

Imagines basic rules

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Changelog

November 26, 2018

- Added skills Herbalism and Alchemy.
- Added alchemy chapter with recipes.

November 30, 2018

- Alchemy: Expanded Alchemy recipes.
- Skills: Reworked Health Science skill to benefit from herbs from Herbalism.
- Skills: Merged First Aid and Health Science.
- Small fixes to Creating Characters.

February 5, 2019

- Added true magic spell, *Perpetuity*.
- Added hedge magic spell, *Obscuration*.
- Clarified description for *Power Storage*.
- Lowered max number of quirks from 6 to 4.
- Clarification in *Shapechange* spell of how stats work for the second form.

April 3, 2019

- Expanded magical items.
- Changed the layout for greater readability on low-end printers.
- Reworked the *Creating characters* chapter, particularly interpretation of Attributes and Personality scores.
- Clarified how wounded status is penalized.
- Removed attack rank bonus for high Authority.
- Added base critical chance bonus for high Intelligence and for the Easy Learner quirk.
- Adjusted RoF for missile weapons to reflect authentic firing rates for medieval bows.
- Changed the maintenance cost of *Transfer Strength* to 10/round from 10/Action.
- Clarified Defence scores for HML zones.
- Simplified called shots on attack rolls.
- Added hedge magic spell, *Awaken Crystal*.
- Clarified the base chance of failure for *Walk the Soulpaths*.

- Moved the armour table from *Combat & Defence* to *Equipment* and reworked armour to better reflect historical armour types.
- Moved weapons to *Equipment*.
- Added multiple special moves to the Unarmed Combat skill for greater diversity.
- Adjusted skill points to give characters more points but less free starting skills.

May 10, 2019

- Expanded the *Alchemy* chapter, cleaned up a few typos, and added recipes for *Libation of Lingering Peace*, *Sanctuary*, *Merrywell's Light Sedative*, *Draught of the Dream Journey*, *Mother Porzia's Cure-All*, *Poultice of Bone Restoration*, *Draught of Advanced Age*, *Draught of Youth*.
- Cleaned up the *Quirks* chapter, and learned that Cleptomania is spelled with a k.
- Gave the text of the *Magic Gone Wild* chapter another editorial do-over, clarified some entries.
- Added a character sheet template.
- Adjusted penalty and damage for sling ammunition (pebbles versus bullets).
- Removed the obsolete Technology skill from *Skills*.
- Made the index of the pdf file clickable—you can now jump directly from the index to the headline it references, making searching and navigation a lot easier.
- Added three special moves to Unarmed Combat.
- Clarified how shields and off-hand weapons work defensively; added the Off-hand skill (previously, you picked a Weapon skill for the off-hand weapon).
- Luck is now rolled on d6+2 instead of 1d10. This prevents characters from having chronic bad luck, and game masters from dealing with characters who are never, ever unlucky.
- Clarified how many charges magical items have (one per day per enchantment) in the *Magic* chapter. Introduced eventual magic item decay lest a game world eventually gets swamped in everlasting magic items.

Introducing the *IMAGINES* system

It was the Bronze Age.... Or at least it was in 1990. I ran a weekly game group, and I kept bumping into the same problem of plausibility that our game system of choice failed to address; why did player and non-player characters not seem to play by the same rules? Too many things were hand waved or ignored, and left me in a tight spot whenever players asked, 'Can our characters learn to do that too?'. It got even worse with novelizations of published game modules where named characters would be caught doing things that the rule system never even addressed in the first place.

It annoyed me. So I decided to change it. And I did, working on my own game system for thirty years ahead.

A universe, whether for games or for novels, should have internal logic and consistency. It should have its own rules that in turn applies to everything within. If a player can point at any non-player character and say, 'I want to be able to get that power too, how do I go about it?' the game master should not have to struggle to find a plausible sounding answer (and definitely not have to say, 'you can't, you're a PC').

This was the platform that *IMAGINES* was built on. Same rules for everybody. Nothing that you can't do—you just need the game master to set down how it's done.

The game system was not revolutionary at the time of its first test print in the early 90s (it sold a whopping 47 copies!). It's not revolutionary now. It offers a platform upon which any story can be told (though the game master may be looking at substantial homework for some tales!). Nothing is off limits unless the game master says it is. Nothing is tied in with a movie or book franchise, or even a specific campaign setting or game world. It's all yours to take away and make stuff happen.

The system performs best with historic and fantasy game settings. It was originally written to be used with any setting but since then we decided to focus on fantasy and magical realism where it performs best. Designing skills and spells for a contemporary urban fantasy or even a science fiction game would not be hard, however—the biggest issue with sci-fi is making choices between all the sub-settings. Do you want to do post-apocalyptic, Star Trek style, or space marines fighting bugs on grim-dark asteroids?

IMAGINES shines with games set in a historic or fantasy setting, before technology steals the spotlight. Magic is dramatic and omnipresent but often subtle. Whether you want your Tolkienesque low magic high epic fantasy, or your early steampunk historical campaign with elements of the Lovecraftian, we can do it.

IMAGINES is not targeted at a specific game style. Players who desire immense detail in their combat simulation want a game system that goes into deeper detail. Extremist narrators will probably feel we go into too much detail as is. The system was stress tested at numerous game conventions in its initial design phase: The goal was to make it friendly to players who had

never heard of it before, putting the bulk of preparation and decision making on the game master.

Before you start preparing the first adventure ...

Just as every game universe should have an internal logic and set of rules it plays by (however alien these may seem to our humble, human eyes), every game system has its own internal logic and design choices. We made a number of decisions in the design phase that affected how the game system as a whole works. Some of these questions I feel I have to address every time a new player is introduced to the system, so let's take a look at them.

What's a d10?

The *IMAGINES* system was not designed for game masters who have never encountered pen and paper roleplaying games before. The system assumes that while your players may be absolute newbies, you are familiar with the very basics.

Magical healing. Yes! No! Maybe?

In a fantasy setting, healing may be something that characters simply purchase. This can be an issue when balancing the game because characters who can get ground into the dirt and then get back up ten minutes later obviously don't have much to fear from engaging in violent solutions. This is what makes vampires dangerous—they're annoyingly hard to kill off for good. Should it also apply to player characters?

IMAGINES runs on the structural notion that fighting is dangerous, potentially lethal. A human character typically has 20-something health points, and most weapons do a range of 4-12 points of damage. The maths are simple; a character can take only so many hits and still walk away. This is a realistic take—people usually do die from getting shot, stabbed, or strangled to death. Violence is not a good first solution because violence comes with a high risk of permanent consequences.

