spoken throughout the Zhellve, Khaedor, the Vehrlands, and the Middle Lands.

Many of these languages are related to each other, and thus characters who do not formally speak the same tongue might find simpler communication possible. Irendi was the parent tongue for Ceyneian, Drohkan, Queyan, Taran, Valan, and Zhellan. Valan is a modern version of Irendi. Verlainen shares some structures with Duuran and Ny'ryeth. Vussan is an amalgam of Gossick, Zhellan, and Verlainen.

If the Game Master wishes to streamline character creation or run a simpler campaign, they might allow an additional language to be spoken: **Guilder/Tradetongue**, which would then be the single main language spoken by the civilized humanoid races across all of Twylos.



# Game Master's Guide to Twylos

The previous sections contained information that should be common knowledge to literate characters beginning in Twylos. The following sections contain information that should be read by the Game Master only.

Everything described below should be altered as necessary for the purposes of the Game Master. This includes names, levels, and abilities of NPCs; monster numbers and types; and the location of various people, objects, and dungeons. In those cases where the pronunciation may not be obvious from the spelling, the phonetic spelling is also given parenthetically.

**The Planet of Twylos:** Twylos is an Earth-sized planet with a single moon and a single sun. Several other planets and countless stars can be seen in the night sky, but these have not been developed further here. Twylos is dominated by a single continent roughly the size of Earth's Eurasia (approximately 4,000 miles by 10,000 miles in size). Several large islands surround the main landmass. Due to a powerful spell commissioned by the Guilds, the world has been completely mapped, and the basic geographical organization is known to most civilized humanoids.

**Dates and Time in Twylos:** This guide has purposefully been written so as to give the dates only in years, not in months or days. Game Masters are free to devise their own calendar, although in our experience, using Earth's calendar works well and players do not suffer from any cognitive dissonance. It is easier if mundane details, such as the 24-hour day or March as the third month, are left intact.

**Races of Twylos:** The dominant humanoid race is human, with roughly 90% of most of civilized Twylos made up of humans. Within humankind there is a huge, now-intermixed diversity of body types and pigmentation. Orcs and half-orcs make up around 9% of society; orcs and half-breeds are as respected as humans, and there is little-to-no racism, even for half-orcs (whose parents are likely married). The last 1% is made up mostly of ogres, reptilians, and a few other humanoids such as dwarves, faeries, and ratkin. Ogres are found mostly in the Middle Lands and the East, especially close to Andukar where their numbers greatly increase. Some ogres are savage, acting more like bandits, while others are perfectly civilized if sometimes gauche. Dwarves and other dwarf were formerly slaves of the orcs, ogres, and giantkind, but in past centuries are now free if still somewhat rare. Reptilians (called Sathar for their land of origin) mainly dwell in the southwestern desert country of Saethos, although some Sathar are travelers and merchants and can be found far afield. Khulek were formerly enslaved by the Sathar, but they too are mostly free, and have retreated into the deep desert where they are largely hostile to outsiders. Ogres, dwarves, and Sathar generally live at the rim of human and orc social hierarchy, although even further aback are the ratkin, who mainly live in the South. Elves in Twylos are considered part of the largely-irrelevant faerie races, found mainly in the hills and glades of Khaedor and into the Valstedt, and generally stay apart from humanoid society. Goblins and their hobgoblin leaders also shun humanoid civilization, keeping to themselves in the wilds, although on very rare occasions some goblins do enter the outer cities and villages. Gnoles are even more misanthropic, almost always attacking humanoid travelers and invaders into their tribal lands (including the goblins and each other). Harkumen are not found on Twylos. It is suggested that player characters be human. If nonhuman, it is suggested that characters be orcs, half-orcs, Sathar, or goblin.

**Skills of Twylos:** All standard and optional disciplines are available, except for Agnostic. The gods do not care whether you believe in them or not. It is suggested that the more powerful disciplines (e.g.,

Advanced Counterattack and mid-Circle magic) will require some degree of training. There are no trainers of High Circle magic- these individuals are on their own.

**Equipment and Technology of Twylos:** Assume that the technological level is approximately that of 15<sup>th</sup>-16<sup>th</sup> century Earth, with some anachronisms. Sailing vessels able to complete long-distance voyages have just become available. Scientific devices such as automatons and pocket watches are unusual but exist. Swords, crossbows, and the like are commonplace, although most humanoids in the civilized lands do not carry weapons. Firearms and gunpowder are a recent invention of the Alchemists Guild, but are prohibitively costly and are mainly luxury items for the wealthy rather than weapons of war. There are no airships, but a prototype railroad was tested and discarded.

**Magical Level of Twylos:** Twylos is a mostly low-magic world. Magical items are exceedingly rare, although the advent of the Alchemists Guild and Hedge magic have made minor potions and scrolls somewhat affordable in the larger cities. Casting of spells in public is rare, and especially for Hermetic mages, frowned upon. Casters of 4<sup>th</sup> Circle and higher are extremely rare, and mages and priests of the highest Circles are few in number- it is safe to assume that most if not all of the most powerful individuals are described in the encyclopedia below (numbering on the order of 20 in the entire world). Hermetic spell trading has been formalized, and is generally an intimate experience that rarely happens between strangers.

**Death in Twylos:** The whole of the afterlife for Twylos humanoids is called the Grey Lands. The Grey Lands are a huge, isolated expanse within the Realms of Perdition, overseen by the spectral minions of Nergal. They are generally not a place player characters will have direct access to- but travel to and within the Grey Lands is not unheard of in the stories of Twylos. Death rites are taken quite seriously in Twylos, and priests of Zhol and Nergal can be found throughout the civilized areas.

## On the Religions of Twylos

Priests in general are held in high esteem by the people of Twylos. Most will think twice before attacking a clergy member, regardless of their faith, be it Duuran, Thainist, Typhona, or Xeres. Swearing oaths to the gods is taken very seriously, and most people will consider the act of oath swearing an assurance of trust and truth-telling. The Game Master is encouraged to make the religious reality of Twylos quite clear to the players, and to actively enforce oaths sworn by players and NPCs alike. For example, suppose the player characters happen to engage in combat with some bandits who have kidnapped the Mayor's daughter. If a character uses Ritual or Faith magic, some of the bandits might mutter in awe. Perhaps they will stop fighting completely, apologize, and flee; perhaps they will continue to fight but resist attacking the priest or druid. If the bandit leader is captured, it might be the case that the characters wish to interrogate him to get some information. The bandit leader might plead for his life, telling the characters where the Mayor's daughter is, if they swear to Zhol they will spare his life. Suppose one of the characters still slits his throat; the Game Master might rule that this character now cannot be healed by the party's priest and has a -3 to all combat rolls, until they obtain absolution from a priest of Zhol. Of course, not everyone will behave in the same manner, and oath swearing should be quite uncommon. Regardless, an episode like this that occurs early in the campaign will help the players understand that they are in a world where the gods and their disciples are taken quite seriously and are powerful forces that are actively engaged in the minutiae of Twylos. For this reason, it

#### 4.3 Game Master's Guide to Twylos

is suggested that Game Masters not allow the Agnostic optional discipline. The gods of Twylos are quite real.

For this reason, the Thainists are held in high regard by most people in Twylos. Thainists will gladly and freely tend to the sick and wounded. Of course, player characters that routinely abuse the graces of the Thainists without so much as a 'thank you' or cursory donation will soon find themselves out of favor and immune to magical healing. The only people who don't hold the Thainists in high regard, oddly enough, are the other priests of Twylos, who almost universally believe that the Thainists focus on the small, easy problems (such as crop growth, broken arms, or sword wounds) and ignore the larger, real problems of Twylos (e.g., demons, magic, and war).

Conflicts between priests and devout members of the various faiths of Twylos are quite common, however, and usually end in fighting, assassination, murderous plots, or full-scale wars. The struggles and conflicts of the various religious traditions of Twylos are central to understanding where the world is today. The historical overview in the Player's Section states the history of Twylos is the history of the Duurans. This is mostly correct, but it is more accurate to say the history of Twylos is fundamentally linked to the development of magic, especially in terms of understanding of the sources of magical abilities. The Vox Duur happen to be the culture on Twylos closest to these traditions.

Hermetic and Faith magic were used by the almost-godlike Arcanos that previously ruled Twylos, but after killing the Archons, the Arcanos were banished by the gods at the dawn of the First Era. The humanoid races initially used only Ritual magic, cast by the druids and goblins that were soon to become the Vox Duur. The whispers of the Arcanos reached some of the most powerful Duurans, who began to use Hermetic magic learned in their dreams. The language of the Arcanos is the language of Hermetic magic. This fact is not known to many, and claims to that effect would be treated with skepticism or bemusement in most practicing mages and people of Twylos.

Almost immediately, the advent of Hermetic magic led to a schism within the Vox Duur that remains central to the struggles on Twylos to this day. The traditionalists believed that Hermetic magic was the gift of demons, spoken in the language of demons, and would lead to evil. The mages, however, were split into two camps. The first group, who remained part of the Vox Duur, believed that Hermetic magic was as much a part of nature as anything else in the world, and that its darkness was only apparent when used to cause harm. By way of analogy, a sword was not seen to be intrinsically evil, but only became so when used for evil purposes. These newer Duurans still believed demons to be a corrupting and dark influence over Twylos, but thought that Hermetic magic might be a means of understanding this danger and threat, and possibly useful for combating it.

While these two groups of Duurans began to fight, a third group split off. Fully embracing Hermetic magic and its demonic origins, the members of the Church of Winter immediately fled in fear for their lives. Some priests of Breyana do not believe demons to be evil- or at least, no more evil than men themselves. They see Hermetic magic as a tool, and as a great boon that allows the humanoid races to take their fates more fully in their own hands and be less at the arbitrary mercy of the uncaring, violent, and chaotic gods. Other Breyanic priests think that the Arcanos are the epitome of evil, and believe mage magic to be the Arcanos' way at eventually returning to their beloved Twylos. Thus it is their duty to understand this complicated magic, so that they can prevent this from happening. These philosophical traditions have been echoed in other groups across Twylos to this day.

**Hermetic Magic Is The True Evil:** There are those that believe demons and mages to be essentially the same- both evil. These are the original Duurans and the Church of Ixus. The Church of Ixus also tends to

despise Duurans in general, for having spawned infernalism in the first place, and because it is difficult or impossible to determine which Duurans have which beliefs. Today in Twylos, there are as many beliefs about the Church of Winter, demons, Hermetic magic, and Hedge magic as there are Duurans. The Ixians feel it is safest to assume each Duuran is, or someday could be, an infernalist, and should be killed before being corrupted themselves or allowed to corrupt others. Many of the Knights of Aguierre and Handmaidens feel the same. One of the first sects of the Vox Duur to take this stance called themselves the Order of Nhul, after the 'nhul' rune of Hermetic magic used extensively in anti-magic and magic shielding spells. Many of the most fanatical exponents of this view believe that mages will lead to the destruction or ruination of Twylos, either directly or accidentally, and it's unclear which way would be worse.

**Hermetic Magic Is A Dangerous Tool:** Others take a more moderate stance, either from a lack of understanding of the historical roots and nature of Hermetic magic, or from a deeper understanding of the overall folly of the humanoid races and their long but petty history of armed conflict with each other. These groups try to act benevolently, and provide aid where they can to ease the ills of life. These would be the Thainists, some Duurans including members of the Church of Spring and even the Church of Winter, some members of the Order of Ixian, and some of the more meditative members of the Church of Ixus, Knights of Aguierre, and Church of Typhon.

**Hermetic Magic Is Good For Us:** Then there are those who think that Hermetic magic is a powerful tool, to be used for the good of Twylos while being sensitive to its infernal origins. Many members of the Church of Winter, some Typhonae, and some of the Order of Ixian share this outlook. Most Hermetic practitioners in general feel this way, although some mages today are unaware of the demonic roots of Hermetic magic and the language used for its spells.

**Hermetic Magic Is Our Salvation:** Still others have embraced the Arcanos as saviors or demi-urges, finding much wrong with the world of Twylos as created by the gods. This is the view taken by most of the Church of Winter, a few Duurans, and some of the Typhonae. Some Knights of Aguierre, generally from Armech, have left their church to take this stance. While the Church of Silence had little, or little positive, to say about the demons, they too found Twylos an imperfect world, mainly full of suffering. Many Thainists and members of the Church of Spring still feel the same. Their gift of magic is thus a boon, allowing humanoids to try to take some control over their otherwise pathetic destinies.

**On the Nature of Hermetic Magic:** The title 'Hermetic' is sort of a real-world anachronism, coming from Earth's legend of Hermes Trismegistus. This type of magic in Twylos would be more properly called 'Arcane', as it stems directly from the Arcanodaemon tutors of the early Duurans. Game Masters are free to change the name of this form of magic (e.g., to 'Arcane'), or to invent a Twylos-centric reason for its title (such as deriving instead from the 'hermitic', reclusive nature of many mages), or simply to leave it as-is and not worry about it.

Game Masters of course are also free to change the origin of Hermetic magic itself; the Arcanos' claim may simply be a boast calculated to attract servants on Twylos. The Game Master should obfuscate the true origins, even though this is neither a particularly deep nor well-guarded secret on Twylos anymore. Regardless, the true intentions of the Arcanos, the Archons, and the gods- if indeed, there is or ever was any- should be kept from player characters, as their only route to such information is through indirect means (magic spells or the words of NPCs), and such information channels are notoriously suspect, being prone to bias, exaggeration, error, and outright lying. There are no privileged sources of information about the metaphysics of the world save the Game Master's private thoughts.

### Campaign 3: The Idylls of Ulmsdeep

**Themes:** Home, family, memory, and love. This campaign is suited for an average or large number of player characters (3-8).

**Summary:** The player characters are Slavers, the town guard in Ulmsdeep. The discovery of old magics casts them into another version of Muriel's Twylos in which they never existed. They then find themselves in the middle of a war and two love triangles. In the end, Petrarch's Zolace seems to be the source of their problems.

**Background:** As explained in the Guidebook, Ulmsdeep itself is a modest-sized village, governed by Mayor Hubert VIII from Ulmsborg Keep, a larger walled city a day's travel away from the village. The Slavers Guild manages the village itself, acting essentially as the local guards and militia. Living here and patrolling Ulmsdeep village out of Aramstide Guildhall are Journeyman Obhram (6<sup>th</sup> level human), his Apprentices Inago Ores (3<sup>rd</sup> level human), Lazlo Vrusk (7<sup>th</sup> level human), Dominick Irteth (2<sup>nd</sup> level human), and the player characters. In addition there are two Novices, Bertil (1<sup>st</sup> level human) and Brenna (2<sup>nd</sup> level, owns Queyn's Timepiece although is unaware of its abilities). Obhram is a widower, with one daughter, Kaila Mendelene (2<sup>nd</sup> level human), of whom the Journeyman is very protective, even though Kaila often wishes to partake in the patrols and exercises of the Slavers. She keeps to herself, riding her horse alone through the hills outside Ulmsdeep.

Player characters all begin knowing each other, as Apprentices in the Slavers Guild (with according bonuses). Characters with Hedge or Hermetic magic will also have a joint appointment in the Alchemists Guild (also with those Guild bonuses, including reductions in the cost of Hedge magic), and will begin with a simple spellbook. Characters with Faith or Ritual magic will be acolytes in the local chapel, Vespers, run by Prefect Yannan Mathers (3<sup>rd</sup> level human, 2<sup>nd</sup> Circle Ritual). In addition to their starting funds, characters will each have a suit of leather armor, a shield, a club, and a dagger. Larger weapons are not permitted in town, and in fact it is their job to enforce that rule. The Journeyman has a stock of more lethal armaments though, just in case of an emergency. Starting funds will represent each character's savings. Characters are encouraged to have other jobs and families, as their Guild Apprenticeship is really just part-time work in Ulmsdeep. The starting language is Zhellan.

*Players' Introduction:* You live a quiet life in the Ulmsreich, on the western shores of the Vehrlands, in the small port town of Ulmsdeep. This is where you and your friends have grown up, with families, friends, and honest work. You're Guildsmen- Apprentice Slavers to be precise. As such, you're all part of the informal militia and government of Ulmsdeep, although this is more in title than in deed. There's hardly any trouble in Ulmsdeep, thanks to the able governing of the Ixians based out of Ulmsborg Keep, about a day to the south.