On the other hand, what's the fun of a fantasy campaign in which no one dares draw their blade? Balance is key. There are non-magical healing methods available in the game (alchemy is certainly one). In a low magic setting it may be best to rely on slower, non-arcane methods. In a high magic fantasy campaign, shower characters in healing potions but remember that then you're going to need some other solution if you want them to fear the consequences of bad choices.

Is death an ultimate ending?

Characters die. In TV and in games, however, it's said that only bad ratings can force a character to stay dead. High magic settings often feature a means of returning the dead to life as required. Resurrection is a stable trope of fantasy roleplaying games, and the game

master needs to have made a decision about this before somebody kicks the bucket.

The default setting of IMAGINES is that dead is dead (unless you're a vampire in which case dead tends to mean mildly inconvenienced). Resurrection, when it does happen, is likely the result of the direct interference of some higher power with access to Light magic and an absurd amount of power to spend. And, of course, someone needs to convince that power to care enough to bother. The system is designed to cater to a game where combat is entered after making a choice that the potential gain or necessity outweighs the risk; murder is not the first and easiest choice.

If you do decide to make resurrection and healing of extreme injuries commonly available, keep in mind what effects it will have on society. If death is not final unless you're too poor to afford a priest, then only poor people ever die. To everyone else, life comes with save points and infinite lives—if you fail, just do over.

We used to have a complete system of deities, entities, and faith in place but it was culled after the initial 'zero edition' release—which was for the best, really, because every game setting deserves its own mythology.

I want to play a ...

This is where *Imagines* shines. The game system's core premise is human characters but you can play anything you want. All creature entries have stats. They can all be used as player characters. Sure, the game master may want to reserve some races for NPC use to preserve the mystery or menace of his setting. Some game masters will only allow a few species for players while others will let anything through. Either works; the system can

handle it. Most creatures start out weak, suited for a band of inexperienced adventurers just setting out—and eventually grow powerful, suited for long term adversaries and power play. A new character can be a dragon, a lich, a vampire, a werewolf, a... Anything goes. But unless the game master is generous, the new character is going to start out as a weak whatever and gradually work towards becoming a powerful whatever.

What about house rules?

One of the things I realized as soon as the first draft of the game began to be played at small game conventions was that as a game designer you can take nothing for granted. There is no 'everybody knows that....', ever. Some players love arguing about movement rates and encumbrance limits while others hand wave those things off with a 'just apply common sense'. At one point we argued over whether we should have a hard rule for horse maintenance and burden limits (in the end I lost that argument because no one else cared that much about hoof maintenance, shoeing, or tack care).

This is why house rules are a good thing. Even if I said they weren't, game groups would still make them because no game system ever covers everything in a way that makes sense to everybody. Just make sure that every player in the group is on the same page—and if your house rules are really great, send us a note.

Enjoy!

Birgitte Heuschkel
Pjedsted, 2019

Creating characters



The combination of scores is the foundation of the IMAGINES system. Designed for human characters as a baseline, the procedure for creating characters of any species is the same (though modifications may apply for non-humans). Characters can be deeply detailed or just tossed together on the fly; the core system gives you the numbers, the foundation upon which to build.

No two people are alike, and not every NPC should have their stats optimized for maximum efficiency. NPCs that are to pester your character for a long time should be created with the same care as player characters. Regular Joe Averages need not always be at their full potential and most favourable stat distribution.

Using the dice

When rolling Attributes and Personality scores, 0 (zero) on the ten-sided die means 10, the scale going from 1-10 (rather than 0-9). On the percentile die, a roll of 0-0 (if two d10 are used) means 100%, the scale going from 01-100% (rather than 0-99%).

A roll of 100% always indicates a critical success while a roll of 99% always indicates a critical failure. A roll of 13% always indicates the worst disaster the master can whip up at a moment's notice.

Rolling up the Attributes and Personality scores

Determined first, Attributes cover your character's basic characteristics through the scores of Presence, Physique, Psyche, Potential, and Technology. Each is rolled on a d10. The player rolls 5d10 and places the five numbers as she prefers; high scores are better than low.

Once the Attributes are distributed Personality scores are rolled on 1d10 each and added to their related Attribute to produce the final result. A 4 in Presence, to which a roll of 5 is added, produces an Appearance score of 9 (because 4+5=9). This character is plain of looks.

To distribute all Personality scores, roll 12d10 and place the numbers. It is often wise to mend poor rolls on the Attributes or add to good ones to produce really great Personality scores.

All the Personality scores that relate to an Attribute are referred to as an Attribute group. The Attribute group of Psyche, as an example, contains the Personality scores Intelligence, Memory, and Discipline.

Stats are human-centric. A high Appearance score will make a character pleasing to human eyes. Other species may not share this view. As an example, a sentient arachnid may be the most beautiful creature in existence to her own species, but will likely not reach an Appearance score above 4 or 5—she's a friggin' spider.

Rolling stats

The human average on Attributes is 4-6 and never below 1. Low scores indicate flaws while scores of 7 and up indicate unusual ability. Attribute scores above 16 represent extreme talent.

For Personality scores, the human average is 9-14 and never below 1. As with the Attributes, low scores indicate flaws and high ones indicate unusual talent. Scores of 20 and higher are very unusual and scores of 25+ represent unique talent or ability.

Attributes and Personality scores can be raised above the normal limit of 10 and 20 respectively, through lucky quirk rolls or racial modifications.

Attribute	Related scores
Presence	Appearance, Charisma, Authority
Physique	Strength, Agility
Psyche	Intelligence, Memory, Discipline
Potential	Power, Control
Technology	Operation, Construction

Dump stats

It is generally unwise to have stats below 9. However, sometimes that's how the dice roll. If your character is not intended to be a spell caster it is pretty safe to dump low scores into Power; she's not going to need power points anyhow. If you don't mind the character having little defence against magic you can dump low scores into Control as well; a lot of saving throws are rolled on Control. Finally, if your character is not a tinkerer or engineering type, it's pretty safe to drop ones and twos into Construction as well.

Presence

Presence measures physical appearance as beheld by others of the same or similar species. It also covers impact on the character's surroundings and general levels of authority and attractiveness. Presence gets detailed further into Appearance, Charisma, and Authority.

- 1-2 Hello? Aagh! Stop blending in with the wallpaper like that!
- 3-4 Not making much of an impression—a bit on the bland side.
- 5 Jane Average.
- 6-7 An average, if colourful person.
- 8-9 A colourful person, leaving a definite impression.
- 10 This person cannot be ignored. Whether it's looks, presence or personality, she leaves a mark.

Physique

Physique measures physical setup. It covers health, toxin resistance, endurance, and a variety of related issues. Physique gets detailed further into Strength and Agility.

- 1-2 A sickly person, likely disease-prone.
- 3-4 An average person, though frail of health and constitution.
- 5 Jane Average.
- 6-7 An average, healthy person.
- 8-9 A person of excellent health and immune defense system.
- 10 A very healthy person who rarely gets sick. Her immune defense system does not weaken, it rusts.

Psyche

Psyche measures mental layout and capacity. It is detailed further into Intelligence, Memory, and Discipline.

- 1-2 Nothing much going on here. Animals and other creatures that are not self aware tend to be in this range.
- 3-4 A pretty average person, perhaps a tad slow on the uptake.
- 5 Jane Average.
- 6-7 An average person with an affinity for using her mind.
- 8-9 A person of considerable mental capacity.
- 10 A prodigy with remarkable mental capacity, a genius.

Potential

Potential covers innate abilities within the psychic and/or magical domains. Even if a character has no magical power of her own, the score determines her ability to defend against supernatural or psychic attack.

- 1-2 This person is as psychic as your average mossy rock.
- 3-4 A regular person, not inclined towards the magical.
- 5 Jane Average.
- 6-7 A regular person with a flair for the supernatural.
- 8-9 A person with strong affinity for the supernatural.
- 10 A natural mage, with excellent potential. A born sorcerer.

Technology

Technology measures technical flair. It is detailed further into Operation and Construction.

- 1-2 This person prefers hands and feet over screwdrivers and gauges. Animals that use tools, such as chimpanzees or corvids, also fall into this range.

- 3-4 A person capable of using not too complex contemporary technology, but she can't tell you how it works.
- 5 Jane Average.
- 6-7 A regular person with a good understanding for how stuff works.
- 8-9 A person of excellent technological understanding.
- 10 A born tinkerer or engineer.

Because Personality scores are linked to their Attributes, there are some limitations on the former. These limitations do not necessarily apply to non-humans and you may have to talk to your master if you are creating one. Traits (rolled later) may raise Personality scores over their limit if you're very lucky.

Strength cannot exceed three times Physique (a character with 5 Physique cannot have a Strength score higher than 15). Surplus points are transferred to Agility.

Agility cannot exceed four times Physique (a character with 5 Physique cannot have more than 20 Agility). Surplus Agility points are transferred to Authority.

Players should make certain that their game master is aware if their characters have less than 6 points or more than 20 points in any Personality score; such unusual flaw or aptitude will have a strong effect on a character's life, and the Master should allow this to be reflected in game play.

Appearance

Appearance measures physical comeliness. If a character somehow exceeds 25 in Appearance she is viewed as having gone beyond the boundaries of normal humans and others may mistake her for a supernatural entity or be intimidated or awestruck by her presence. Top models rank around 18-24 on Appearance (though of course there is no accounting for personal taste).

Appearance scores above 15 affect Mass Seduction.

- 1 This creature is repulsive; slimy, salivating, giant spiders fall into this range. People and animals rarely go this low because nothing natural is this disgusting.
- 2-3 Decidedly unattractive animals fall into this range. Humans with scores this low are malformed, heavily scarred, burned beyond recognition, or otherwise prone to draw horrified stares wherever they go.
- 4-5 Nature prioritized defense or armour for animals in this range. Humans in this range are unattractive and ugly.
- 6-8 Ordinary folks, a tad on the homely side.
- 9-12 Jane Average.
- 13-15 Fairly ordinary people, though on the attractive side.
- 16-25 Very beautiful people. In the low end they make you delighted at seeing them; in the high end, they make you want to just sit and stare while you get entirely too dizzy to actually ask for a date.

Charisma

Charisma measures the ability to influence others through presence and behaviour. A character needs not be beautiful to hold a high Charisma score. Body

language, choice of words, natural charm, and other similar qualities all constitute Charisma.

Charisma scores above 15 affect Mass Seduction.

1	This creature has no social understanding whatsoever. It's a loner, it doesn't want change, and no one else wants it to change, either.
2-3	These creatures are not overly social, likely meeting only during the mating season or, in the case of sentient creatures, when a task requires extra hands. Collaboration is awkward and often strained. Animals which collaborate to hunt and defend their territory range here as well, guided by instinct rather than intellect.
4-5	Not overly social people; though capable of teamwork, they prefer their privacy. Loners, outlaws, renegades often rank here. In the animal kingdom, chimpanzees and other creatures with high levels of cooperation rank here.
6-8	Ordinary folks, if on the solitary side. Typically, quirks or unusual habits cause them to prefer a certain distance.
9-12	Jane Average.
13-15	Ordinary folks, if on the appealing side. They have knack for working with others and tend to be crowd seekers.
16-25	A range of very charming and attractive people to be with in the low end. In the high end, these people can sell sand in a desert and are natural leaders.

Authority

Authority measures the ability to impress and make an impact by force of personality, and getting others to agree and obey. High Authority is often intimidating, making others obey out of self preservation. Sometimes, Authority simply expresses radiating an aura of being in control of the situation.

Authority scores above 15 affect Mass Seduction.

1	This creature is far too small, furry, cute, or pitiful to ever be taken seriously by anyone.
2-3	These creatures are too slow at making their points, too harmless-looking, or too confused to ever get anyone to listen long enough to get convinced of anything. This category also includes all the furry, big-eyed critters commonly kept as pets.
4-5	These creatures are not leaders; they may be hopeless at selling a point, or too servile or cute to be taken seriously. While they occasionally get a point through, they will usually be disregarded or ignored as insignificant.
6-8	Ordinary folks, if not very convincing such.
9-12	Jane Average.
13-15	Ordinary folks, though on the authoritative and assertive side. They may have a knack for pushing a point, be frightening to look at, or simply draw on persistence.
16-25	A range of very assertive people. In the low end they're just very good at arguing a case; in the high end they make you want to do anything they ask out of respect (or fear).

Strength

Strength measures, well, physical strength: A character's capacity for heavy lifting, hard hitting, and similar feats.

Strength scores above 15 or below 9 affect Damage.

1	This is a small creature such as a cat. If it's smaller than a cat, it definitely hasn't got a higher strength than 1.
2-3	These are smaller animals such as small dogs, large domestic cats, able to tug at your leg but unlikely to tear your jeans.
4-5	These are smaller people; they may actually tear your jeans.

6-8 Ordinary folks, on the weaker side. You'll notice if they slap you, but you won't lose any teeth.

9-12	Jane Average.
13-15	Ordinary folks, on the stronger side.
16-25	A range of very strong people. In the low end they'll kick you very hard; in the high end they kick like heroes in cheap karate flicks, and if you can get back up at all, it'll be to just crawl away to bleed in peace.