Today, though, is different. There's a tension in the air and a sort of a visceral feeling of excitement. It's the first autumn rain after a long, dry summer. More to the point, in late morning, Journeyman Obhram, the old captain of the Ulmsdeep militia, calls you all out to the field, where you can see arms and implements being cleaned and prepared by Inago, a big Ixian man and fellow Slaver. You're standing in the mud and drizzling rain, waiting for his command. Obhram pauses, looks at you sternly, and tells you to grab the weapons and ready yourselves... it's training day again for the Ulmsdeep Slavers.

You live in Ulmsdeep, a small harbor town at the far western edge of Verlaine (part of the Vehrlands) on the world of Twylos. Verlaine has no central government; instead it is a loose collection of regions under local control. Ulmsdeep is part of the province of Ulmsreich, containing one other larger city: Ulmsborg Keep, overseen by Mayor Hubert VIII. Together these regions are also known colloquially as Ulmsdeep.

Ulmsbourg is managed by a council of merchants (Councilmen Allana, Ganterby, and Hortes) working with the Guild.

Historically, "the Guild" is the Slaving Guild, although slavery is now only a small part of your day-to-day affairs. You are all part of the Guild, being part of the Ulmsdeep militia. The other Guildsmen (and thus Slavers and militia members) are: Journeyman Obhram Mendelene, Apprentices Lazlo Vrusk, Inago Ores, and Dominick Irteth, and Novices Brenna and Bertil. Traditionally, Guild rankings are: Master, Journeyman, Apprentice, and Novice, but the number of Masters is quite low (especially in these parts), so Osham is acting guildmaster of Ulmsdeep. You are Apprentices, meaning you act with some autonomy but still receive orders and are stationed in Ulmsdeep. There is a larger Guild in the Keep, where the two other guilds also operate: the Navigators and Alchemists Guilds.

Perhaps you were born and raised in Ulmsdeep, or maybe you are a transplant from elsewhere in Verlaine. You might have a family. Inago, for instance, came to Ulmsdeep four years ago with his wife Mina. Journeyman Obhram himself is a widower, with a daughter Kaila. You may also have a job or a house. Militia work is part time for some. If you are a mage, you're likely apprenticed to the apothecary, Landerin Wehr. As a priest, you may work and live at the Thainist shrine in town, Vespers, overseen by Prefect Yannan Mathers. Working either place would be fine for non-spellcasters as well. Regardless, once a week, you train, work, and live in the Guildhall, Aramstide.

Ulmsdeep is a village of a few hundred people, and over a thousand live in the Keep itself. It is located on a river, feeding into the western ocean, and situated between two cliffs. The flag of Ulmsdeep is white on brown, depicting two lighthouses with an octopus underneath. The lighthouses are local landmarks- one on shore (Daalian Ley) and one out to sea (Daalian Mhon). Octopus is a local delicacy, and the fishing is quite good. Aside from seafood, Ulmsdeep is supported by agriculture and lumbering, surrounded by farmlands to the south and east and forests to the north.

Although Verlaine has no official ruler, it is nominally controlled by the Church of Ixus and their god-incarnate the Sun King. The Ixians originate on a barren southwestern island, Nycene. Therefore, in addition to being citizens of Ulmsdeep and Slavers, you are also Ixians, at least geographically, if not spiritually or politically. While Obhram is not Ixian in more than name, Mayor Hubert's family had ties to the Church, and so it is that Obhram's daughter Kaila will be wed to the Mayor in the days to come. The eccentric Mayor has no other surviving family, except a half-sister (or maybe cousin), Aprill, a Duuran witch now in exile from Ulmsdeep. Fortunately, although Aprill may be gone, her ogre workman Tennyson still comes down from the northern caves every few weeks to bring huge slabs of ice, just the thing to keep cool in the hot Ulmsdeep summer.

**Narrative:** The campaign starts slowly. We suggest that several sessions be used to set the feel of Ulmsdeep and give the players some sense of Ulmsdeep as their home. It first begins on training day for the Ulmsdeep Slaves, using wooden weapons; the player characters spar against each other. Inago breaks Journeyman Obhram's leg; Prefect Mathers can heal it somewhat, but Obhram needs to be off his feet for a few weeks. Around town, Kaila is being prepared to go to Ulmsborg Keep for wedding to the now-reclusive mayor, Hubert VIII.

Later that day, Obhram gets a message from the Navigators Guild, delivered by arrogant ex-Guildsmen Armand Hollander. The infamous pirate and smuggler Francis "Frank" Burton is coming through town, and they have to apprehend him tomorrow night. Lazlo freaks out at this ("there's not enough time, not enough hours in the day... and I can't take it") and disappears into the woods in the night. If apprehended, he remains silent and brooding, but will try to escape his pursuers.

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The next night, Frank's boat (the 'Maidenhead') sails directly into the docks, apparently unmanned. Talk of "Black Ship of Zhol" by locals. Obhram orders the Apprentices and Novices to take real weapons, and go aboard and get Frank Burton. He's down in the main cabin below decks, standing motionless but staring at a music box on the floor, everything in disarray, with three other sailors also all motionless. Two other sailors with crossbows are waiting in ambush in the back. Dominick approaches with shackles, reading Frank the statement of his arrest. Frank's eyes slowly focus on him. As he touches Frank, before the shackles are attached, Frank grabs a letter opener and stabs Dominick through the cheek. Melee. Everyone first turns on Dominick, and it's okay if in the course of combat, he's killed.

Responsible for the ship's crash and the sailors' psychoses is the Zolace Musicbox (see Appendix I). In addition to the music box, there are some papers describing transport of some unspecified goods from Ellsdeep in the north down to Ulmsdeep, signed by "S. Lovejoy" of the Alchemists Guild, and promising a large payment (500 sc). The name Lovejoy is unfamiliar. Obhram will take the music box, and consider it into the night. (He will seem very tired the next morning.)

Later that night, celebrating victory outside the local tavern, a comet streaks overhead. Perception checks of 8 to notice it. Brenna sees it. Bertil complains he never sees shooting stars. A couple nights a week, everyone sleeps together in the Aramside Guildhouse barracks, including tonight. Everyone dreams that night. Here are four example dreams:

*The Ball:* You are ready to go to costume ball, in a gown of finest purple silks and lace. Your escort, a tall older man, in a brown raincoat and carrying a large old doctor's bag, comes to collect you. No, you're not going to a party, you're preparing to flee the castle. The winds pick up. You sneak down a back stairs, and head into the woods. Your dress is ruined in the rain. You end up at a dark cabin deep in the woods. But the trees are all fake here, like bad theatrical props- leaves tied on with little strings. You are alone now, and quietly head to the door. You open it and peek inside. Seated around table are an old magician, a court jester, and the young woman from the music box found on the Maidenhead, all dressed as lumberjacks. No, wait, this is all wrong too...

*The Bucket:* You wake up in your cell, vomiting. But you are not you, and you are not speaking Zhellan but it's still your native tongue. All this is oddly familiar. Your roommate, a timid girl, is making wooden dentures. Soon, a horned demon comes to collect you- time to go to work. But there's a hole in your bucket. The demon scoffs at you. "You'd just better go and get another one then, you dolt." Damn, and your roommate won't share hers. You leave your room into the massive stone halls of the castle. Tiptoe down to the galley, to ask for a new bucket from the disgusting cook- a huge, obese demon, with a humanoid torso, arms, and head growing out of his side, wearing a 'Kiss the Cook' apron. For your impertinence, your failure, or just your presence, he flies into a rage and smashes your head into the counter, then into the floor. He grabs a cleaver and cuts you up. You'll be soup for sure.

*The Cabin:* You follow Lazlo out of town into woods to cabin at night. He's there playing poker game with three others. Behind Lazlo is a statue, life-size but really small at same time, of a really angry demon. One man vomits, chokes, and dies. Lazlo and the third man are shocked, while the fourth man steals a card and winks at you. Lazlo gets up to go, but you draw your weapon to hold him back- a brief melee, and you stab Lazlo through the gut, killing him.

*Piece By Piece:* You must make Physical and Mental Resistance checks (although it doesn't matter what the character rolls). The night terrors come, paralyzing you in your bed. You are not dreaming, as you are

not asleep. You hear a voice, very far away, softly singing- or is it just the wind? The voice gets louder, slowly increasing as something comes closer. You then see a tall, black, spindly shadow thing creep in through window. It crawls across the floor, up onto your bunk; slowly, softly singing to itself "piece by piece, piece by piece, change of pace, change of face". All the while, it climbs onto your chest, reaches in your mouth, and wrenches out a tooth. It inserts it into its own mouth and leaves through the window. (Yes, the character will be missing a tooth if they check in the morning. Brenna and Bertil will claim that this character lost it in a horse-riding accident several months ago.)

These dreams do not necessarily refer to anything in particular, although some elements (Lazlo, the cabin, Mr. Beasley, and the three figures from Petrarch's Curious Folio) may be referenced in the campaign in adventures to come. Dreams in Twylos are more stylistic, to set the mood and tone, and to provide players with the motivation to pursue specific interests that they otherwise might not care about.

Bertil dreams he can fly. Brenna doesn't talk about dreams, as she thinks they're personal. Her grandmother's family was Queyan, and she called dreams 'muares', visions of the Gray Lands.

Some free time to be had in Ulmsdeep- Kaila is due to be taken down to Ulmsborg Keep in three days. Additionally, Obhram will have the characters escort Frank Burton to the Ulmsborg jail. If a player character is an Apprentice Alchemist, the Apothecary Wehr tells him to pick up two new lenses from the Opticians when they go to Ulmsborg. In the meantime, several events occur as the Game Master wishes. If he has one, Prefect Mathers tries to teach his player character acolyte about animal summoning, deep in the woods one evening. A large wolf appears and kills the Prefect. The wolf then speaks to the character, offering his services, and that he hopes he too can eat the character some day. Mathers, on his body, will have a key previously unseen by the character, which opens a chest in the basement containing a Duuran prayer book and some sacred earth.

The first day. It starts to storm. A fishing boat reports that the far lighthouse (Daalinn Mhon) light is still on. Hunter's dog finds severed leg off in woods... Lazlo's? Tracking "Lazlo" reveals a cabin in woods, but no Lazlo. It's similar to the cabin in the dreams. No one inside. In the woods, the characters might run into a pair of gnole scouts, who will be hostile but cautious.

The second day. Obhram has them check out the lighthouse, along with Inago and the Novices. There's a trail of blood leading up to top, where lighthouse master Jexen Mazerik is dead in his study. Lighthouse master clearly killed by Lazlo, who's also dead down near the entrance. Lazlo, however, has burn marks and claw marks, and his arm was ripped off. Lazlo's corpse is found through a secret door down in cellar. Through the secret door, is another door, this one made of mysterious metal. It is sealed- it doesn't budge and is marked with curled shell-like nautilus symbol (really the eclipsing-moon symbol of the Tavash Morn).

So what happened here? Lazlo had realized that events were recurring in a similar manner as he remembered from the first two times that Meeks and Huxley set off the Zolace trap. Lazlo wrongly thought that Mazerik was involved and came here to kill the mage before it could happen again. However, Mazerik was able to activate one of the Lighthouse's defenses, and summoned a lesser demon to kill Lazlo. After fulfilling its task, the demon disappeared.

Back in town, on the morning of the third day, Frank Burton in the Aramside jail is conscious. He curses intelligibly to children throwing mud at him through his little window at the top of the cell. He has no memory of the music box, the shipment, or his voyage.



Obhram thinks it's time the characters took Kaila and Burton to Ulmsborg Keep. He gives them 5 sc apiece to have some fun, and suggests staying at the Sign of the Singing Fish. Again, Wehr reminds his student to pick up lens from Guild of Optics, and gives them an extra 1 ec, as he heard that some interesting spices and compounds have come up from Saethos. Finally, they should buy some ice blocks from Tennyson and take them along to Ulmsborg. It's a day of travel to the small, walled keep. They leave Ulmsdeep, with Kaila in a hired carriage, and the player characters walking alongside a Slaver caravan holding Burton in chains.

Kaila rather reluctantly goes off to meet her new husband, although she's met not by the Mayor, but by Sir Garen Arvath, a noble from the nearby city of Ellsdeep. Arvath kisses her hand and escorts her into the Keep, away from the player characters, who are not allowed inside. Charmed, Kaila forgets a small satchel inside her carriage. In the satchel, is her diary. It contains the notes of a frustrated girl, not allowed to participate in what she sees is the fun, exciting life of the Apprentices, who seem to be Obhram's 'real children'. Also within are a long string of numbers, systematically varied, with a small note saying that "of course, it's her birthday". These are her attempts to crack Obhram's wall safe, in which are contained several papers (and the music box). Her birthday is 7-13-94, which indeed is the combination.

Drop Frank off to the Navigators Guildhouse. There, a husband and wife team of Slaver conditioners take over. Posters are advertising the Harvest festival of Ulmsborg. That night, they stay at the better of the two inns in town, the Sign of the Singing Fish. There, Bertil and Brenna get quite drunk and hang over each other. Bertil goes to get another pitcher, and the player characters might notice he's been gone a long time. He's talking to strangers about the Lighthouse, the murders, and the strange door they discovered. A few strangers listen bemusedly. They will spend the night at the Sign, and head back to Ulmsdeep in the morning with the empty Slaver wagon.

If one of the characters has to fetch the lenses, they must go to the Alchemists Guildhall, with which the Opticians in town are associated. The Guild of Optics is located in a set of rooms in the cellars below Ulmsborg, down a long white hall. In the entrance chamber, a bald, androgynous clerk will be distinctly unhelpful. As the character tries to get the lenses, Guildmaster Edrac Reeves arrives in town, pushed in a wheelchair, accompanied by Journeyman Ebryes Adelsen among many others. They are all dressed in the strange high-collar robes of the Opticians, which rises above their mouths and nostrils. Fortunately, Ebryes is an old classmate of Wehr's, and will leave off Reeves' entourage to fetch the lenses for his old friend. The entrance clerk is an experimental proto-simulacrum named Jen, created by the Guild to help out around the office.

Two days after being back home, two Alchemists with the Vussar Archives (the Bone Trade) will arrive in Ulmsdeep, seeking to talk to Obhram. These are Glenn Huxley (5<sup>th</sup> level human, 3<sup>rd</sup> Circle Hedge) and Parsifal Meeks (7<sup>th</sup> level human, 3<sup>rd</sup> Circle Hermetic, 1<sup>st</sup> Circle Faith). Bertil and Brenna will initially be out doing chores. In Obhram's office, they ask about the Lighthouse door, and show papers from the Guild authorizing them to explore. When the Novices return from outside, they will blatantly stare at Brenna. Huxley does most of the talking, being rather friendly and obsequious. Meeks scowls a lot. They will take a room at the inn. Obhram will ask that the player characters accompany them, along with Inago and Bertil- mainly to keep an eye on these suspicious fellows. Obhram will exclude Brenna from going along, to Brenna's consternation- she will storm out of the Guildhouse. Bertil will chase after her, only to be told to "piss off". The next morning, back to the Lighthouse. The Alchemists will ask why Brenna isn't coming along, and seem concerned about it, but they are unable to find her.

Huxley's spell will open the metal door, revealing a circular staircase down. At the bottom is a bluish-metal elevator room, that will descend deep into the sea. Underneath the Lighthouse is a small living quarters and some empty offices, and a glass tunnel leading across the seafloor into a domed chamber. This is the Mhon Aquarium. Meeks and Huxley will head purposefully down the corridor, as if they've been here before. Through the glass, the characters can see a ruined ship sunk in the sea bed, and a giant chambered nautilus, the size of a horse, floating serenely in the waters, watching them with its giant eyes. In the Aquarium, Meeks and Huxley busy themselves trying to open a combination lock. The player characters are sent to explore another set of living chambers, to make sure there's nothing there that might attack them and disrupt their concentration. In these other chambers are sealed metal canisters containing several formless bodies, but the characters will be unable to open them. When the characters return, Meeks and Huxley have opened the door, revealing a glass wall, sealing off a small office. A quick Perception check (target 6) reveals that the flame of a candle within is motionless. Huxley pulls out the Zolace Music Box, which they stole from Obhram's office the night before, and winds it. The glass wall shimmers and disappears. A tall wolf-headed figure rises from a large chair facing away from the characters; Meeks and Huxley exchange a worried glance, and Huxley manages to say 'well, that's different'. The wolf-headed figure traces a small glowing rune in the air, similar to the U-shaped nhul rune (in fact being the zhul rune, that of annihilation). As all goes white, the characters hear a soft, powerful voice in their heads saying "thank you my children- there is much work to be done". Everyone passes out.