Agility

Agility measures speed, dexterity, and nimbleness, as well as the ability to dodge attacks and squeeze through tight spaces.

Agility scores above 15 or below 9 affect Attack Rank.

1	This creature is glacial, if it moves at all.
2-3	This is a very slow creature, a large reptile on a cold rock or something that you'd easily mistake for dead.
4-5	This is a slow creature, things that wait patiently while you try to hack through their natural armour plating, then stomp on you—with the appropriate amount of consideration first.
6-8	These creatures are probably well armoured because while they do know what feet are for, they won't race you.
9-12	Jane Average.
13-15	These would be fairly fast humans.
16-25	This is a range of very dextrous, fast, or agile people. In the low end, they'll just dance out of reach before you can move; in the high end, they'll race you, squirm away from you, do an acrobatic act, and walk away without having worked up a sweat.

Intelligence

Intelligence measures mental processing power and intelligence. It involves logic and analysis, as well as the ability to learn new things and see through deceptions. Intelligence also implies a knack for solving puzzles and understanding new concepts.

Intelligence scores above 15 affect base critical chance.

1	No one's at home. This creature is guided solely by instinct and cannot cope with the unexpected. It is not a long-term survivor in the evolutionary race.
2-3	Most animals guided by instinct fall in this category.
4-5	Creatures not good at weighing facts and making choices fall in here. The brightest animals as well, able to evaluate input not encountered in their natural habitat.
6-8	This is a range of creatures going from barely intelligent to just below average.
9-12	Jane Average.
13-15	Fairly ordinary folks, bright not but extraordinary.
16-25	A range of highly intelligent people. In the low end they're the bright kid in class; in the high end, they are geniuses, or even so dazzlingly intelligent that they come across as idiots to the less gifted masses.

Memory

Memory measures the ability to memorise and remember things once said, words once read, and deeds once done. For users of supernatural powers Memory

also determines how many spells or powers they can commit to memory at a given time.

- 1 No one's at home. This creature can't remember its way from one end of a single-syllable word to the other. It never draws on experience because it exists in a continuous present, learning nothing.
- 2-3 These are most animals, guided by instinct rather than learning.
- 4-5 These are people with little thought for experience, as well as the brightest of animals able to cope with new situations and learning from them.
- 6-8 This is a range of creatures going from slow on learning to just below average.
- 9-12 Jane Average.
- 13-15 Fairly ordinary folks, with good not but extraordinary recall.
- 16-25 A range of people with good memory, a high capacity for drawing on previous experience. In the low end, they have flypaper memory; in the high end they're the people who never forget, never mis-remember, and never get lost.

Discipline

Discipline measures self control and will power, the ability to carry on in spite of overwhelming repulsion or fear, resisting temptation and keeping a cool head in times of danger.

- 1 No self control whatsoever; this creature is guided solely by stimuli response; pleasant versus unpleasant.
- 2-3 Most animals guided by instinct rather than conscious choice.
- 4-5 These folks aren't good at saying no. The brightest animals come into this category as well, able to pass on a temptation if they have to.
- 6-8 A range of impulsive creatures thinking with their bellies, rather than their heads.
- 9-12 Jane Average.
- 13-15 Fairly disciplined folks, but not extraordinary.
- 16-25 A range of very disciplined people with high self control and self awareness. In the low end, they remain cool under duress; in the high end, they may appear void of emotions, uncaring, and impossible to throw off their game.

Power

Power measures magical and psychic strength and raw power. Mages and other users of the supernatural roll Power checks to summon the energies required for the desired effect. The score matters less to those without access to supernatural powers (in most settings, most of us), but may still be called upon, typically in defence against hostile spell casting.

- 1 Forget it. This creature has no capacity for magic whatsoever. It may read the books and learn the theory, but will never get a spell off in its life.
- 2-3 These are most animals to whom the concept of magic is utterly foreign.
- 4-5 These folks aren't disposed towards magic. Though they may possess the ability, they'll never excel at it.
- 6-8 A range of folks with low capacity but capable.
- 9-12 Jane Average.
- 13-15 A range of folks with the ability, even if it's not completely reliable.

- 16-25 A range of very gifted people. In the low end, they're simply more likely to wield magical powers; in the high end, they breathe magic, and if their powers are developed, they can become truly impressive sorcerers.

Control

Control measures grip on magical and psychic forces once summoned, as well as defence against them as used by others.

- 1 Better pray this one doesn't wield magic, because she can't control it.
- 2-3 This person has little understanding of magic and thus stinks at controlling it.
- 4-5 These people are poor at controlling magic and will only use it in dire need; the risk of failure is far too great.
- 6-8 These people aren't good at it, but can get by in a tight situation.
- 9-12 Jane Average.
- 13-15 These people wield a decent control and will probably not shy away from using magic whenever the potential gain outweighs the risk of failure.
- 16-25 A range of people who master the magical energies. In the low end, they'll be confident in their powers; in the high, they are confident that nothing ever goes wrong, and may use magic as the rest of us use tools.

Operation

Operation measures understanding of technology of any kind, and finding out how to use it when the instructions are not clear. This includes any constructed device or machinery, from primitive flint and steel to steampunk zeppelin engines.

- 1 No aptitude whatsoever. Picking up a rock and bashing someone else over the head with it is beyond this being.
- 2-3 Most animals fall into this category. They can be taught to recognize the effects of technology; when the bell rings it's time to come in to be fed and milked. Why? Because the bell rings.
- 4-5 These folks don't understand how stuff works. They can break something with a rock or a hammer, but beyond that, it might as well all be magic.
- 6-8 Not everyone's a born tinkerer. These folks understand that if you knock flint and steel together, sparks fly and the cooking fire is lit. They don't need to know why; they just want their dinner. If the button can be pressed and stuff happens, that's fine—if it doesn't work, call for someone else to make it work.
- 9-12 Jane Average.
- 13-15 Fairly skilled people, but far from extraordinary.
- 16-25 A range of people with high understanding of technology. In the low end, they'll be natural tinkerers; in the high they can be inventors and mad geniuses—or perhaps even that first caveman to substitute a sharp piece of flint for tearing at flesh with your teeth.

Construction

Construction measures understanding of how to create, maintain and repair technology and machinery. Some familiarity with the technology may be required; even a Construction score of 20 will not let a caveman operate complicated machinery until taught.

- 1 This person or creature will never get it. If it doesn't do as it says on the box, throw a fit at the dealer and get your money back.