This is a simulacrum of the Arcanodaemon Madriganii Illiesse, created before Illiesse journeyed to talk to the Stonedrake, and then imprisoned here by the Duuran Naturalists. In this version of Twylos, Illiesse's recovery leads to the world's end, and thus Muriel recreates Twylos again. Illiesse's simulacrum sent himself and the others into the new version of Twylos, into which the player characters will now awaken. The Naturalists that once built and lived here in the Mhon Aquarium were first enamored of the Tavash Morn, and were avid infernalists. Gradually, however, the discovered Archon technology in their final days, and the 'octopus' symbol on the flag of Ulmsdeep actually represents the dead kraken they found in the sea. Misusing their powers, they turned themselves into pseudo-doppelgangers now waiting in the holding tanks, and managed to sabotage the Arcanos simulacrum to distort its motives. They will have awakened just prior to Illiesse's sending magic, and will be sent along to the new Twylos. They will take the player characters' forms and scatter throughout Twylos.

As an alternative, the player characters might in fact be these doppelgangers, having stolen the memories and identity of their real selves before the sending spell was finished. As the campaign evolves, it is probably best if the true identities of the characters, and what happened in Ulmsdeep, be kept secret, with different investigations suggesting different answers.

The room the Arcanos simulacrum was in also contains a Mirror of Kithain, leading to Zolace. Meeks and Huxley, along with a woman who was Brenna's mother, have used this entrance twice to get into Zolace. However, in this iteration of Twylos, the Duuran Naturalists did things a little differently, and tried to defend their master's tomb with an extra defense- the corrupted Arcanos simulacrum. They have been eager to find Brenna, as both Meeks and Huxley are in love with her. But, once in the Lighthouse, their curiosity will get the better of them, and they figure they can return later to find Brenna and figure out what happened.

Afterwards, the player characters, along with Bertil and Inago, will awaken on a boat, all feeling quite sick. All physical stats are equal to 1, and intellect and presence are adjusted by -3 (min. 1). An

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Alchemist, Apprentice Huys Mannings, found them on the Lighthouse island, and is taking them back to town. There's no sign of Huxley, and Meeks is convalescing below decks, and should not have visitors. It is late at night, and Mannings drops the characters off in the Ulmsdeep docks before sailing south. The characters are still wearing their Ulmsdeep guard armor and regalia, and a light is on in Aramside.

However, Ulmsdeep is different. Most of the people are the same, but do not recognize or remember the player characters. If they return to Aramside, Brenna and a strange woman are in the main room. Brenna will look shocked, and the other woman will get the other Apprentices, including a very surprised and alive Lazlo, the others all unknown to the player characters. They will be arrested for impersonating Guildsmen and locked in the jails below. Bertil and Inago of course know them, but are equally confused as to what is going on.

Lazlo will be killed again, and Burton will be captured again and placed in the cells with them in the next day. He will not recognize the characters either, but be rather friendly to them, seeing as how they're all in the same situation. Spellcasters will be kept poisoned with Slaver drugs. In jail, the characters will have the same dreams as before, although some of the details may be different, and one of the characters may find that they cannot sleep.

The next day, Kaila departs, but the prisoners do not go with her, as they need to get a larger caravan to hold all the prisoners. Three days later, everyone is loaded into the larger caravan and sent towards Ulmsborg. Attribute points are recovering at the rate of one per day. It is pouring rain. Loaded over capacity, the Slaver caravan gets stuck in the mud at the top of a hill. Meanwhile, the Illiesse simulacrum has returned to Ulmsdeep, and has begun summoning a horde of lesser demons as a defense against the kraken beneath the town. Many of these demons have escaped the control of their flawed master, and invade Ulmsdeep. The horses are startled by the arrival of some of these demons, unseen by the prisoners in the back, and the caravan slides downhill, killing animals, driver, and one of the guards. The other guard checks on the slaves, then limps away to town, to be killed shortly by demons. Starts to really pour. Night falls.

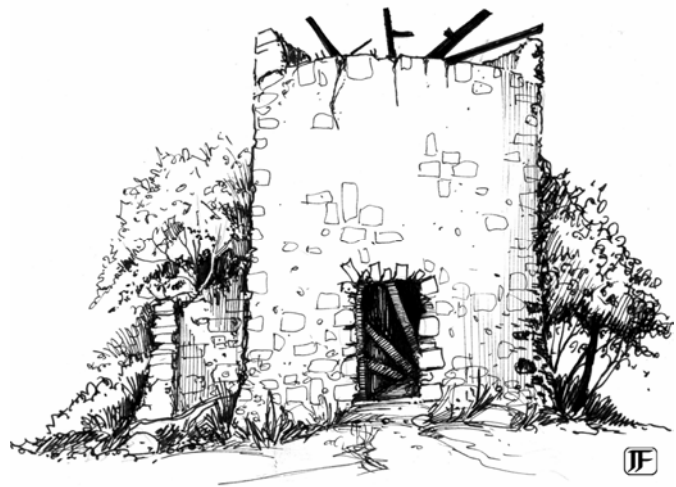
A demon slowly approaches the back of the caravan while the player characters are still chained up. It is a short, cloaked, alligator-headed figure, grinning. It smashes a side of the cart before it is seen, then comes into view in the back. It grabs Inago's arm off through bars; he screams, gasps in pain, and the arm finally pops off. The demon regards it, and takes it with it as it leaves. Inago takes awhile to die, saying his wife's name repeatedly, as his blood fills the floor of the caravan, given the angle, warming the cold feet of the player characters. Bertil screams. Burton curses in disbelief.

The smashed caravan makes escape possible, depending on the skills of the characters. Anyone with a vantage can see smoke coming from Ulmsdeep, which is burning. Perception checks reveal a pack of wolves entering the town. Fortunately, the Slaver caravan driver and guards had equipment that can be salvaged. Burton suggests heading to Ulmsborg. On the road, Bertil finally breaks down and can't take it. Burton tells him to "grow a pair".

The characters are stopped at the Ulmsborg gate as before, but now the flag is different- green with leaping frog. Frank Burton doesn't want to meet authorities; rather, he's going to meet a friend, Illyian Vanderish (who's missing- been killed). Most likely hauled in front of Mayor Hubert VIII, who's now an enormous, grotesque frog demon. He wears a sickly-sweet smelling Alchemical perfume to mask his true disgusting odor. The court of the Mayor has fallen into disarray; his ministers have fled, and his court is now staffed with thugs. In attendance are Christopher St. John, Balthazar Buchs, Kaila Mendelene, Captain Lars Unger, and Mister Hendry Grannich. Kaila

appears on a balcony over the throne room, and regards the characters. The player characters are vagabonds; if they talk about demons destroying Ulmsdeep, the Mayor yells in anger, cursing his sister. The Mayor gives them living quarters, amounting to the guards locking them in basement cells. St. John and Buchs accompany in the back bickering about their card game. The Mayor apologizes for the imprisonment, but must first verify the information.

Early in the morning, Kaila, now wife-to-be, comes and visits one of the characters (whoever has the highest presence, or was nicest to her in the beginning of the campaign) and asks who they are. From her spies, knows they're slaves- her man destroyed the evidence, and they seem familiar to her- she has the feeling of resentment, as if they brought her to her fate, although she knows otherwise. She brings food, clothes, and blankets. Seems resigned to be sad... asks the player characters to bring her evidence of her father's survival or death. She tells them that the Mayor will be sending them back to the ruins of Ulmsdeep, now an empty, burned ruin. Asks that they hide or destroy the prayer book the Mayor will ask them to find.



The Mayor lets them out the next day; also tells them they're probably the slaves escaped from an abandoned cart. Mayor thinks his sister, Sister Aprill du Maxinay is responsible- she's the one that cursed him, and she's a witch of Breyana. He has a proposition for them if they want to be respectable. Fetch from the Thainist temple in Ulmsdeep the Prefect's prayer book and chalice. The wedding was supposed to be in Ulmsdeep, but failing that, the temple trappings should be rescued from the demons. He'll provide a healer, so that all attribute points are recovered in just two more nights. He'll also offer money to purchase basic equipment around town (50 sc per character). Also, they'll be given better quarters in a tower of his keep. Two guards will go with them. Alternatively, he will turn them over the Slavers Guild, as he understands that they have good conditioners there now. Burton will go too, if they contact him before leaving.

Kaila has a vague recollection of the characters from her dreams. Her impression is mainly negative, because her last interaction with them in the previous Twylos was their delivery of her to her awful husband-to-be. Journeyman Ebryes Adelsen is the only NPC who might actually remember the characters, and will express his condolences for the destruction of Ulmsdeep. Adelsen remembers this precisely because he is Illiesse's simulacrum, now shape-changed to dwell among the humans.

Looters have already arrived in Ulmsdeep, although the town will be empty when the characters arrive. There are corpses and burned buildings- the people and places the characters remember. Glenn Huxley (with three to five mercenaries from Ellsdeep) seems cautiously

happy to see the player characters, but then suddenly Glenn wants to kill them, and will attack for a few rounds before using a Fold Space potion to disappear if the battle turns against him. The Prefect is still alive, but driven mad by two manes demons still in attendance. The book is there, covered in gore, and the chalice untouched. No sign of the other demons. Mundane equipment can be taken around town, and in the ruins of Aramside, good equipment can be found in Obhram's safe. A spellbook could be made available at the apothecary.

When they return to the Keep, the Mayor will likely be pleased with them, and treat them well. He will also ask that at some point, they head back into the forests around Ulmsdeep and kill his sister, hopefully to end his curse. Brenna will also show up. She had to go south for her brother's death, and now she's heard the news about Ulmsdeep, and come back to mourn her friends and fellow Guildsmen. She is now well on the road to becoming a Handmaiden later in the campaign. Bertil will try to talk to her, but she has no memory of him, and projects the death of her friends onto the player characters' arrival in town. Bertil will be confused and heartbroken.

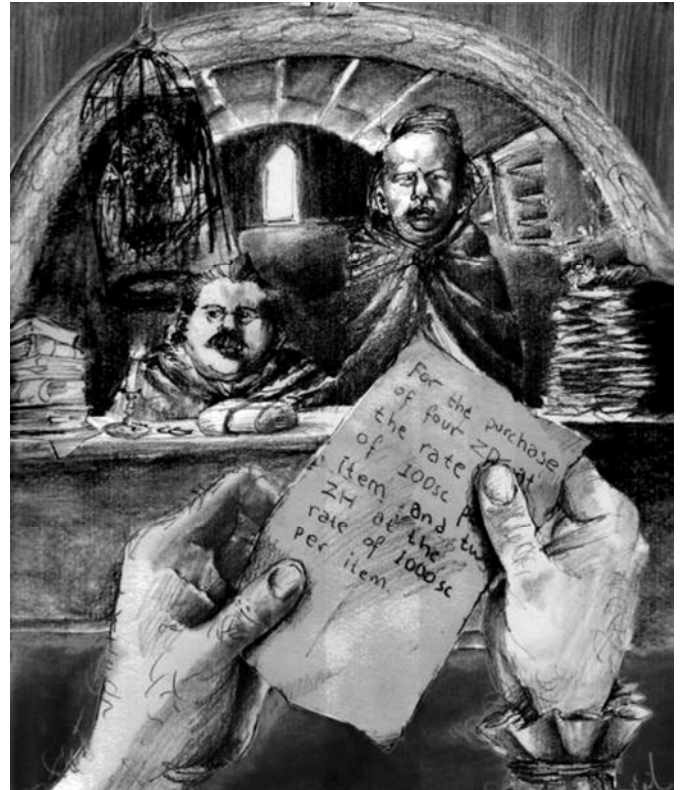
Frank Burton has a simple theft job lined up if one of the characters is obviously roguish. (Typical Frank dialogue: "You been to prison before? I have, in and out just like I was payin by the hour. Let's do this thing.") The wedding preparations begin. The Mayor was a modest request, for them to get wedding present for Kaila from a larger city nearby; his magistrate suggests they also get a present of their own, for Mayor and also for Kaila. Kaila absolutely does not want to get married, and keeps her distance from the disgusting Mayor. Kaila confides in the characters to test their loyalty, and see if she can get them to do something somewhat mild, but clearly against the Mayor's interests. The Mayor will ask if Kaila asked them to do anything special for her.

At the pre-wedding party, Sir Garen Arvaith will again make an appearance. He and Kaila are secretly planning on eloping. Parsifal Meeks also shows up, and tells the characters that he's sorry they aren't dead. He's angry with Huxley also, and doesn't want to discuss what happened in the Lighthouse. Later, they might run into Huxley, who is much more talkative. Huxley will explain that he thinks that he keeps going back in time, while his associate believes something a bit more cynical- that these are the Gray Lands, and everyone here is dead, so it doesn't really matter how he acts. Huxley might even be persuaded to tell the whole story, about Zolace and Brenna. (Although the Brenna he knows is in fact the current Brenna's mother, sent back in time by the horological trap in Zolace.)

After the wedding, Sir Arvaith and Kaila will flee to Elmsdeep, where they will work to contact the Duurans. The Mayor will ask the characters to assassinate Arvaith and bring back his wife. He will promise them Journeyman positions in the Guilds. However, regardless of their actions, the forces of Elmsdeep will join with the Duurans to attack Ulmsborg Keep, and wage a war of attrition to oust the Mayor. They will keep the city surrounded. In one terrible show of force, a skeleton will pull in a cart containing the dead bodies of an Ulmsborg patrol caught outside in the beginning of the war. It will enter the throne room, where it delivers a message about Elmsdeep and the Duurans, and say that the Handmaidens will be joining them as well. It then will start casting Wake Dead once each round, raising the dead soldiers to attack the throne room from within.

The characters can side with the Mayor, and aid in the battle against Elmsdeep, the Duurans, and the Handmaidens. Unfortunately, the Mayor's promise of Journeyman status is empty, as the Guildsmen will all flee from Ulmsborg before the battle begins. Most likely the battle will conclude with the Duurans destroying Ulmsborg Keep. The Mayor might try to wed a female character, claiming that his city needs hope now more than ever, although he will not push the issue. If the

characters escape, the Mayor will feel betrayed. He will survive and escape, to return later to a secret room beneath the ruins of his old castle. He will have Buchs and St. John capture the characters and bring them to him. He will kill them. Two years later, Aprill will return to the castle, reincarnating the dead characters into the bodies of the Mayor's servants, and dominate them into killing the Mayor. Of course, they could side with Kaila and possibly Sister Aprill from the beginning. Through Aprill, they might work their way backwards to Aea Convent, although Aprill's memories are fractured from her time before coming to Ulmsdeep.



Thus concludes the first part of this campaign. Ulmsdeep will start to be re-settled, and problems with the merrow off-shore will begin. The characters might aid in the reconstruction of their home and face off against the ogres, only to discover the kraken in the depths beneath the town. Brenna will head into the Vehrlands and find work as a mercenary. Bertil will still try to see her, to force her to remember him. Huxley and Meeks will once again attempt to enter Zolace, this time finally succeeding in bypassing the early traps to reach the Ages and Petrarch's Tomb. Their actions will be monitored by Illiesse's simulacrum, by now fully converted into an Archon proxy. Between the kraken, Illiesse, and the Knights of Petrarch, Ulmsdeep will have more than its share of problems, if the player characters are at all concerned about their old home.

In the end, Illiesse and Petrarch will both seek out Lady Muriel. Petrarch sees in her his former love, Sarah DeVaunet, the moth-girl (depicted in the music box statuette); indeed, DeVaunet was a version of Muriel inserted into Twylos long ago to keep Petrarch from opening the Zoran gate himself, turning him instead to found the Naturalists. Illiesse does not want her return to Twylos (as the Arcanos would desire) or to join with Petrarch in his Tomb (as he desires). Instead, he aims to destroy her and take back the Book of Dreams. With the destruction of the Book and of Muriel, Twylos' endless cycle of recurrence can finally come to rest.

## Appendix IV: Glossary

**Abby:** Last of the Aprill clones and Archon nhul-magic proxy.

**Abraxas:** Avatar of Zhol. False Fourth Key of Typhon.

**Aea Convent:** Ruined school in Nadur, outside of Gyre. Currently the base of research on the Aprill clones.

**Aguierre:** God of vengeance and justice. Served by the Knights of Aguierre.

**Aguierre, Antiarch of:** Title of Caradoc, slave-priest that resurrected the dying religion of Aguierre in the mid-First Era. His legions fought against and deposed the priests of Mordred to become the official religion of the Empire of Irendor. First step in the Fall of Irendor.