2-3	This person can be taught what buttons to press and in what order, but what happens under the cover might as well be magic. Animals that build simple structures such as birds' nests fall into this category as well.
4-5	With careful explanation and guidance this person can be taught how to use simple machinery and tools. Animals that build complex structures such as termite mounds fall into this category as well.
6-8	A range of people who are able to guess but usually don't want to, lest the thing blows up in their faces.
9-12	Jane Average.
13-15	People with a knack, but hardly extraordinary.
16-25	A range of people with high capacity for getting things to work. In the low end, they understand the physical principles right away, in the high end, they repair even complex machinery because it seems obvious to them where the error is, and what to do about it.

The repair roll

Unless your dice really love you, there will be Personality scores that are too low to be comfortable. In order to remedy this you roll 1d10 extra points and add them to the scores you want to boost. You can only boost Personality scores up to 15 this way—and we strongly recommend that you try to avoid scores under 6.

The repair roll must be made before quirks or racial traits are determined, as these can affect scores as well. The repair roll is not intended to negate racial weaknesses.

Extraordinary scores, miraculous or abysmal

If you end up with scores that are dramatically below the human average of 9-13, it's time to take a closer look. A low score does not mean that a character is useless. Rotten Charisma does not automatically imply that the character is crude and disgusting; it could also be the result of an ill-fated tendency to say the right things at the wrong time to the wrong people. Unusual habits and customs can explain low scores. A high score may also prompt consideration. What makes that Charisma 19 outstanding? An honest face, good upbringing, pleasant attitude?

Rolling score checks

To check whether a character is successful in a given situation she rolls against the relevant score. Attribute checks are usually rolled on 1d10 and Personality score checks on 2d10.

The master may call for a harder check if he judges the challenge to be harder or more complex than average. In this case the player rolls with a number of penalty dice. A difficult check is typically rolled on 3-4d10 and extremes may go even higher. If the dice show a total below or equal to the character's score, the check is successful. If the total is higher, she failed.

The other stats

Your character's age may affect her stats. Before you go any further in dishing out the numbers, you'll probably want to peek at the Age Modification table later in this section. Rolling Quirks now may also prove convenient.

Okay, done with those? Onwards we go.

Actions (#)

Actions measure the number of things a character can do during one combat round, typically fighting or casting a spell. Each combat round equals six seconds, so there isn't a lot of time. She can draw a weapon, attack

an enemy, run 10-20 metres, yell a sentence, press a few buttons or similar. Shouting "Duck!" or "Freeze, sucker!" does not require an Action to be spent as they can be done simultaneously with doing something else—talking is a free action.

You'll find how to determine your character's Actions in the *Arms & Armour* chapter where we go into detail with combat.

Mass Seduction (MS)

Mass Seduction measures the ability to get a crowd's attention. Whenever a character is confronting a large number of people she can check Mass Seduction to get them to listen—provided she can get their attention in the first place. However, listening is no guarantee that opinions will be swayed.

Mass Seduction has a base chance of 0% where only a roll of 00% on a d100 indicates success. Appearance, Charisma, and Authority, all modify MS. The bonus is gained at a rate of 1% per point had above 15 in these scores. An Appearance of 16, Charisma of 17 and Authority of 17 thus would produce an MS of 4%.

When a character succeeds an MS check she does not automatically win the crowd over for her cause. She gains their attention and their willingness to hear her out. What happens next depends entirely on what she says and how she says it.

Attack Rank (AR)

Attack Rank is affected by Agility. For every point above 15 a character subtracts 1 point from AR, while every point below 9 adds a penalty point. AR determines who gets to attack first in a combat round, and a lower number is favourable. AR is discussed in detail in *Arms & Armour*.

Damage (DMG)

Damage is added to or subtracted from the amount of health damage a character does with a melee weapon. For every point above 15 she adds 1 point to her Damage total, while every point below 9 subtracts 1 point. Damage also affects AR if a character is wearing armour. This is discussed in detail in *Arms & Armour*.

Health Pool (hp)

Health pool measures how much physical punishment a character can take before falling unconscious or dying. Health is determined by multiplying Physique by 4 ($Phy \times 4 = hp$).

If a character is struck by an edged or pointed weapon (categories S and P in the *Arms & Armour* chapter) she must succeed a Physique check to determine whether the injury has severed major blood vessels. If the check is failed the wound bleeds heavily or a nervous centre has been struck. Damage is done continuously until proper treatment is had; a failed check means that the character loses 1 hp per round until proper treatment is acquired. Characters with a high Physique score have better constitution and are less prone to taking heavy damage in such a fashion.

The effects of failing this Physique check can be negated by succeeding a skill check; the Coolness Under Fire skill must be checked for every combat round that a character normally should be operating as wounded. As long as the checks are not failed the character is able to continue to operate without penalties; once failed, the penalties set in (and cannot be negated by further skill checks).

When a character reaches 50% of her hp total:

1. Check the *Coolness Under Fire* skill. If successful, the character is not penalized for being wounded. Don't forget to check for bleeding damage as this is not negated.
2. Repeat every round (not Action) until step 1 is failed.
3. If the check was failed, movement rate and Actions are halved (to a minimum of 1 Action per round). Stats and other vitals are not affected.

A wounded character regenerates health at a rate of 1 hp per 8 hours' worth of sleep or complete rest (she may chat but not perform any physical activity). The 8 hours must be in succession (you cannot save up rest for a character).

50% of the hp maximum is called Wounded status and infers that the character's movement rate and number of Actions are cut in half. To most humans, that means only getting an Action every second round. Characters with 2 Actions per round only get one, and so on.

0% of the hp maximum infers unconsciousness. The character drops unconscious until she has regenerated at least 1 point positive of 0. Regeneration usually occurs at a rate of 1 point per 8 hours of sleep or complete rest. Some races may heal faster, and medical attention may shorten the wait.

-50% of the hp maximum infers death. A character with a total of 10 hp taking 15 points of damage will be hovering on Death's doorstep at -5 hp. If she takes one more point of damage, she's dead.

Power Pool (pp)

Power pool measures how many power points a character can spend before falling unconscious. This is discussed in detail in the *Magic* chapter.

Defence (DEF)

The base Defence score is 100. To determine a character's actual Defence score, add up Physique and Agility and subtract the outcome from base Defence (100 minus (Physique plus Agility)). Non-human characters may have higher or lower base Defence scores. Armoured characters will likely have a Defence score for each body area (High, Medium, and Low). This is discussed in detail in the *Combat & Defence* chapter.

Base critical chance (BCC)

Base critical chance is affected by Intelligence. For every point above 15 a character adds 1% to her BCC while every point below 9 subtracts 1%, making checks harder. BCC determines whether a character rolls critical successes in combat as well as whether they learn something when skills are used. BCC is discussed in further detail in the *Skills* chapter.