**Aguierre, Knights of:** Official priesthood of Aguierre. Formerly the main religion of Irendor. Based in Bordermarch.

**Aires, Jessica:** Daughter of Tellian Aires, architect of Mammon's Point. Supposed prophet of the Fourth Key.

**Amana:** Paths of life in the classic Ixian tradition. Guiding principles based around a central code or art.

**Alchemists, Guild of:** Powerful organization of Hedge magic users and tradesmen. One of the four true Guilds of Twylos. Based in Gyre.

**Andukar:** Northern region of Twylos, between Drohksmere and Armech. Considered to be the land of the giants and ogres. Also, the name of the language of the Andukar giantkind.

**Antiarch:** See Aguierre, Antiarch of.

**Antiarch, Purge of:** Destruction of the Church of Mordred by the Antiarch of Aguierre and his followers, starting in 822 F.E.

**Aprill clones:** Simulacrum daughters of Amanda Dawson. Raised and trained by a secret coterie of Typhonae, Ixians, and Alchemists in Aea Convent to be powerful mages.

**Arangul, Maedar:** Scholar who will become Abraxas in Bourgangsbaire.

**Arcanodaemon:** See Arcanos.

**Arcanos:** The former demonic masters of Twylos. First children of the gods. Appear as tall, wolf-headed humanoids in red robes clutching a huge spellbook. Taught the first Duurans to use Hermetic magic. Sealed within the Blood realms behind the Zoran gate by the first humanoid priests.

**Arcanum, The:** First secular school of magic. Founded in the First Era in the Ered Wastes by exiled magicians from Irendor.

**Archons:** Antitheses of the Arcanos. Non-magical soul-eating servitors of Xeres.

**Archon Proxy:** A creature corrupted by the Archons, gradually brainwashed into behaving in ways to subvert the intentions of the Arcanos.

**Armech:** Northern nation consisting of Valstach and the Valstedt. Formerly the Empire of Irendor.

**Arosquey:** A now-closed mage school on an island off the coast of Rheyas. Responsible for the permanent stormclouds around Rheyas.

**Asmoday:** One of the six demonic princes of Breyana.

**Asmoday, Carcodian:** First Era priest of Breyana. Creator of the Zoran Gate. Unrelated to the demonic prince Asmoday.

**Asmoday, Jewels of Carcodian:** The three keystones to the Zoran Gate that keeps the Arcanos from entering Twylos. The Egg of Voon is one of the Jewels.

**Asmodean:** Headmaster of Aea Convent, and father-figure to Abby.

**Bael:** One of the six demonic princes of Breyana.

**Barrowsreich:** Officially refers to the massive tomb complex of Morningstide in Vasqueray. Also used disparagingly to refer to the Slavers' Obroch Conditioning Tanks of Tzalvas.

**Belvaunt, King Maraxam:** Ruler of Tarach. Formerly a mercenary captain of Fayde Ehlling. Helped to the throne by Typhonic agents in Tarach.

**Black Rose Rebellion:** In 209 T.E., deposition of the Mendhelose family by Maraxam Belvaunt and his mercenaries. So-called due to the burning of the rose-emblem flags of Avenaigh.

**Bone Trade:** Officially, the Society for the Advancement of Archaeology. Merchant organization dedicated to the recovery of

ancient artifacts and magic. So-called due to their image as grave-robbers, and the tendency of some members to pretend to be necromancers. Led by Garrison Bones (born Hyule).

**Bones, Garrison:** See Hyule, Garrison.

**Breyana:** Goddess of life, pain, death, demons, winter, and revenge. Part of the Duuran tradition. Served by the Church of Winter. Sister goddess or malign aspect of Rhiannon.

**Caradoc:** See Aguierre, Antiarch of.

**Ceyneian:** Language of Nycene and the Church of Ixus. One of the main languages throughout the South and the Vehrlands.

**Covenant, The:** Legendary champion of western Drohksmere, destined to free its people from under control of the Houses and the Ulgan Sceptre. Captain John Ulgan V is not The Covenant.

**Dawson, Amanda:** Peasant girl from Tarchartus and Third Key of Typhon. Mother of the original Aprill. May be Muriel's persona in the reconstructed Twylos.

**Dawson, Aprill:** Daughter of Amanda Dawson. The original Aprill from which the Aea Convent clones were manufactured. Replaced in the lost Vausse Academy with an Archon proxy.

**DeVaunet, Sarah:** The moth-girl; lover of Petrarch. Avatar of Gayla in the original Twylos, and persona of Muriel in the reconstructions.

**Drohkan:** Language of Drohksmere and Gyre.

**Drohseck:** See Drohkan.

**Drohksmere:** Eastern nation of Twylos. Large trade conglomerate loosely ruled by the Ulgan Sceptre.

**DuLaine, Rogan:** Infamous high priest of the Church of Ixus. He and two advisors- covert priests of Xeres- journeyed into Saethos after the formation of Rhaxen in 508 S.E. DuLaine went mad and returned to Sun Keep in 517 S.E., where he was destroyed by the golem guardians. Author of the play "Gardens of Zil".

**Durban Range:** The large mountain chain in central Twylos. Stretches from Tzalvas and the eastern Vehrlands up to Armech and Andukar.

**Duuran:** General name for a member of the Vox Duur. Also refers to the private, ancient runic language of the Duurans.

**Ered Wastes:** Scrubland, steppes, and plains found between Armech and Drohksmere.

**Fleshtongue:** Common vulgar name for the outdated Slaver's Cant.

**"Gardens of Zil":** Play written by Rogan DuLaine while in Saethos, about the futility of action.

**Gayla:** Goddess of annihilation and the end of the world. In the Thainist myths, she is the daughter of Zhol. Her symbol is a spade, which she will use to bury her family members at the end of times.

**Gossick:** Main language of Gossar and the Saethan Desert. Common in the South.

**Guild of Thorns:** Revolutionary secret society dedicated to deposing Ixondr from Vasqueray.

**Guilds:** Loosely, a collection of craftsmen. Strictly speaking, there are four 'true' Guilds, which are wealthy international corporations: the Alchemists, the Navigators, the Slavers, and the Surveyors.

**Grey Lands:** Underworld of Twylos, where the dead reside. Portion of the Realms of Perdition overseen by Nergal, brother of Zhol.

**Gyre:** The so-called 'jewel of Twylos', and home city to the Church of Typhon. Independent city-state at the edge of the Myrinae swamps between Drohksmere and Khaedor. Second largest city in Twylos, after Turth.

**Halifax Brothers:** A trio of demon merchants who took their name from Sterling Halifax, formerly of Brandmoor.

**Halifax, Sterling:** A soldier from Brandmoor, priest of Xeres, and friend of Amanda Dawson. Disappeared shortly after she did, to look for her in vain. After his disappearance, several demons set up shop in Brandmoor, calling themselves the Halifax family.

**Handmaidens:** See Zhol, Brides of.

**Houses:** The ruling families of former Irendor and present-day Armech. The Great Houses are the most prestigious and wealthy, and second only to the Imperial House Valstach. The Lesser, or Minor Houses are numerous and constantly jockeying for position.

**Hyule, Garrison:** President of the Society for the Advancement of Archaeology (the Bone Trade). Goes by the moniker 'Garrison Bones'. Powerful sorcerer and figurehead leader of Mask.

**Illesse, Madriganii:** Arcanodaemon kept in Zalen Vale by the Stonedrake. Freed by the Halifax Brothers. Journeyed to Rhauxen to collect Amanda and Aprill Dawson, but destroyed by the Archons and the Rhauxen Pact.

**Irendi:** Language of the Empire of Irendor. No longer in use; replaced by the modern language of Valan.

**Irendor, Empire of:** Former Empire of Twylos during the First Era, and original source of humanoid civilization. Fell during the Second Era, and reformed under the Great Houses into the current nation of Armech.

**Irendor, Fall of:** Gradual decline in international prominence of the Empire of Irendor at the end of the First Era and into the Second Era. Irendor would later become the modern nation of Armech.

**Iron Throne, The:** Ruling parliament of Armech. Made up of representatives from the Great and Lesser Houses.

**Ix:** Primordial, unknowable life-force within each humanoid. Worshipped as the god-head by the Ixians. Ix is a core passion, fueling hate, lust, and ambition.

**Ixian:** Generally refers to any member of the Order of Ixian, the Church of Ixus, any of their agents, or anyone from the territories controlled by the Church or the Order. In a different context, also refers to a specific aspect of Ix governing self-control and intelligence. The Order of Ixian reveres this aspect, believing it to be the 'higher' component of Ix, as opposed to the 'lower' more basal Ixus. Finally, used informally to also refer to Ceyneian, the language of the Ixians and Nycene. Source of much linguistic confusion.

**Ixian, Order of:** Priests and scholars devoted to self-discipline, meditation, and study. Initially a splinter sect of the Church of Ixus, but now usually seen as an academic wing of the Church of Ixus itself.

**Ixondr:** See Markovitch, Lord Valstav Ixondr.

**Ixus:** The knowable, achievable component of Ix.

**Ixus, Church of:** Priests of Ixus. Based out of Sun Keep on Nycene, where they were exiled from Irendor during the early First Era. Have a deserved reputation for fanaticism. The Church is planning on conquering Vasqueray and southern Twylos, to help them fight the heresies of the east. Believe the Church of Typhon and priests of Xeres are Twylos' greatest evils. Duurans, and the associated Duuran religions (specifically, the priests of Breyana) also have earned their enmity. Unforgiving and catholic. Often use fire magic.

**Izain, Ayrrhannos:** Last Dragon-King of the Suvan Azule. Found in the Crypts of Syeth, kept alive, but catatonic, by an alchemical life-support system.

**Kala:** One of the six demonic princes of Breyana.

**Kallanday, Lady Muriel:** Sister of Lord Ixondr. Last of the Sea Kings of Vasqueray. Beloved of the Arcanos, specifically Arcades Shavaat. Fled her brother's madness with the Book of Dreams, to hide alone in her Dream Realm. First and Second Keys of Typhon.

**Khaedor:** Proper name for central Twylos- a loose collection of mountainous city-states and valley towns. One of the first colonial areas of Irendor.

**Kithain:** Goddess of life, fate, and the natural order. Mythological wife of Zhol. Worshipped officially by the Thainists, and unofficially by everyone of Twylos. Symbol is a mirror. Personified by Lady Muriel in the Matter of Vasqueray.

**K'Teauva:** Insect goddess of the Sathar. Sleeping in her giant cocoon at Vhog. Worshipped by the Spawn of K'Teauva.

**K'Teauva, Spawn of:** A depraved apocalypse cult of the Sathar. Worships K'Teauva, the insect goddess of destruction.

**Liira:** One of the six demonic princes of Breyana.

**Lotus:** A magical plant now found almost nowhere in Twylos.

**Luksharrow:** New university of Turth, funded by the Church of Typhon.

**Maids' Misery:** The battle of Vesbridge during the Vehrlands War between the Handmaidens of Zhol and the combined forces of the Vehrlands and the Sathar.

**Markovitch, Lord Valstav Ixondr:** Last of the Sea Kings of Vasqueray, and mad lord of Thorneskeep. Brother of Lady Muriel. First Key of Typhon.

**Maxinay, House:** Conniving and secretive Great House of Armech. Descendents of the metasci. Largely a family of inbred mages.

**Metasci:** Slave race of the true Archons. Inter-bred with humans to found House Maxinay.

**Middle Lands:** General term for the central expanse of Twylos, consisting of the eastern Vehrlands, Khaedor, and the Zhellve. Sometimes includes Rheyas, Tzalvas, and the western part of the Valstedt.

**Moloch:** One of the six demonic princes of Breyana.

**Morday:** See Mordred.

**Mordechs, Sebastian:** Mid-Second Era explorer. Discoverer of Tharkenge and Barrowsreich.

**Mordred:** God of slaughter and warfare. In the Thainist mythology, the son of Zhol. During the First Era, deposed the Knights of Aguiere to become the official theology of the growing Empire of Irendor. Later destroyed by the Antiarch of Aguiere and his legions.

**Muriel:** See Kallanday, Lady Muriel.

**Museum Scholars:** See Vrayne, Scholars of Pavis.

**Morgan, Tabitha:** Famous Taran playwright. Author of "A Shadow's Fall". Lives in Nies, where she was killed by a doppelganger, who has now assumed her identity and continues to write.

**Name Scholars:** See Vrayne, Scholars of Pavis.

**Napres:** Island off the coast of Zostig. Former home to the Vausse Academy, and current home to Aramach Vox Thrauxes.

**Naturalists:** A group of Duurans under Petrarch. Explored much of Twylos. Attempted to completely characterize the flora and fauna of Twylos. After Petrarch's death, became extremely reactionary and anti-infernalism.

**Navigators, Guild of:** One of the four true Guilds of Twylos. Controls sea travel and shipping, except for throughout Drohksmere. Based out of Turth.

**Nergal:** God of the Grey Lands, the underworld and afterlife of Twylos. In the Thainist mythos, the brother of Zhol. Zhol is death itself, while Nergal oversees and manages the dead.

**Nhul:** One of the countless runes of Hermetic magic. The nhul-rune is the anti-magic rune.

**Nhull, Order of:** First Era splinter sect of the Church of Winter from Zoran. Devoted to preventing the Arcanos from returning to Twylos. Opposed to the Tavash Morn.

**Nycene:** Island domain of the Ixians in the southern ocean. A barren, desolate place.

**Ny'ryeth:** Old goblin tongue of the Valstedt and the Nyvraen Holdings.

**Obroch:** Slaver conditioning tanks outside Tzalvas. Not to be confused with Oubroch.

**Old Saethan:** A primitive, glyph-based tongue from the old Saethan Empire. No longer in use, except by the clergy of the Suvan Azule.

**Optics, Guild of:** Crypto-magical society of physicists and tradesmen. Led by the immortal Edrac Reeves. Paranoid and semi-mystical. Opposed to almost all other organizations of Twylos, including the Duurans, the Ixians, the Knights of Aguiere, the Church of Winter, the Typhonae, the Bone Trade, and the Museum Scholars.

**Orethedron:** Island wasteland in the southern ocean. Last stronghold of the Archons on Twylos.

**Oubroch:** Warrior and guardian daemons. Devoted to virginal girls, a fact exploited by the Typhonae.

**Oubrodaemons:** See Oubroch.

**Ozmandian, Vladmir:** Historian of Twylos' Third Era. Mentor of Pavis Vrayne. Killed by demons in Praxis.

**Petrarch:** Greatest of the Duuran Hierophants, and founder of the Duuran Naturalists. Now a lich. Lives beyond Zolace in his Dream Realm tomb. Eventual Fourth Key of Typhon.

**Piedmont:** Island enclave and retreat of the exiled Great Houses in far western Twylos. Still contains four great manor houses, sealed by

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protective magics. Later a Thainist leper colony and site of Xeres heresy.

**Piedmont, Circus of:** Originally, a leper colony on Piedmont tended by the Thainists. Infiltrated by priests of Xeres, attracted to the older magics still on Piedmont. The lepers formed a traveling circus and spread disease, filth, and madness across much of western Twylos. Now refers to any strange sideshow attraction, but usually with some taint of Xeres.

**Praxis:** First city of the Ixians, and the only city on Nycene.

**Queyan:** Main language of the South. Native tongue of Vasqueray; also spoken in the East.

**Reeves, Edrac:** Master of the Guild of Optics. Immortal due to prior experimentation with the Egg of Voon. Regrets his immortality, and is trying to find a way to die.

**Rexor:** One of the six demonic princes of Breyana.

**Rhauxen:** Enormous glass mountain in the middle of the Saethan desert. Holy site of the Church of Ixus, and where Rogan DuLaine went mad. Formed in 508 S.E. In 200 T.E., the Archon-proxy Aprill Dawson was retrieved from Rhauxen and stolen away to Aea Convent, another False Fourth Key of Typhon.

**Rhauxen, Pact of:** Collection of priests, sorcerers, and devotees of the Order of Nhull. Met in Rhauxen in 200 T.E. after several prophetic visions of the return of the Arcanos. Defeated Madriganii Illiesse and took Aprill Dawson to Aea.

**Rheyes:** The 'city of rain' in northern Khaedor. Forever surrounded by stormclouds thanks to the mages of Arosquey.

**Rhiannon:** Goddess of life, birth, nature, youth, and spring. Part of the Duuran tradition. Served by the Church of Spring. Sister goddess or benign aspect of Breyana.

**Rooksroost:** Lost mage academy of western Twylos.

**Saethos:** The desert of southwestern Twylos. Once the location of the great Sathar Empire.

**Sea Kings:** See Vasqueray, Sea Kings of.

**"Shadow's Fall, A":** Recent famous play by Tabitha Morgan of Nies. Somewhat prophetic of the advent of Abraxas.

**Shavaat, Arcades:** Arcanodaemon mentor of Lord Ixondr, Lady Muriel, and Amanda Dawson. His mortal form is trapped behind the Zoran Gate in the Blood realms, but he could whisper into the dreams of his students. First Key of Typhon.

**Silence, Church of:** Priesthood of Timmorn. Was based out of Khaedor, but membership dwindled into non-existence.

**Slavers, Guild of:** First of the four true Guilds of Twylos, and still the most powerful. Based out of Tzalvas, which the Guild also governs. Now focused more on prison and resource management than acting as a true slave-taking organization.

**Spring, Church of:** Religious order of Rhiannon. Closely related to the Vox Duur and affiliated with the Thainists.

**Sun Keep:** The cathedral of the Church of Ixus, on the Axan Caldera in Nycene.

**Sun King:** The head of the Church of Ixus. Formerly the high priest of the Church, until the madness of Rogan DuLaine. Now the title of a beautiful, ageless boy.

**Surgeons, College of:** Organization of doctors and physiologists at Luksharrow in Turth.

**Surveyors, Guild of:** Third of the four Guilds of Twylos. In decline. Based out of Rheyes.

**Suvan Azule:** The Sathar priesthood. Worships Ayrrhannos Izain, the last of the Dragon-Kings.

**Tamara:** See Timmorn.

**Tarach:** Large, wealthy western nation of Twylos. Originally a colony settled by the exiled members of House Tharose. Ruled for centuries by the Mendhelose family before usurpation by Belvaunt during the Black Rose Rebellion.

**Tarachian:** See Taran.

**Taran:** Language of Tarach. Derivative of Irendi.

**Tavash Morn:** The 'children of magic'. First Era society within the Church of Winter at Zoran who were dedicated to re-opening the Zoran gate.

**Teauvites:** See K'Teauva, Spawn of.

**Thainists:** Priests of Kithain, and to some degree Zhol. Largest and most popular religion of Twylos. By default, everyone is loosely a Thainist. Benign, but often considered ineffectual by the other, more proactive and fanatical clergies.

**Tharkenge:** Tallest point of Twylos, found deep in the Andukan mountains. Storehouse and tombs of the Arcanos, built by their titan slaves.

**Tharose, House:** Former Great House of Irendor. Exiled to Tarach, where they started the Mendhelose line and ruled for generations.

**Thenzor Deep:** Large underground city of Armech. Contains rich mines controlled by the Great Houses. Site of much infernalism.

**Thorneskeep:** See Velanieh.

**Timmorn:** Goddess of knowledge and insight. Worshipped by the now-defunct Church of Silence.

**Tovites:** See K'Teauva, Spawn of.

**Turth:** Main city of Tarach and largest city of Twylos.

**Typhon:** God of absolute destruction. Believed by the Typhonae to be the eater of the gods at the end of the universe. Symbol is a circular dining table that appears identical to the loom of Kithain and the wheel of the Voran cycle.

**Typhon, Church of:** Priests of Typhon. Based out of Gyre. Wealthy, out-going, and diabolical.

**Typhon, Feast of:** Large, usually decadent, sometimes debased parties to celebrate life. Thrown by the Church of Typhon to initiate new members into the Church, and to display their wealth and generosity.

**Typhon, Keys of:** In the Typhonic mythos, the five signs of the apocalypse before Typhon devours the gods and the multiverse. Initially revealed to a minor artist of the Oberton Table, Geryon Krassus. Several previous events have been postulated to be Keys by overly-eager priests of Typhon; these are called 'False Keys'. The First Key was the training of Ixondr and Muriel by Arcade Shavaat. The Second Key was the retreat of Muriel to her Dream Realm with the Book of Dreams. The Third Key was the reincarnation of Amanda Dawson by Umslmyr. The Fourth Key will be the discovery of Petrarch in the Age of Glass. The Fifth Key will be you.

**Typhonae:** General name for members of the Church of Typhon.

**Tzalvas:** Large slum-city of the Slavers Guild in southern Khaedor. Was worse before the Slavers took over.

**Ulgan Sceptre:** Large merchant corporation that controls Drohksmere. Founded by John Ulgan (born Olgham). The Sceptre does not manufacture anything themselves, but governs shipping routes across eastern and southern Twylos. In competition with the Navigators Guild.

**Umbrage, Mirtil Michaeloid:** Literary critic residing in Oberton.

**Umslamyr:** Demon tree of the Ered Wastes. Formerly an Arcanodaemon transformed by the Duurans. Site of great heresy and the Third Key of Typhon, in the reincarnation of Amanda Dawson.

**Valan:** Main language of Armech (the old Empire of Irendor).

**Valstach:** The Imperial family of Irendor. Also the name of the mountainous region of Irendor/Armech. Generally controlled by the Great Houses.

**Valstedt, The:** The lowlands of Irendor/Armech. Generally managed by the Lesser Houses.

**Vamooris:** Northern island of Twylos, and home of the minotaurs. Possibly to become an island prison of Tarach and Armech.

**Vasqueray:** Island nation in the southern sea of Twylos. Formerly prominent during the Second Era, under the rule of the mage-lords of the Sea King Dynasty.

**Vasqueray, Matter of:** The story of the fall of the Sea King Dynasty of Vasqueray. In particular, the story of the madness of Lord Ixondr and the sadness of Lady Muriel. Originally referred to the story of the founding of the Sea King dynasty, but the colorful events of the Fall have overshadowed the origins story.

**Vasqueray, Sea Kings of:** Centuries-long Markov dynasty that ruled Vasqueray during the Second Era. Derived from House Maxinay and House Markov of Irendor's First Era. Ended with the seclusion of Lord Ixondr and Lady Muriel.

**Vausse Academy:** School of magic founded in 170 T.E. by Gauston Vausse on the island of Napres near Zostig. Suddenly vanished four years later. Giant floating citadel, where world-scope magic was invented, funded by the Guilds to create a complete map of Twylos. Now suspended in a horological loop in the far Ether. Pieces have been periodically falling back to Twylos since the pre-historical period, including the largest section which became Rhaxen.

**Vehrlands, The:** Large plains of western Twylos.

**Vehrlands War:** Not referring to a single battle, but rather a massive series of on-going land wars throughout the Second Era between Tarach, Saethos, Khaedor, and several churches, including the Ixians, the Duurans, the Handmaidens, the Church of Mordred, and the Knights of Aguerre.

**Velanieh:** The beautiful rose palace of the Sea Kings of Vasqueray. Based on the design of the Tharosen palace of Avenaigh. Corrupted during the madness of Ixondr, and transformed into Thorneskeep.

**Verlainen:** Old language of Khaedor and the Vehrlands.

**Verlyhne:** See Verlainen.

**Voon:** Island off of Tarach containing ancient ruins.

**Voon, Egg of:** One of the Jewels of Carcodian Asmoday.

**Voran Cycle:** The pattern of eternal recurrence in the Duuran tradition. Similar to the turning of the seasons, Twylos periodically rises and falls, with different nations or races coming into prominence before dying off. Usually depicted as a wheel.

**Vorn:** First god of Twylos. The earth, nature, the universe, and Twylos itself. Worshipped by the Vox Duur.

**Vox Duur:** The 'Voice of the Land'. Priests of Vorn. Usually called Duurans. See themselves as the protectors of Twylos. An early schism in the Vox Duur led to two main factions- those that see Breyana and the demonic races as potentially helpful, and those that see them as the main threat to Twylos.

**Vox Thrauxes, Aramach:** Demon sorcerer of Napres. Master of Amanda Dawson in her last days.

**Vrayne, Pavis:** Head of the reorganized Irendor Museum of Hereditary Virtues and Lineage (also called the Museum Scholars of Pavis Vrayne, or the School of Names). Student of Vladmir Ozmandian.

**Vrayne, Scholars of Pavis:** Also called Museum Scholars or Name Scholars. Based out of the Irendor Museum of Hereditary Virtues and Lineage in Bludszech. Genealogists. Initially kept records of Imperial marriages, births, and deaths, to help decide questions of inheritance, especially regarding the Irendor Throne.

**Vriian:** Powerful demon of hunger and destruction.

**Vussan:** Language of Vussar, eastern Saethos, and the southern parts of Khaedor and the Vehrlands.

**Winter, Church of:** Clergy of Breyana. Generally regarded, correctly, as cave-dwelling demon worshippers.

**Winter, Cult of:** Disdainful term for the Church of Winter.

**World-Scope Magic:** Hermetic magic with an extremely large area of effect (all of Twylos). Created by Marachs von Ehling at the Vausse Academy. Only used once, to create the world map of Twylos.

**Writ of Coins, The:** Established in 192 T.E. Allows sharing of personnel and resources between the four Guilds of Twylos.

**Xeres:** God of madness. Also god of art, disease, and corruption. Source of much of Twylos' ills, including the original Archons and doppelgangers. No official clergy, but served by priests called Mouths of Xeres and the occasional Circus of Piedmont.

**Xeres, Mouth of:** General term for a priest of Xeres, regardless of whether the priest is 'out' or masquerading as a priest of another clergy.

**Zeaven:** A hallucinogenic and euphoric drug, popular in Khaedor and Gyre.

**Zelan:** See Zhellan.

**Zhellan:** Main language of the Middle Lands, Khaedor, and the Vehrlands.

**Zhellan Traderoad:** Long road that runs roughly north-to-south between Rheyas and Tzalvas across Khaedor.

**Zhellve, The:** Eastern part of the Middle Lands; essentially the central stretch of the Durvan Range.

**Zhellvish:** See Zhellan.

**Zhol:** God of death. In the Thainist mythology, the husband of Kithain. Sometimes viewed by sailors as the god of the seas as well.

**Zhol, Black Ships of:** Undead vessels in the seas of Twylos. An ill omen.

**Zhol, Brides of:** Matriarchal society of warrior-monks. Usually called the Handmaidens of Zhol, or just 'the Handmaidens'. Based out of Stonekeep in Murdyne. Founded by six widows at Murdyne, destroying the forces of both Aguerre and Mordred. Began by trying to end the Vehrlands War, taking on all factions and mercilessly slaughtering anyone in their way. Now usually fight against the Duurans and the Ixians.

**Zolace:** Last refuge of the Duuran Hierophant Petrarch. The name reflects Petrarch's bad sense of humor.

**Zoran Academy:** The bottom of Thenzor Deep. Stronghold of the Church of Winter and House Maxinay. Location of the Zoran Gate, where the Arcanos were banished from Twylos. Possible site of the Fifth Key of Typhon.

## Appendix V: Final Words

Here we offer some advice on being a Game Master.

The most important thing to do is know your players. Even the most experienced players, having played a wide range of characters, will still be remarkably invariant in their basic responses to challenging encounters. Thus it can be useful, especially when running a game with a new set of players, to test them with some non-lethal challenges early in the campaign. For example, the first battles in example campaigns 2 and 3 are designed to give the Game Master a high degree of control over the flow of the battle. The first battle in campaign 2 is a combat-in-progress, against enemies already eager to escape, and with a friendly, competent NPC on the players' side. The first battle in campaign 3 is explicitly a test, with the player characters fighting each other with fake weapons.

The main challenge of Game Mastering is to let the players believe they are in control of their characters' fates, or at least believe that their fates are left to chance. Great players will actively engage with the world and make it easy for you to tell a story; great players will provide new avenues and elements you wouldn't have thought up yourself; but remember that it is always your story. A good analogy is that a Game Master is like a stage magician. It doesn't matter what the story really is, as long as the players see amazing things, are entertained, and believe what you want them to believe.

Names are all-important. A name alone can define a place, a character, or an item. For example, consider the 2<sup>nd</sup> level mage Bartholomew Nivens in Rothaine, and form an image of him in your mind. Then form an image of a mage named Moloch Streng. It becomes obvious, if somewhat cliché, why Nivens would change his name to Streng, even though he's still just 1<sup>st</sup> Circle. The converse case is that of Xaran Moors in the second example campaign; Moors changed his name to Rupert Smalls, to seem more innocuous and less of a threat. We strongly suggest keeping a name list handy so that the local tavern, blacksmith, and assistant to the bandit chief all can have identities established as soon as your players ask what their names are. It's alright to sometimes go over the top with names (e.g., Moloch Streng, Sister Hope, and Bartleby Ravenous IV), but you shouldn't make

a habit of it. Also, try to have some regional consistency, but again, don't overdo it.

### **Things to do:**

***Roll your dice out in the open, so that the players can see your rolls.*** This establishes their trust in you, and simultaneously makes combat seem a bit more real- there's no room to fudge rolls in anyone's favor, to save characters. Of course, you should routinely cheat in every other way possible. You are free to use whatever combat modifiers, saving throw modifiers, and amount of health points necessary for combat to be tough and exciting.

***Take combat personally.*** The players do, and so should you. Cheer on your NPCs and monsters (your 'side'). Pretend to be annoyed when your side rolls poorly. Laugh when your side scores a critical hit. This will make the combat that much more realistic and satisfying for the players.

***Lie religiously.*** Remember that you are telling the players only what their characters are perceiving, not the real nature of things. Give all distances and encounter numbers in approximate values, and often provide over-estimates.

***Introduce NPCs who allow you to influence the campaign indirectly.*** Do not add an all-knowing, all-powerful wizard who sets them on a quest. Instead, rather than knowing the real secrets of the campaign, provide NPCs that have deep-seated beliefs that are patently false.

In our experience, the most useful and interesting NPC to add to a party is a friendly, evil priest (e.g., a priest of Typhon in Twylos). They provide healing for free, which is a safe route to the players' hearts. They can set the players on interesting courses of action; knowing where some ruins are, or the location of an item they are interested in. Importantly, they never disguise the fact they are demon-worshippers, but are adept at nicely talking around the issue, being moral relativists. Remember that most player characters, at a basic level, are thieves and murderers. Most roleplaying game systems are about characters engaging in dangerous combat for the pursuit of objects that aren't theirs. The priest of Typhon merely courts and exploits this fundamental principle of the game. The NPC priest is invaluable for parties that do not have their own healer, and the Game Master should feel free to discourage player characters from being priests.

Likewise, smaller parties can often use NPCs who are mercenaries. We've also found it useful to provide an NPC warrior type who is easy-going, somewhat blood-thirsty, combat-happy, and rather dense when it comes to strategy. There may be encounters you've designed that require the players to be creative, careful, and thoughtful to survive. However, adding NPCs who provide useful strategies takes the glory of victory away from the players, and they will rightfully feel cheated. Instead, NPCs who gleefully provide bad ideas (e.g., "let's just charge them... that always works!") cues the players that they should think things through more carefully.

***Make combat dangerous.*** The player characters should find themselves low in health and spells by the end of the battle, if not completely devoid of magic with several members unconscious. Every combat doesn't need to be challenging, but most of them should be difficult. When the characters become higher level, however, it is occasionally fun (once or twice, total) for the player characters to fight a much easier combat, perhaps similar or identical to one of their first battles. This will give the players a feeling of accomplishment in the campaign.

***Allow for chance.*** Let the dice fall where they will. Often allow dice rolls to determine things that otherwise might be meaningless. In one of the Twylos campaigns, a throwaway NPC villager became a campaign-long major ally of the PCs and an important story element, just because her intellect score was randomly determined and happened to be maximal (natural 20 on 5d4).

***Understand the mechanics.*** Keep combat going quickly and smoothly. Remember that 20s (critical hits) kill PCs. Players tend to play smart and defensively, but forget that critical hits happen, and if a PC has just a few health points left, double damage can easily sink the character into deep negatives. For this reason, it's generally best to avoid giving NPCs the Critical Hit discipline. However, if you want to up the odds of having one NPC kill another, Critical Hit might come in handy.

### **Things not to do:**

***Split up the party.*** This generally just means that most of your players will be sitting around bored.

***Have an NPC in the party for the sole purpose of betraying the player characters later.*** This is a specific case of the more general rule: do not have too much faith in any single one of your NPCs.