Luck

Every now and then a character finds herself in a situation where only dumb luck can save the day. Luck measures this, and is rolled on d6+2.

To check Luck, you must roll beneath her Luck score on one or more d10; success infers that she is indeed lucky. The master determines how difficult the check will be based on the situation, and what the character is actually trying to do. As a rule of thumb, trouble call for 1-2 dice, really bad trouble calls for 3d10, and extremely tight situations call for 4 or more dice.

Luck cannot drop below 1, not even as the result of a Quirk. Luck scores can exceed the standard max of 8

due to Quirks and spells. Only the master may call for Luck checks.

Luck can also be used to cover chance and coincidence. If no other check applies the master can call for a Luck check instead, using it as a guideline as to how things just happen to go for the character.

Example:

Player: (speaking in character): 'Is my neighbor in?'

Master: 'Err... Gimme a luck check.'

Player: '2—I succeed.'

Master: 'Yeah, he's there.'

Alertness and Intuition (ALT & INTU)

Alertness and Intuition serve almost identical roles. They both determine whether a character can obtain information from her surroundings. Alertness measures sensory input while Intuition relies on her gut feeling. Alertness is determined on 3d10+30% and Intuition on 3d10+20%. Both scores are checked on a d100, and rolling lower or equal to your character's score indicates success.

Sleeping or distracted characters may suffer a -20% penalty to Alertness and Intuition. This typically comes into play in cases such as someone sneaking up on a sleepy sentry, or something happening near a character who is clearly preoccupied and focusing her attention somewhere else.

Illustrating Alertness:

Imagine a character named Guri walking into a room. The master knows that there is a hidden trap and that as soon as Guri enters, a ray of infrared light will set off an explosive device. Guri's player has stated that Guri is being cautious and expects something to happen. The master asks the player to check Guri's Alertness, and the roll is successful. Guri can't see the ray but her eye catches the reflection of light in the metal of the photocell, warning her that there is some sort of surveillance system. She takes another door and lives to die some other day.

Illustrating Intuition:

Guri now heads for the space station's bar after such a hard day. She walks along the flight deck, oblivious to her surroundings because she knows she is safe. The master, however, knows that an NPC assassin is lurking in the shadows. He asks Guri's player to check her Intuition, and once again the player succeeds. Guri suddenly pauses in mid-stride, sensing instinctively that she is being watched. If the check had failed, she would not have felt the presence of her enemy.

Alertness measures sensory input, physical objects, movements, and even things that should be there but aren't. Only the master can call for Alertness checks because only the master knows when there's something to be more or less aware of. A clever master will call for Alertness checks at times even when there is nothing to detect. Otherwise, players will quickly deduct that once an Alertness check is called for there is indeed something to find, and keep searching until satisfied.

Intuition, on the other hand, covers gut feeling, instinct, and other not quite so sensory ways of telling that something just isn't as you'd expect. As with Alertness, only the master can call for Intuition checks and a wise master will do so now and then even if everything is perfectly normal.

Age modifications

A human character defaults to an age of 20-25 years when created. Stats change over time, however, and you may want to roll characters that are older or younger.

Once the character turns 41, subtract 1 from her Physique, Appearance, Strength, and Agility, and add 1 to Intelligence. In terms of physical prowess it's clearly preferable to be young. Attributes and Personality scores cannot drop below 1 or 2 respectively, regardless of age.

The table below is for the game system default, humans. A character belonging to another species may require you to determine her equivalent physical age. Confer with your master if necessary to determine how old your character would have been if she had been human. A fantasy setting elf may well be 300 years old but the physical equivalent of a 30 year old human. A

vampire will likely never physically age even if centuries have passed since her death and subsequent undeath.

Age	Physique	Appearance	Intelligence	Memory
1-10	÷2	-	÷1	÷1
11-20	÷1	-	-	-
21-40*	-	-	-	-
41-50	÷1	÷1	÷1	-
51-60	÷2	÷2	÷2	-
61-70	÷3	÷3	÷3	÷1
71+	÷4	÷4	÷4	÷2

*A child character starting out at as age 10, suffers penalties. Upon turning 11, some of these penalties are reduced, and at 21 they are all gone.

Quirks

Quirks are traits of personality and circumstance that help make characters stand out from each other. Not two characters are likely to share the exact same combination and interpretation of their strengths and flaws. Quirks are optional; a character does not have to roll a set if the player doesn't want to—but they help add depth and uniqueness to what otherwise may feel like a sheet of stats with no face.

If the same quirk is rolled twice it's usually considered to be more severe; a character who rolls Bigot twice really has a big stick up her backside when it comes to that group she dislikes! A character who manages to roll d4 points extra Charisma twice scores a total of 2d4 extra points.

It's possible for quirks to negate one another. Impulsive and Common Sense, for example, tend to balance each other out.

When Attribute modifications are rolled they also affect the related Personality score set. A gain of +2 to Physique also indicates a +2 raise of Strength and Agility. Attribute modifications can be spiffy!

How many quirks?

A character or NPC gets up to 4 quirks. Given that quirks can powerfully affect a character, the sane choice is rolling one at a time. When and if something comes up that feels challenging, that's where you stop lest something even worse comes up next.

Quirks are determined on a d100. Some of them are good; others not so much. We don't recommend going beyond four quirks per character. Too many quirks in play tends to create unbalanced characters with underplayed quirks.

Quirk descriptions

Quirk descriptions are brief so that players can make them their own. Interpretation and creative thinking is good for you! Think of quirks as story prompts to help you make each character's background story and mannerisms different from the rest.

- 1 *Absent-minded.* The character tends to lack focus. Unless concentration is vital she drifts off or gets easily distracted.
- 2 *Adopted.* The character was not born into her current family. She may know little of her true parentage and may wish to explore. She is restless and may feel that her foster family never really wanted her or that she does not fit in with them.
- 3 *Adrenaline Addict.* The character lives on the edge and is bored without action. She needs to be where it happens and she loves a challenge, a good scare, or a good fight.
- 4 *Ambidextrous.* The character uses both hands equally well and may operate tools and weapons with both hands without penalties for using the off hand.
- 5 *Ambitious.* The character has a strong drive. She's on her way up in the world and while she may not be disrespectful of the needs of others, she's not going to move over and let others scoop up her glory.

- 6 *Angel Face.* The character has an innate air of innocence that often makes strangers perceive her as harmless and unthreatening, at least until seeing evidence of the opposite.
- 7 *Animal Hater.* Animals don't like the character. They feel insecure and defensive around her and may turn aggressive.
- 8 *Animal Lover.* Animals tend to trust and like the character. She cannot bring herself to harm animals unless directly attacked by them—and even so, she regrets that predators preying on prey is the natural order of things.
- 9 *Annoying Habit.* The character has a habit that annoys others. She may pick her nose in public, twist a strand of hair, chew gum, tap her fingers against the table, and so on.
- 10 *Arcane Ability.* The character has access to a Talent with which her Power score is considered to be 15 if not naturally higher. A low Control score may still prove problematic.
- 11 *Artistic Ability.* The character has a gift. Place 20% free in any Artistic Ability skill such as singing, dancing, painting, playing a musical instrument, and so on.
- 12 *Bad Reputation.* The characters' native community has a negative impression of her. She will get little help from them. This may be due to racism, sexism, something she said or did, social station or the lack of it, etc.
- 13 *Bigot.* The character discriminates against a specific group of people, commonly the other sex or another ethnic group. This attitude may be revoked through continued exposure but tends to wear off slow—after all, everyone knows that girls can't drive.
- 14 *Boastful.* The character loves to show off and will do so at any given chance. She probably still knows when to shut up.
- 15 *Chill.* The character is difficult to impress. While not necessarily uncaring she tends to prefer action over talk.
- 16 *Chosen One.* The character has been chosen for something by somebody. This may supernatural or not, easy or not, and the player will need to work out what exactly it is with the master, based on the character's background.
- 17 *Cloaked.* The character naturally blends into her surroundings, even in broad daylight. This ability, skirting on the supernatural, confers a minus 50% penalty to Alertness checks made by others to detect the character's presence.
- 18 *Code.* The character lives by a code of rules of her own. She may never go back on her word or fail to keep a promise, always stand up for the downtrodden, or run first into danger. Whatever her code is she sticks to it.
- 19 *Collector.* The character collects items of a specific kind. The collected items may not be valuable or rare, but she has to have them.
- 20 *Common Sense.* The character thinks before acting. Where others leap into action she pauses a few seconds to consider the outcome. This probably regularly saves her tail.
- 21 *Compulsive Liar.* The character loves to tell a tall tale. She's probably smart enough to realize when doing so is unwise.
- 22 *Crooked Smile.* The character has a charming, roguish smile. Add d4 points to her Charisma, allowing her to exceed 20.
- 23 *Crowd Seeker.* The character dislikes being alone and seeks the company of others when possible.
- 24 *Curious.* The character is inquisitive and sometimes this gets her into trouble. She just needs to know everything first.

25 *Deep Sleeper.* The character loves her sleep and does not wake at night unless completely rested or roused by others. Noises, scents, and things that go bump are easily ignored because sleep is just that sweet.

26 *Disease.* The character suffers from an incurable disease. While she can go adventuring she is dependent on a steady supply of medicine or treatment.

27 *Dramatic.* The character loves to perform and get seen. Add 5% to her MS.

28 *Easy Learner.* The character's base critical chance is raised by 5%.

29 *Educated.* While the character may not be a scholar she has received at least basic education within a field of knowledge. Place 3d10 points in any Psyche skill.

30 *Enduring.* The character can exhaust herself physically for twice as long as usual for her species. For most humans, the amount of time an untrained character can keep running or walking at a brisk pace without breaks is a number of hours equal to half their Physique score.

31 *Entitled.* The character is a bit better. She has no time to waste on insignificant people and matters, and hates being put in her place. She wouldn't be where she is today if she had to rely on others, and is in fact a very special person.

32 *Envious.* The character easily gets jealous of others—their looks, their brains, their resources, clothes, campsite, and their seat on front row, you name it.

33 *Excellent Coffee Maker.* The character makes wonderful coffee (or similar). She is immensely popular among coffee addicts, sleepyheads, and others who recognize true greatness.

34 *Excellent Night Vision.* The character suffers no penalties from fighting or working in the dark.

35 *Famous Relative.* The character has a relation, living or dead, who is well known. The character may have zero contact with this relative but may be able to draw on goodwill or resources due to her family name. The relative may be a noble, an influential politician, a local hero, a wealthy uncle, etc.

36 *Fear of Crowds.* The character dislikes being the centre of attention. Subtract 2% from her MS.

37 *Fearless.* The character is unusually difficult to rattle. She suffers no penalty to Discipline checks due to frightening or disheartening circumstances.

38 *Focused.* When using a skill, the character is good at focusing her attention. She gains a d10% bonus to all skill checks related to Psyche and Technology.

39 *Foe.* The character has a foe who wants to get even. Collaborate with the master; what did your character do, or what does the foe think the character did, and why? This might be a blood feud, false accusations, politics, or perhaps a criminal past?

40 *Folklore Tradition.* The character comes from a family with a strong tradition for stories and legends of old—whether these are fairytales, sagas, or local history. Add 10% free in her Folklore skill.

41 *Friendly.* The character likes to be pleasant company. The least a person can do is be polite! She rarely expresses her frustrations. Add d4 to her Charisma.

42 *Gain Talent.* Gain one Talent from the beginning of play regardless of whether the character has the Potential. With this particular Talent, her Power and Control scores are considered to be 15, unless her natural scores are already higher than that.

43 *Gain Points.* Gain d4 to one of the character's Personality scores, determined randomly.

44 *Generous.* The character lacks understanding of the value of stuff and tends to give it away willy-nilly. She's a financial disaster area but probably well liked.

45 *Gimmick.* The character has a gimmick—an easily recognised feature or characteristic. This may be a special haircut, a dress code, an eyepatch, a signature move, a graffiti tag—anything. If and when she gains a reputation, strangers will recognise her far easier because of this.

46 *Good Luck Charm.* The character has one. If she were to lose it surely poor luck and misery would follow! The charm helps her be confident and while it isn't necessarily anything of value, it has great emotional value to her.

47 *Good Reputation.* The character has a good reputation in her native community, something that may serve her well with NPC relations.

48 *Greedy.* If there's wealth to be had and no need to share, the character will take it. Sometimes one must share, but one does not have to like it.

49 *Hard to Kill.* When wounded, the character's health may drop to minus 100% (rather than the standard minus 50%) before she dies.

50 *Idealist.* The character has a strong code of ethics and may try to inflict it on others as well.

51 *Illusion Piercing.* The character sees through illusions and invisibility on a 3d Intelligence check. She must have reason to suspect that an illusion or invisible person is present before checking.

52 *Imaginative.* The character has a vivid imagination. She may be a bit of a dreamer or idealist but often comes up with creative ways and ideas of problem solving.