***Force player characters to believe something or behave in a particular manner.*** In most games, player characters wander the world, killing things and looting them. This is not generally 'normal behavior'. The philosophical concepts and social norms of your world should be expressed, and only expressed, through NPCs. Players will usually do a good job of picking up certain ideas after some exposure. For instance, in Twylos, generally the more powerful a magic-user became, the crazier they were. This was especially true, historically, for those casters who possessed more than one kind of magic, such as both Faith magic and Hermetic magic. PCs did not have to abide by this rule, but those few players who acquired multiple forms of magic tended to play more bizarre characters. As another example, resurrection was largely taboo in Twylos. There were stories, such as that of Sweet Ellery, about the psychosis of the newly-raised. Again, PCs were not held to this. They heard stories from a priest early in the campaign, and possibly witnessed first-hand a Duuran resurrection ritual with disastrous consequences, and then could decide for themselves if or how their characters were altered by the experience of dying.

Love and loss are major themes of Twylos. Let the players experience this through NPC-NPC romances and deaths. If a player is interested, they will seek it out for themselves in the game; otherwise, assume your players are just interested in having fun, killing things, and seeing strange sights, rather than getting married and having their families victimized.

***Be too generous with treasure and magical items.*** Players want to be challenged, and feel like they've overcome the challenges in the game in spite of you, not because of you. As a general heuristic, we provide the first enchanted weapon around 5<sup>th</sup> or 6<sup>th</sup> level, usually just +1 to-hit and damage. In general though, giving a weapon or item a minor ability, a unique name, and a colorful history makes up for lack of power (e.g., Ninvaliir Acidtongue).

We've seen several games in which the main motivation of the players has been nothing more than to obtain better equipment and spells. This is more than adequate- as long as something in the game world is motivating to them, you can get them to do almost anything. In the course of trying to obtain more power, they will invariably make a number of enemies and commit a variety of crimes, some of which can have lasting consequences (sometimes spanning more than one campaign in the same game world).



As a corollary, be stingy with the Hermetic spells you provide to player character mages. Some spells will permanently change the campaign when they are acquired: Teleportation is the best example of this. We suggest that acquisition of another spellbook should be extremely rare. We also suggest that mages start out with just two or three spells such as Sense Magic, Friends, and Illuminate.

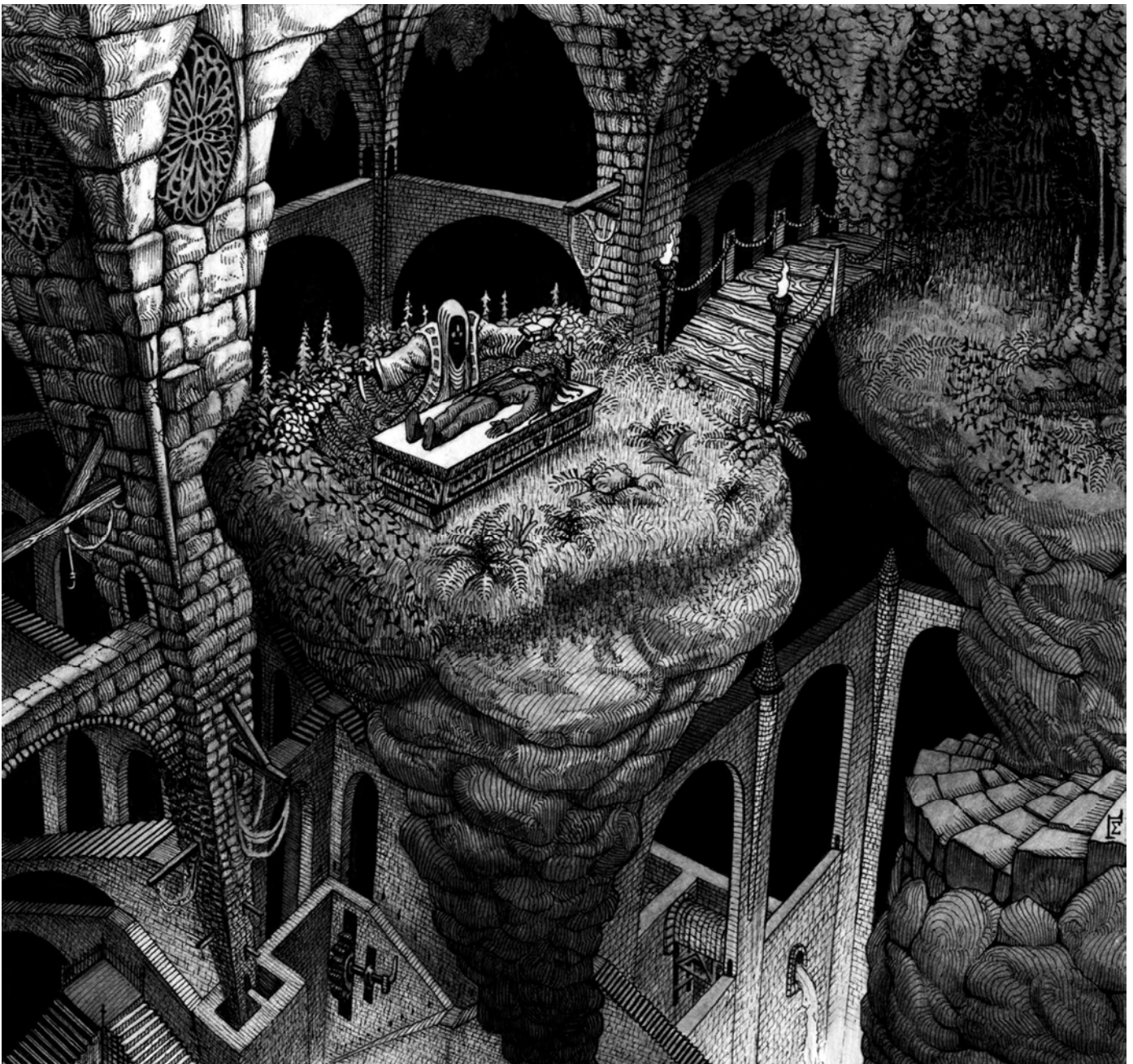
Spells that increase the characters' mobility and chance for escape (e.g., Fly and Teleport) greatly change the dynamics of the game. In our experience, teleportation in particular instantly reverses the control of the game flow, from Game Master to players. This is not a bad thing, but it is hoped that by the time the characters achieve the ability to teleport, the game is sufficiently advanced enough that the players have an extensive agenda and can drive the plot of the game on their own. Teleportation allows the player characters to revisit old locations, friends, and enemies; at once, the entire world is open to them.

Likewise, use of divination magic and scrying gives the players much more information, and thus control, over the structure of the game. We

have found most players are scry-happy, and make extensive use of this magic. The best course of action is to assume other magic-using characters basically behave similarly to the player characters- if scrying is commonplace, so should scry-shielding and use of protective magics.

Players will usually try to create spells that are at least as powerful as the best spells of a given Circle. Be extremely critical of player-created spells, especially spells that deal damage directly. Ensure that the average damage and damage range of a given spell is equal to or weaker than the spells in the Wayfarers spell list. In our view, the rules for spell and magic item creation make it clear why these things are best left to NPCs, rather than PCs with limited time and resources.

***You can generally break each of these rules once per campaign.*** More than that, and we have found that players lose interest. For example, if you've been overly stingy with treasure and magical items, offering them an overpowered weapon (e.g., one of the Swords of the Antiarch) might seem like a trap to the players, making for an interesting game dynamic.





## The Map of Twylos

World of Twylos high resolution map available at: <http://yeoldegamingcompany.com/wotmap.htm>



# Appendix to Wayfarers

## Creature Encounters

In most circumstances, it is assumed the GM will select all creature encounters, carefully considering the environmental conditions, the game narrative and the power of the player characters. However, even the most inexperienced characters can stumble upon a giant. Conversely, powerful players are not exempt from the occasional encounter with gremlins or centipedes. The following section provides some useful tables to enable the Game Master to quickly generate an indiscriminate creature encounter based upon the local terrain.

As a general rule, it is not advised that creature encounters be determined randomly. That being said, the Game Master may

occasionally wish to present one or more creatures, not as a plot device, but simply as a product of the particular environment. In such cases random determination may be useful. The following tables represent the frequency of encountering specific creatures based upon the terrain conditions in a typical campaign setting. If use of these tables does not provide satisfactory results, the GM is encouraged to re-roll, or to simply select a creature.

The number of creatures encountered should always be determined by the Game Master. In most cases, the grouping behavior of each particular species is noted in the creature description.

**Table A1.1.1: Random creature determination I**

	Artic, Tundra	Forest	Plains, Savannah	Mountain, Hills	Desert, Scrub		Artic, Tundra	Forest	Plains, Savannah	Mountain, Hills	Desert, Scrub
Creature	d100	d100	d100	d100	d100	Creature	d100	d100	d100	d100	d100
Amphiptere		1-2				Horse			57-61		
Banshee		3	1	1		Human	45-55	58-62	62-66	56-61	46-53
Basajaun		4		2		Hydra		63			
Basilisk		5				Khulek			67-68		54-58
Bear, Cave				3-4		Kobold				62-63	
Bear, Grizzly		7-8	2-3			Lindworm		64	69		
Bear, Polar	1-7					Werebear	56-58	65	70	64	
Behemoth			4		1-2	Werejackal			71		59
Boar		9-10	5-6			Wererat		66		65	
Boruta		11				Werewolf	59-60	67	72		
Bugbear				5		Mammoth	61-68				
Cougar	8-12	12-13	7	6-7	3-5	Manticore		68		66-67	
Lion			8-9			Minotaur				68-69	
Saber-tooth			10	8		Naga		69			
Tiger	13-14	14	11			Dryad		70-71			
Centaur		15	12-13		6-7	Olagheri	69-71			70-71	
Centipede, Giant		16-18			8-11	Ooze, Green		72			
Chimera	15	19	14	9	12	Ooze, Yellow				72	
Cockatrice		20				Oread				73-74	
Manes				10		Pegasus			73		
Imps, Lesser		21		11		Peryton			74	75	60-62
Domovoi		22				Phoenix				76	63
Doppelganger		23	15	12	13	Piasa					64-67
Brownie		24-25	16-17			Rakshasa	72	73	75	77	68
Dwarf	16-17	26	18-19	13-16	14	Rat, Giant		74-75	76-77	78	69-71
Dvergar				17		Reptilian		76	78-79		72-77
Gnome		27-28	20-22	18-19		Rhinoceros			80		
Eagle, Giant			23-24	20-21	15-17	Roc				79-80	
Elephant			25-26			Satyr		77-78			
Erinyes	18-20	29		22		Faun		79			
Elf		30-34	27	23		Scorncloud			81		78
Elf, Dark				24		Scorpion, Giant		80			79-82
Half-elf	21	35-36	28	25	18	Shedu			82	81	83
Pixie		37-38				Cobra, Giant		81			84-86
Sidhe		39-40		26		Constrictor, Giant		82-83			
Sprite		41-42				Rattlesnake, Giant			83-84		87-89
Cyclops		43		27-28	19-23	Black Widow, Giant		84-85	85		90
Diatya	22-25	44	29-30	29-30	24-26	Spitting Spider, Giant		86	86	82	91
Ettin		45-46	31-33	31-32	27-29	Tarantula, Giant			87		92-93
Fir Bolg	26-28	47	34	33-35		Strix				83-84	
Jotun		48	35	36-37		Sylph			88	85-87	
Ogre	29-33	49	36-38	38-39	30-33	Troll	73-75	87	89	88-89	94
Titan				40		Barghest	-	88	90		
Gnoses		50-51	39-41	41	34-37	Myling		89	91	90	
Goblin	34-37	52	42-45	42-43	38-40	Skeleton	76-77	90-91	92	91	95-97
Gremlin		53	46	44		Wendigo	78	92	93	92	98
Half-orc	38-39	54	47	45	41	Zombie	79-80	93	94	93	99
Hobgoblin	40	55	48	46	42	Unicorn			95		
Orc	41-44	56-57	49-52	47-49	43-45	Valkyrie		94	96	94-95	
Gorgon				50		Will o' the Wisp		95-96			
Medusae				51		Wolf, Common	81-87	97-98	97-98		
Griffon			53-54	52-53		Dire Wolf	88-92	99	99	96	
Harpy				54-55		Wyvern	93-94	100	100	97	100
Hippogriff			55-56			Yeti	95-100			98-100	





## Quick Reference Charts & Tables

The following section provides some of the most lists most referenced while playing the Wayfarers game. Feel free to copy these lists to create even more convenient reference-sheets.

**Table A1.4.1: Attributes**

	Attribute Score										
<b>Agility</b>	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Initiative modifier	-4	-3	-2	-1	-	-	+1	+2	+3	+4	+5
Off-hand weapon to-hit*	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2
Agility skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
<b>Endurance</b>	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Health points/Skill level†	-3	-3	-2	-1	-	-	+1	+2	+3	+4	+5
Endurance-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
<b>Intellect</b>	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Bonus 1 <sup>st</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	+1	1	2	2	3
Bonus 2 <sup>nd</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	1	1	2	2
Bonus 3 <sup>rd</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	1	1	2
Bonus 4 <sup>th</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	1	1
Bonus 5 <sup>th</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	-	1
Initial languages‡	n/a	n/a	1	1	1	2	2	2	3	4	5
Intellect-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
<b>Presence</b>	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Bonus 1 <sup>st</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	1	1	2	2	3
Bonus 2 <sup>nd</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	1	1	2	2
Bonus 3 <sup>rd</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	1	1	2
Bonus 4 <sup>th</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	1	1
Bonus 5 <sup>th</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	-	1
Bonus Ritual spell points	n/a	n/a	-	-	-	-	1	2	3	4	5
Presence-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
<b>Strength</b>	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Melee weapon damage modifier <sup>a</sup>	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
Missile weapon damage modifier <sup>a*</sup>	-2	-2	-1	-1	-	-	-	+1	+1	+2	+2
Armor impedance adjustment	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Feat of Strength modifier	-10	-8	-6	-4	-2	-	+2	+4	+6	+8	+10

\* Unless they possess the Ambidexterity discipline, characters fighting with two weapons automatically suffer a -1 to-hit penalty with their on-hand, regardless of their agility score.

† Characters with a -1 to -3 health point modifier may not earn health points when achieving a new skill level. If a character's adjusted health points per skill level are 0 or less, none are earned. These characters may purchase additional health points with skill points, however.

‡ Characters with an intellect score of 3 or less may not verbally communicate effectively. Characters with an intellect of 5 or less may not read or write. Characters with an initial intellect of 10-13 may begin with 2 languages, or with 1 language and the Literacy discipline. Characters with an initial intellect score of 14 or higher automatically begin with the Literacy discipline.

<sup>a</sup> Regardless of a negative strength damage modifier, any successful hit will inflict no less than one point of damage. For example, a character with a strength score of 4 (-2 damage modifier) wielding a short sword (2-5 damage), will inflict 1-3 points of damage with a successful hit.

<sup>a</sup> Damage from thrown weapons, slingshot, or arrows fired from composite bows may be modified by a character's strength. Bolts fired from crossbows, or arrows from normal or 'self' bows do not apply this modifier.

**Table A1.4.2: Feat of Strength target numbers**

Strength Task	Feat of Strength target number	Strength Task	Feat of Strength target number
Break a broom handle	1-4	Lift a cask of wine	15-18
Break a chair	5-7	Break open an oaken door	19-22
Break open a wooden crate	8-10	Bend prison bars	23-26
Break open a simple door	11-14	Lift a portcullis	27-30

**Table A1.4.3: Physical or Mental Resistance modifier**

Agil. + str. + end. or pre. + end. + int.	1-9	10-16	17-21	22-25	26-28	29-32	33-35	36-39	40-44	45-51	52-60
Physical or Mental Resist. mod.	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5

**Table A1.4.4: Armor impedance**

Total impedance score	Dodge score adjustment	Initiative roll modifier	Agility proficiency modifier	Movement/swimming rate adjustment	Jumping distance adjustment	Hermetic/Hedge casting failure modifier
0	-	-	-	-	-	-
-1	-1	-1	-1	-10'	-1'	-1
-2	-2	-2	-2	-20'	-2'	-2
-3	-3	-3	-3	-30'	-3'	-3
-4	-4	-4	-4	-40'	-4'	-4
-5	-5	-5	-5	-50'	-5'	-5
-6	-6	-6	-6	-60'	-6'	-6
-7	-7	-7	-7	-70'	-7'	-7
-8	-8	-8	-8	-80'	-8'	-8

**Table A1.4.5: Disciplines**

Discipline	Skill point cost	Prerequisite	Discipline	Skill point cost	Prerequisite
Advanced Counterattack	16 skill points	Weapon mast. II (melee)	Language	3 skill points	Intellect >3
Ambidexterity	16 skill points	None	Last Stand	6 skill points	None
Armor Use	4 skill points x grade	None	Literacy	3 skill points	Intellect >6
Backstab	8 skill points x grade	None	Magic Potency	3 skill points x grade	Hedge, Herm. or Ritual
Bash	6 skill points	Weapon mast. I (A, B)	Magic Resistance	5 skill points per grade	None
Blindfighting	5 skill points	None	Multiple Attacks	10 skill points + (2 x grade)	Weapon mast. * (any)
Calculated Strike	12 skill points	Multiple att. I (melee)	Parrying	10 skill points	Weapon mast. I (E)
Combat Archery	8 skill points	Weapon mast. I (J, K)	Pause and Study	14 skill points	None
Combat Casting	10 skill points	None	Prayer	6 skill points	Magic: Faith
Counterattack	10 skill points	Weapon mast. I (melee)	Precise Shot	8 skill points	Multiple att. I (J, K, L)
Critical Hit	12 skill points	Weapon mast. I (melee)	Quick Draw	5 skill points	None
Disarm	10 skill points	Weapon mast. I (melee)	Quick Shot	6 skill points	Weapon mast. I (J, K, L)
Extra Spell	3 skill points x Circle	Hedge, Herm. or Faith	Resilience	8 skill points	None
Evasion	10 skill points	Feint	Ritual Magic Potential	25 skill points	None
Extra Spell Point	3 skill points	Ritual	Savant	3 skill points x grade	None
Faith Magic Potential	35 skill points	None	Shield Bash	6 skill points	None
Feint	8 skill points	None	Shield Use	4 skill points	None
Greatstrike	12 skill points	Weapon mast. II (melee)	Silent Casting	4 skill points x grade	Any magic potential
Guard	6 skill points	None	Spell Circle (Hedge)	9 skill points + (3 x Circle)	Hedge
Health Point	2 skill points	None	Spell Circle (Hermetic)	10 skill points + (3 x Circle)	Hermetic
Hedge Magic Potential	25 skill points	Literacy	Spell Circle (Faith)	8 skill points + (3 x Circle)	Faith
Hermetic Magic Potential	35 skill points	Literacy	Spell Circle (Ritual)	9 skill points + (3 x Circle)	Ritual
Improved Dodge	8 skill points x grade	None	Split Attacks	10 skill points	Weapon mast. I (melee)
Improved Initiative	4 skill points x grade	None	Stunning Blow	8 skill points	Weapon mast. I (melee)
Increased Accuracy	5 skill points x grade	None	Unarmed Combat	6 skill points + (3 x grade)	None
Increased Attribute	(score – 5) skill points	None	Vital Strike	4 skill points x grade	Weapon mast. I (melee)
Increased Physical Resist.	3 skill points per grade	None	Weapon Mastery	8 skill points + (2 x grade)	None
Increased Mental Resist.	3 skill points per grade	None	Whirlwind Attack	12 skill points	Multiple att. II (melee)

\* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery I in weapon class A must be purchased before acquiring Multiple Attacks I in weapon class A.

**Table A1.4.6: Proficiencies**

Proficiency	Skill point cost	Attribute	Proficiency	Skill point cost	Attribute
Acrobatics	3 skill points per grade	agility	Leadership	2 skill points per grade	presence
Agriculture	1 skill point per grade	intellect	Local Knowledge	1 skill point per grade	intellect
Ancient History	2 skill points per grade	intellect	Lock-picking	2 skill points per grade	agility
Animal Handling	2 skill points per grade	intellect	Magic Acuity†	4 skill points per grade	intellect
Arcane Knowledge	4 skill points per grade	intellect	Martial Knowledge	2 skill points per grade	intellect
Artistic Ability	2 skill points per grade	intellect	Perception	3 skill points per grade	intellect
Armor-making†	3 skill points per grade	intellect	Performance	2 skill points per grade	presence
Climbing	2 skill points per grade	agility	Persuasion	2 skill points per grade	presence
Contacts	2 skill points per grade	presence	Regional Knowledge	2 skill points per grade	intellect

Disguise	3 skill points per grade	presence	Religious Knowledge	4 skill points per grade	intellect
Distract	2 skill points per grade	presence	Riding	1 skill point per grade	agility
Dweomercraft (Hedge)†	4 skill points per grade	intellect	Rope Use	2 skill points per grade	agility
Dweomercraft (Hermetic)†	5 skill points per grade	intellect	Running	2 skill points per grade	endurance
Engineering	2 skill points per grade	intellect	Seamanship	1 skill point per grade	intellect
Extra-planar Knowledge	6 skill points per grade	intellect	Sleight-of-hand	2 skill points per grade	agility
Gambling	2 skill points per grade	presence	Stealth	3 skill points per grade	agility
Healing†	4 skill points per grade	intellect	Swimming	2 skill points per grade	endurance
Heraldry	1 skill point per grade	intellect	Tracking	2 skill points per grade	intellect
Herbalism	2 skill points per grade	intellect	Trade Skill	1 skill point per grade	intellect
Inspire†	4 skill points per grade	presence	Weapon-making†	3 skill points per grade	intellect
Intimidate†	4 skill points per grade	presence	Wilderness Lore	2 skill points per grade	intellect
Jumping	2 skill points per grade	agility	World Knowledge	4 skill points per grade	intellect

† Proficiency checks in these proficiencies may not be attempted by non-proficient characters.

Table A1.4.7: Proficiency check target numbers

Difficulty of task	Proficiency target number	Difficulty of task	Proficiency target number
Average, straight-forward	5-9	Unlikely, complicated	15-19
Difficult, involved	10-14	Incredible, amazing	20+

Table A1.4.8: Armor

Armor type	Physical damage absorbed	Impedance score	Average cost	Armor type	Physical damage absorbed	Impedance score	Average cost
Shield†	1	-1	1-15 sc	Splint	1d3	-5	160 sc
Leather	1	-1	40 sc	Scale	1d3	-6	170 sc
Padded	1	-2	32 sc	Banded	1d4	-6	300 sc
Studded leather	1d2	-2	80 sc	Plate	1d6	-7	800 sc
Ring	1d2	-3	100 sc	Full plate	1d8	-8	1200 sc
Chain mail	1d3	-4	200 sc				

† The damage absorbance and impedance scores of a shield are cumulative with worn armor. For example, a character wearing ring armor and employing a shield would have a damage absorbance of 1d2 + 1, and an impedance score of -4.

Table A1.4.9: Melee weapons

Melee weapon	Damage	Approx. length	Weapon class	Average cost	Melee weapon	Damage	Approx. length	Weapon class	Average cost
Axe, hand†	1d4 + 1	2'	A	15 sc	Pike*	1d8	10-14'	D	20 sc
Axe, battle*	1d8	3-4'	B	25 sc	Scimitar	1d8	3'	E	60 sc
Axe, pole*	1d8	5-7'	B	20 sc	Spear*	1d6	5-8'	D	16 sc
Cestus† <sup>o</sup>	+1	-	-	12 sc	Staff, wooden*	1d4	6'	B	2 sc
Club†	1d4	2-3'	A	2 sc	Staff, iron-shod*	1d4 + 1	6'	B	8 sc
Dagger†	1d4	1'	C	18 sc	Sword, bastard* <sup>a</sup>	1d8/2d4 <sup>o</sup>	4-5'	E,F	70 sc
Flail†	1d6	2'	A	40 sc	Sword, broad	1d6 + 1	3'	E	50 sc
Halberd*	1d8	6'	B	32 sc	Sword, claymore*	1d10	6'	F	94 sc
Hammer†	1d4 + 1	2'	A	4 sc	Sword, falchion	1d6 + 1	3-4'	E	65 sc
Hammer, maul*	1d6 + 1	3-4'	B	10 sc	Sword, long	1d8	3-4'	E	65 sc
Knife†	1d3	6"	C	6 sc	Sword, rapier	1d6	4'	E	60 sc
Lance, light†	1d8 + 1	10-12'	D	60 sc	Sword, short†	1d4 + 1	2'	C	38 sc
Lance, heavy†	3d4	12-14'	D	80 sc	Sword, great*	1d8 + 1	6'	F	90 sc
Mace	1d6 + 1	3'	A	25 sc	Trident*	1d8	5-7'	D	24 sc
Machete	1d4	2-3'	A	13 sc	Unarmed <sup>o</sup>	1d2	n/a	U	-
Morning star	1d8	4'	A	28 sc	Whip	1	10-16'	H	2 sc

\* These weapons require two hands to use effectively and may not be used by characters employing a shield.

† Lances may only be used effectively from horseback or similar steed.

‡ May be used as an off-hand weapon.

<sup>a</sup> When wielded with two hands, bastard swords are considered weapon class F.

<sup>o</sup> Bastard swords inflict 1d8 damage when wielded in one hand, or 2d4 when wielded with two hands.

<sup>o</sup> Cestus increase the damage inflicted by unarmed attacks by +1.

<sup>o</sup> Characters with the Unarmed Combat discipline may inflict more damage with unarmed attacks.

Table A1.4.10: Missile weapons

Missile weapon	Damage	Approx. length	Short range	Medium range	Long range	Weapon class	Average cost
Arrow, shortbow*†	1d6	2'	10-40'	41-120'	121-320'	J	5 cc
Arrow, longbow*†	1d6 + 1	2-3'	10-60'	61-160'	161-360'	J	1 sc
Axe, hand‡	1d4 + 1	2'	5-20'	21-60'	61-100'	A	15 sc
Bolt, light crossbow*	1d4 + 1	1'	10-40'	41-100'	101-220'	K	5 cc
Bolt, heavy crossbow*	2d4	1'	10-60'	61-120'	121-280'	K	1 sc
Dagger‡	1d4	1'	5-20'	21-60'	61-120'	C	18 sc
Hammer‡	1d4 + 1	2'	5-20'	21-60'	61-120'	A	4 sc
Javelin‡	1d4 + 1	3-4'	5-40'	41-100'	101-200'	D	14 sc
Knife‡	1d3	6"	5-20'	21-60'	61-120'	C	6 sc
Spear‡	1d6	5-8'	5-40'	41-100'	101-180'	D	16 sc
Stone or shot, sling*‡	1d3	2"	10-40'	41-100'	101-220'	L	1 bc

\* These weapons require two hands to use effectively and may not be used by characters employing a shield.

† If shot from a composite long or short bow, the missile weapon damage modifier due to strength is applied to the arrow's damage.

‡ The missile weapon damage modifier due to strength is applied to this weapon's damage.

Table A1.4.11: Hermetic magic spells

1 <sup>st</sup> Circle	School	2 <sup>nd</sup> Circle	School	3 <sup>rd</sup> Circle	School	4 <sup>th</sup> Circle	School
Command: Sting	evoc.	Abridge	meta.	Armor Cutting	art.	Beckon	astro.
Combust	evoc.	Apportation	astro.	Compel	charm	Command: Halt	evoc.
Darkness	alt.	Blink	astro.	Command: Blind	evoc.	Counterspell	meta.
Ignore	charm	Climb	alt.	Crumble	annih.	Dancing Weapon	art.
Illuminate	alt.	Command: Deaf	evoc.	Delay Spell	meta.	Dispel Magic	meta.
Extinguish	annih.	Control Descent	alt.	Design	horo.	Divide Magic	meta.
Flare	evoc.	Darkvision	alt.	Diminish Magic	meta.	Enmity	charm
Fog	evoc.	Enrage	charm	Earth Walk	astro.	Explosive Ward	evoc.
Force Bolt	evoc.	Force Weapon	evoc.	Function	art.	Fess' Vacuum	annih.
Friends	charm	Leap	alt.	Growth	alt.	Fly	alt.
Magic Bag	astro.	Might	alt.	Ice Ray	evoc.	Fold Space	astro.
Magic Vestment	abjur.	Minor Timeportation	horo.	Levitation	alt.	Invisibility	alt.
Morgan's Vigilant Sentinel	summ.	Percule's Exploding Missile	art.	Projection	astro.	Lightning Bolt	evoc.
Minor Enchantment	art.	Mylo's Shocking Aura	evoc.	Quick Casting	meta.	Panic	charm
Nael's Magical Trace	art.	Protection from Cold	abjur.	Repel Projectiles	abjur.	Propel	astro.
Penetrating Sight	divin.	Protection from Heat	abjur.	Scry	divin.	Psychometry	divin.
Preserve	horo.	Reveal Enchantment	divin.	Seeker	summ.	Reprisal	abjur.
Thought Projection	alt.	Rust	annih.	Silence	alt.	Scry Shield	abjur.
Quicken	horo.	Share Sight	divin.	Sleep	charm	Shield	abjur.
Retrieve	astro.	Shatter	annih.	Slow	horo.	Stone Spray	evoc.
Seal Portal	abjur.	Summon Lesser Monsters	summ.	Steam Cloud	evoc.	Summon Monsters	summ.
Sense Magic	divin.	Thwart Magic	meta.	Summon Lesser Elemental	summ.	Time Cube	horo.
Vermin	summ.	Water-breathing	alt.	Telekinesis	astro.	Wall of Fire	evoc.
Water Walk	alt.	Wind	evoc.				

5 <sup>th</sup> Circle	School	6 <sup>th</sup> Circle	School	7 <sup>th</sup> Circle	School	8 <sup>th</sup> Circle	School
Animate Plants	alt.	Alchemy	art.	Age	horo.	Antithesis	evoc.
Banish	abjur.	Command: Confuse	evoc.	Alter Weather	alt.	Artifact	art.
Call Object	astro.	Control	charm	Animate Corpse	art.	Change	alt.
Command: Mute	evoc.	Destroy Matter	annih.	Baalphegor's Spell Trigger	meta.	Cognizance	divin.
Creation	evoc.	Enfeeblement	alt.	Command: Stun	evoc.	Command: Die	evoc.
Destroy Water	annih.	Ethereal Shift	alt.	Confine	abjur.	Consolidate Magic	meta.
Extension	meta.	Explode	annih.	Enchantment	art.	Disintegration	annih.
Fireball	evoc.	Extra-planar Protection	abjur.	Firestorm	evoc.	Domination	charm
Inscribe	art.	Incinerate	evoc.	Golem	art.	Essence Conversion	alt.
Locate	divin.	Isolate	astro.	Implode	annih.	Gate	astro.
Magic Cache	meta.	Lesser Golem	art.	Improved Psychometry	divin.	Goetia	summ.
Misdirect	charm	Magic Drain	meta.	Magic Shield	abjur.	Greater Golem	art.
Nael's Spell Battery	art.	Melt	annih.	Mass Dispel	meta.	Greater Magic Shield	abjur.
Polymorph	alt.	Minor Goetia	summ.	Mass Hysteria	charm	Invulnerability	abjur.
Shadow Form	astro.	Minor Magic Shield	abjur.	Optimize Magic	meta.	Muriel's Void	abjur.
Shrink	alt.	Multiple Targets	meta.	Perturbation	horo.	Perpetuation	meta.
Speed	horo.	Read Mind	divin.	Petrify	alt.	Repel Magic	meta.
Summon Elemental	summ.	Summon Greater Monsters	summ.	Portal	astro.	Revisit	horo.
Swap	astro.	Teleportation	astro.	Summon Greater Elemental	summ.	Steal Youth	horo.
Timeportation	horo.	Time Shelter	horo.	Goetic Ward	summ.		
Throw	evoc.	Time Skip	horo.				
True Strike	art.						



Table A1.4.12: Hedge magic spells

1 <sup>st</sup> Circle	School	2 <sup>nd</sup> Circle	School	3 <sup>rd</sup> Circle	School	4 <sup>th</sup> Circle	School	5 <sup>th</sup> Circle	school
Clamor	<i>jinx.</i>	Animate Fire	<i>alt.</i>	Amnesia	<i>charm</i>	Aptitude	<i>alt.</i>	Alchemy	<i>art.</i>
Courage	<i>charm</i>	Appeal	<i>alt.</i>	Break	<i>jinx.</i>	Distort Space	<i>illus.</i>	Bogeyman	<i>illus.</i>
Create Scrivener	<i>art.</i>	Babble	<i>jinx.</i>	Brittle	<i>alt.</i>	Doppelganger	<i>illus.</i>	Clone	<i>art.</i>
Darkness	<i>alt.</i>	Buoyancy	<i>alt.</i>	Caldwell's Horseless Carriage	<i>art.</i>	Efficacy Shield	<i>illus.</i>	Control	<i>charm</i>
Despair	<i>charm</i>	Captivate	<i>charm</i>	Chameleon	<i>illus.</i>	Enmity	<i>charm</i>	Dream	<i>illus.</i>
Double	<i>illus.</i>	Charm Animal	<i>charm</i>	Compel	<i>charm</i>	Facsimile	<i>illus.</i>	Fool	<i>jinx.</i>
Enchant Armor	<i>art.</i>	Climb	<i>alt.</i>	Dancing Weapon	<i>art.</i>	Fly	<i>alt.</i>	Gambit	<i>alt.</i>
Fix	<i>art.</i>	Darkvision	<i>alt.</i>	Doubt	<i>jinx.</i>	Improved Enchant Weapon	<i>art.</i>	Greater Phantasm	<i>illus.</i>
Friends	<i>charm</i>	Disguise	<i>illus.</i>	Frailty	<i>jinx.</i>	Inscribe	<i>art.</i>	Jasper's Mud Man	<i>art.</i>
Fumble	<i>jinx.</i>	Enchant Weapon	<i>art.</i>	Growth	<i>alt.</i>	Invisibility	<i>alt.</i>	Locate	<i>divin.</i>
Illuminate	<i>alt.</i>	Enrage	<i>charm</i>	Heavy	<i>alt.</i>	Isaac's Permutable Garment	<i>art.</i>	Luck	<i>alt.</i>
Klutz	<i>jinx.</i>	Function	<i>art.</i>	Improved Enchant Armor	<i>art.</i>	Mastery	<i>alt.</i>	Mimic Magic	<i>illus.</i>
Leopold's Compass	<i>art.</i>	Hesitate	<i>jinx.</i>	loun Stone	<i>art.</i>	Mirage	<i>illus.</i>	Misdirect	<i>charm</i>
Magic Candle	<i>art.</i>	Hide	<i>illus.</i>	Levitation	<i>alt.</i>	Outwit	<i>charm</i>	Misfortune	<i>jinx.</i>
Minor Phantasm	<i>illus.</i>	Imbuement	<i>art.</i>	Neophyte	<i>jinx.</i>	Panic	<i>charm</i>	Object	<i>alt.</i>
Noise	<i>illus.</i>	Jasper's Straw Man	<i>art.</i>	Pariah	<i>jinx.</i>	Phantasmal Armor	<i>illus.</i>	Phantasmagoria	<i>illus.</i>
Palm	<i>illus.</i>	Leopold's Mark	<i>jinx.</i>	Phantasm	<i>illus.</i>	Phobia	<i>charm</i>	Phrenic Trap	<i>charm</i>
Perplex	<i>jinx.</i>	Reveal Enchantment	<i>divin.</i>	Refraction	<i>illus.</i>	Precedence	<i>alt.</i>	Polymorph	<i>alt.</i>
Phantom Sight	<i>divin.</i>	Reveal Invisibility	<i>alt.</i>	Scry	<i>divin.</i>	Prey	<i>jinx.</i>	Shrink	<i>alt.</i>
Scintillating Wall	<i>illus.</i>	Rob	<i>illus.</i>	Silence	<i>alt.</i>	Psychometry	<i>divin.</i>	Simulation	<i>illus.</i>
Sense Charm	<i>divin.</i>	Shimmering Armor	<i>illus.</i>	Sleep	<i>charm</i>	Shout	<i>alt.</i>	Split	<i>illus.</i>
Sense Deception	<i>divin.</i>	Swiftiness	<i>alt.</i>	Trace	<i>divin.</i>	Sloth	<i>jinx.</i>	True Strike	<i>art.</i>
Sense Magic	<i>divin.</i>	Terror	<i>charm</i>	Turn Shadow	<i>illus.</i>	Witches' Ointment	<i>art.</i>		
Water to Wine	<i>alt.</i>	Translation	<i>divin.</i>						

Table A1.4.13: Faith magic spells

1 <sup>st</sup> Circle	Domain	2 <sup>nd</sup> Circle	Domain	3 <sup>rd</sup> Circle	Domain	4 <sup>th</sup> Circle	Domain
Allay	<i>benef.</i>	Cure Blindness	<i>benef.</i>	Divine Favor	<i>benef.</i>	Benediction	<i>benef.</i>
Courage	<i>benef.</i>	Inspirit	<i>benef.</i>	Exorcism	<i>benef.</i>	Cure Disease	<i>benef.</i>
Heal Minor Wounds	<i>benef.</i>	Mend	<i>benef.</i>	Heal Wounds	<i>benef.</i>	Death's Door	<i>benef.</i>
Invisibility to Undead	<i>benef.</i>	Protection from Charm	<i>benef.</i>	Protection from Undead	<i>benef.</i>	Delivery	<i>benef.</i>
Resilience	<i>benef.</i>	Protection from Cold	<i>benef.</i>	Remove Poison	<i>benef.</i>	Repel Undead	<i>benef.</i>
Spiritual Armor	<i>benef.</i>	Protection from Heat	<i>benef.</i>	Talisman	<i>benef.</i>	Scry Shield	<i>benef.</i>
Blindness	<i>damn.</i>	Aphasia	<i>damn.</i>	Confuse	<i>damn.</i>	Agony	<i>damn.</i>
Dishearten	<i>damn.</i>	Cripple	<i>damn.</i>	Curse	<i>damn.</i>	Atony	<i>damn.</i>
Fright	<i>damn.</i>	Fear	<i>damn.</i>	Disease	<i>damn.</i>	Choke	<i>damn.</i>
Hurt	<i>damn.</i>	Scourge	<i>damn.</i>	Paralyze	<i>damn.</i>	Pestilence	<i>damn.</i>
Stun	<i>damn.</i>	Wane	<i>damn.</i>	Strike	<i>damn.</i>	Maim	<i>damn.</i>
Weakness	<i>damn.</i>	Wrench	<i>damn.</i>	Torment	<i>damn.</i>	Animate Plants	<i>tellur.</i>
Calm Animal	<i>tellur.</i>	Call Lesser Fauna	<i>tellur.</i>	Plant Form	<i>tellur.</i>	Call Fauna	<i>tellur.</i>
Darkness	<i>tellur.</i>	Charm Animal	<i>tellur.</i>	Rain	<i>tellur.</i>	Conflagration	<i>tellur.</i>
Illuminate	<i>tellur.</i>	Enthrall	<i>tellur.</i>	Silence	<i>tellur.</i>	Move Water	<i>tellur.</i>
Persuade	<i>tellur.</i>	Plant Growth	<i>tellur.</i>	Shatter	<i>tellur.</i>	Summon Lesser Avatar	<i>tellur.</i>
Seal Portal	<i>tellur.</i>	Sustenance	<i>tellur.</i>	Summon Lesser Fauna	<i>tellur.</i>	Swarm	<i>tellur.</i>
Water Walk	<i>tellur.</i>	Wind	<i>tellur.</i>	Clairvoyance	<i>rev.</i>	Anticipate	<i>rev.</i>
Clairaudience	<i>rev.</i>	Farsight	<i>rev.</i>	Enlighten	<i>rev.</i>	Dominion	<i>rev.</i>
Empathy	<i>rev.</i>	Insight	<i>rev.</i>	Hindsight	<i>rev.</i>	Familiarity	<i>rev.</i>
Guide	<i>rev.</i>	Sense Life	<i>rev.</i>	Message	<i>rev.</i>	Predict Magic	<i>rev.</i>
Sense Charm	<i>rev.</i>	Sight	<i>rev.</i>	Reveal Enchantment	<i>rev.</i>	Psychometry	<i>rev.</i>
Sense Deception	<i>rev.</i>	Telepathy	<i>rev.</i>	Sense Illusion	<i>rev.</i>	Read	<i>rev.</i>
Sense Magic	<i>rev.</i>	Tongues	<i>rev.</i>				

#### A1.4 Quick Reference Charts & Tables

5 <sup>th</sup> Circle	Domain	6 <sup>th</sup> Circle	Domain	7 <sup>th</sup> Circle	Domain	8 <sup>th</sup> Circle	Domain
Banish	<i>benef.</i>	Aura of Protection	<i>benef.</i>	Annul	<i>benef.</i>	Magic Resistance	<i>benef.</i>
Heal Severe Wounds	<i>benef.</i>	Eye of God	<i>benef.</i>	Consecrate	<i>benef.</i>	Relic, Holy	<i>benef.</i>
Sanctuary	<i>benef.</i>	Immunity	<i>benef.</i>	Cure	<i>benef.</i>	Restore	<i>benef.</i>
Regenerate	<i>benef.</i>	Mitigate	<i>benef.</i>	Destroy Undead	<i>benef.</i>	Resurrect	<i>benef.</i>
Repel	<i>benef.</i>	Pacify	<i>benef.</i>	Holy Might	<i>benef.</i>	Damnation	<i>damn.</i>
Failure	<i>damn.</i>	Spirit Form	<i>benef.</i>	Drain Life	<i>damn.</i>	Death	<i>damn.</i>
Haunt	<i>damn.</i>	Control	<i>damn.</i>	Harm	<i>damn.</i>	Relic, Unholy	<i>damn.</i>
Madness	<i>damn.</i>	Enfeeblement	<i>damn.</i>	Implore	<i>damn.</i>	Winterkill	<i>damn.</i>
Pain Touch	<i>damn.</i>	Glyph of Ruin	<i>damn.</i>	Mass Hysteria	<i>damn.</i>	Wrath	<i>damn.</i>
Smite	<i>damn.</i>	Immolate	<i>damn.</i>	Mindblank	<i>damn.</i>	Earthquake	<i>tellur.</i>
Wall of Pain	<i>damn.</i>	Soul Snare	<i>damn.</i>	Animate Earth	<i>tellur.</i>	Everday/Evernight	<i>tellur.</i>
Animal Form	<i>tellur.</i>	Alter Weather	<i>tellur.</i>	Elemental Form	<i>tellur.</i>	Plague	<i>tellur.</i>
Crumble	<i>tellur.</i>	Call Greater Fauna	<i>tellur.</i>	Elemental Wall	<i>tellur.</i>	Relic, Telluric	<i>tellur.</i>
Lightning Strike	<i>tellur.</i>	Freeze	<i>tellur.</i>	Reincarnate	<i>tellur.</i>	Summon Greater Avatar	<i>tellur.</i>
Sandstorm	<i>tellur.</i>	Storm	<i>tellur.</i>	Summon Greater Fauna	<i>tellur.</i>	Imbue	<i>rev.</i>
Summon Fauna	<i>tellur.</i>	Summon Avatar	<i>tellur.</i>	Awareness	<i>rev.</i>	Link	<i>rev.</i>
Wind Walk	<i>tellur.</i>	Anamnesis	<i>rev.</i>	Commune	<i>rev.</i>	Recall	<i>rev.</i>
Channel	<i>rev.</i>	Impart Skill	<i>rev.</i>	Ego Incarnation	<i>rev.</i>	Relic, Vatic	<i>rev.</i>
Clarity	<i>rev.</i>	Improved Psychometry	<i>rev.</i>	Savant	<i>rev.</i>	Steal Skill	<i>rev.</i>
Locate	<i>rev.</i>	Read Mind	<i>rev.</i>	Theurgic Replication	<i>rev.</i>		
Project	<i>rev.</i>	Vision	<i>rev.</i>				
Replenish	<i>rev.</i>						

Table A1.4.14: Ritual magic spells

1 <sup>st</sup> Circle	Formula	2 <sup>nd</sup> Circle	Formula	3 <sup>rd</sup> Circle	Formula	4 <sup>th</sup> Circle	Formula	5 <sup>th</sup> Circle	Formula
Beguile	<i>DS</i>	Alter Temperature	<i>GGG</i>	Blood Pact	<i>BBBD</i>	Animal Form	<i>BBGGG</i>	Afflict	<i>BBBSSS</i>
Blindness	<i>BS</i>	Aphasia	<i>BSS</i>	Brute	<i>BBDS</i>	Atony	<i>BBDOSS</i>	Animate Plants	<i>DDGGGS</i>
Blaze	<i>GS</i>	Blood Armor	<i>BBG</i>	Clairvoyance	<i>BDDG</i>	Batter	<i>BBSSS</i>	Blood Shield	<i>BBBBS</i>
Blood Swap	<i>BB</i>	Blood Doll	<i>BGS</i>	Corrupt Earth	<i>GGGS</i>	Blood Strike	<i>BBBSS</i>	Channel	<i>BDDGGS</i>
Catechize	<i>BS</i>	Blood Rage	<i>BBG</i>	Curse	<i>BDSS</i>	Corrupt Animal	<i>DGGSS</i>	Control Undead	<i>DDDGSS</i>
Deafness	<i>BS</i>	Charm Animal	<i>DDG</i>	Dead Zone	<i>GGSS</i>	Futility	<i>BDDSS</i>	Create Undead	<i>DDGGSS</i>
Drift	<i>DG</i>	Chill	<i>GS</i>	Disease	<i>BBSS</i>	Green Man	<i>DDGGG</i>	Death's Door	<i>BBBBD</i>
Familiar	<i>DG</i>	Corrupt Insect	<i>DGS</i>	Draw Blood	<i>BBDS</i>	Hallow Ground	<i>DDGGG</i>	Fiend	<i>BBDDGS</i>
Fog	<i>GG</i>	Drink Deep	<i>BDS</i>	Exorcism	<i>BDDS</i>	Pestilence	<i>DGGSS</i>	Fly	<i>BDDGGG</i>
Hunger	<i>BS</i>	Essence Drain	<i>BBS</i>	Hex	<i>BDSS</i>	Plant Walk	<i>BDGGG</i>	Haunt	<i>DDDGSS</i>
Infect	<i>GS</i>	Fear	<i>DSS</i>	Mesmerize	<i>DDDS</i>	Possess	<i>BDDDS</i>	Madness	<i>BDDSSS</i>
Invisibility to Undead	<i>DG</i>	Heat	<i>GS</i>	Paralyze	<i>BDSS</i>	Quicksand	<i>GGGSS</i>	Polymorph	<i>BBBGGG</i>
Pest	<i>GS</i>	Misery	<i>BDS</i>	Rain	<i>GGGG</i>	Reprisal	<i>BBDOSS</i>	Regenerate	<i>BBBBDG</i>
Pillage Spirit	<i>BS</i>	Protection from Undead	<i>DGS</i>	Repel Undead	<i>DGSS</i>	Reveal Enchantment	<i>DDDDG</i>	Spirit Form	<i>BBBDDD</i>
Resilience	<i>BS</i>	Refute	<i>BDS</i>	Roots	<i>BGSS</i>	Simulacrum	<i>BBDGS</i>	Steal Life	<i>BBBSSS</i>
Sense Charm	<i>BD</i>	Remedy	<i>BBB</i>	Serpent Staff	<i>DGGS</i>	Sleep	<i>BDDDS</i>	Split Earth	<i>GGGGSS</i>
Sense Undead	<i>DS</i>	Sense Life	<i>DGG</i>	Steal Magic	<i>BDDS</i>	Spirit Link	<i>BBDOSS</i>	Storm	<i>DGGGGS</i>
Steal Tongue	<i>BS</i>	Splinter	<i>GS</i>	Stone Skin	<i>BBGG</i>	Steal Vigor	<i>BBBSS</i>	Summon Fauna	<i>DDGGGG</i>
Thin Skin	<i>BS</i>	Steal Strength	<i>BBS</i>	Summon Lesser Fauna	<i>DGGG</i>	Summon Monsters	<i>DGGSS</i>	Summon Undead	<i>DGGSSS</i>
Tangle	<i>GS</i>	Summon Lesser Monsters	<i>DGS</i>	Summon Lesser Undead	<i>DGSS</i>	Swarm	<i>DGGSS</i>	Swan Song	<i>BBDS</i>
Thorn Growth	<i>GS</i>	Torpor	<i>BBB</i>	Talisman	<i>BBBG</i>	Totem	<i>DGGGS</i>	Syncopsis	<i>BBBBDG</i>
Transfuse	<i>BB</i>	Tremor	<i>BDS</i>	Torment	<i>DDSS</i>	Voodoo Doll	<i>BBDOSS</i>	Wrack	<i>BBBSSS</i>
Weakness	<i>BS</i>	Wane	<i>BSS</i>	Wake Dead	<i>BDGS</i>	Vexation	<i>DDSSS</i>		
Wind	<i>GG</i>	Wither	<i>GS</i>						

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*Note:* The index does not include terms from the World of Twylos campaign setting.