53 *Immortal.* The character does not age naturally beyond maturity. She is still prone to disease, injury and other trauma that may prove lethal. She remains young and vigorous until the time of her unnatural death.

54 *Impulsive.* The character acts before thinking. She often lets her feelings get in the way of her judgement.

55 *Indebted.* The character is in debt to someone else. The debt is typically financial but could also be a matter of honour or guilt.

56 *Infamous Relative.* The character has a relation, living or dead, with a bad reputation. She may wish to lie low or use a false name to avoid being connected with him or her.

57 *Innovative.* The character rolls all Operation and Construction checks that concern unfamiliar technology on one less die than called for by the game master. She has a keen understanding of how stuff works and is eager to broaden her knowledge.

58 *Invisibility Resistant.* The character is immune to the effects of Invisibility spells. She sees right through them without realizing that the invisible person or object is indeed supposed to be hidden from sight.

59 *Irrational Fear.* The character has a phobia that makes no sense to anyone else. A certain thing or condition causes fear and insecurity, invoking a 2d penalty to Discipline checks. The phobia might be of wearing green, being in the same room as a wooden chest, wearing pearls or being in the presence of someone who does, etc.

60 *Kleptomania.* The character tends to pocket other people's stuff—not necessarily the valuables, just anything that looks remotely interesting or lies around unattended.

61 *Jinx.* The character is a public menace. Though she herself is not directly affected she brings bad luck to everyone else within 10 metres' radius in the form of a 1d penalty to all Luck checks.

62 *Lazy.* The character doesn't do more physical labour than absolutely necessary—and preferably less.

63 *Left-hander.* The character has the advantage of surprise in melee combat. When fighting an opponent she has not fought before she gains a minus 4 bonus to AR during the first two rounds of combat.

64 *Ludomania.* The character loves gambling and must succeed a Discipline check in order to walk away from chances to do so.

65 *Magic Sensitive.* The character senses when magic is used within 20 metres' radius of herself, regardless of the amount of power used.

66 *Meek.* The character lacks self esteem and feels that her best is not good enough. She tends to mess things up by trying to do well enough.

67 *Mind Shield*. The character's mind cannot be probed by spells such as *Telepathy*, *Dragonsight*, or *Soul Command*, nor by em- or telepaths.

68 *Minority*. The character belongs to a religious, ethnic, or political minority. This will mean different things in different societies but tends to complicate things.

69 *Missing Limb*. The character lacks a finger or other appendage. This does not close professions to her or invoke penalties, but does allow for easy identification.

70 *Natural Movement in Armour*. The character was born in plate: She suffers no penalties on AR or movement from wearing a specific type of armour. The type must be determined at the beginning of play.

71 *Naturally Resistant*. The character has natural resistance to the effects of toxins, saving against their effects on one die less than normal.

72 *Neat*. The character enjoys neatness and will rarely not know where she put stuff.

73 *Night Blind*. All penalties on fighting and operating in the dark are doubled because the character cannot see. If her race normally has night vision or a similar ability, the character only has the night vision normal to humans.

74 *No Sense of Locations*. When trying to find her way around unfamiliar surroundings the character tends to get lost. Easily.

75 *Odd-fashioned*. The character likes to dress by strange or usual designs, causing her to stand out in a crowd. She may belong to a subculture, want to be something she isn't, or be fascinated with the apparel of another era.

76 *Open-minded*. People should do what they want as long as it harms no one else. The character is unprejudiced towards unfamiliar lifestyles and activities.

77 *Optimist*. The character tends to have a happy outlook on life.

78 *Overconfident*. Unless the odds are extreme and against her the character happily takes on any challenge.

79 *Patron*. The character's patron may be an insider in an organisation, a wealthy relative, a powerful politician, anything. This patron may aid her every now and then with a spot of ready cash, information, or other handy resources. The patron probably expects services in return, though.

80 *Photographic Memory of People*. The character will always be able to recall the voice, appearance and first impression of anyone she's observed for more than a few minutes.

81 *Precise Sense of Locations*. The character mentally maps anywhere she goes. Unless it's been too long, she was blindfolded, or other circumstances apply, she'll rarely get lost.

82 *Precise Time Sense*. The character's gut tells her roughly what time it is and how long it's been since the last meal.

83 *Reckless*. The character gains d4 points to Luck. She is daring and often taking chances, relying on her luck to save the day.

84 *Religious Experience*. Something invoked the character's interest in the spiritual. She gets 20% free in any Religion skill.

85 *Remorseful*. Something in the character's past was a mistake. She is ashamed of this and likely worried about the consequences catching up with her.

86 *Seductive*. The character is a smooth talker or charming rogue, netting her a +2 bonus to Charisma.

87 *Pet*. The character has a bird or animal which is a source of friendship and comfort to her.

88 *Steel Skull*. The character is difficult to knock out. When hit on the head the chance of being knocked out is reduced by 10%.

89 *Stone Heart*. The character doesn't experience much in terms of an emotional life. She has little capacity for emotion and may find it hard to interact with her surroundings without coming off as cold and lacking compassion.

90 *Supernatural Affinity*. A group of supernatural creatures—typically fairies, spirits, ghosts, etc.—are attracted to the character. They may want to care for her, help her, advise her, or confuse and scare her, all depending on their nature.

91 *Tight-purse*. The character hates not getting her money's worth. She will allow for necessary expenses but isn't about to waste money.

92 *Unbeliever*. There's a rational explanation for everything. Gods were invented by people, magic is sleight-of-hand and mirrors. Everything has a natural explanation.

93 *Vain*. The character wants to look her best and hates meeting someone better dressed. Though she doesn't spend all her time in front of a mirror she will make certain to appear her best.

94 *Veteran*. The character has seen battle and has bad memories of it. She may suffer from PTSD or distrust anything that reminds her of army life.

95 *Violent*. The character enjoys violence. When ending a fight she must succeed a Discipline check to not hit her enemy again 'just for good measure'. If an opponent surrenders she must succeed a similar check to not ignore it—'I didn't hear him say anything, sorry'.

96 *Wanderer*. The character is familiar with the secret code or signals of a group of people—typically a guild, a band of thieves, a secret order, a coven, or vagabond network. She knows how to identify others like her, and how to identify herself to them.

97 *Wealthy*. The character has sufficient wealth to cover her day to day needs comfortably. While not necessarily rich she lacks for nothing.

98 *Weapon Fascination*. The character prefers a specific type of weapon. She may prefer crossbows, or think that a specific kind of rapier is the most stylish, and dislikes being without her weapon of choice.

99 *White Knight*. The character protects a specific group of people—regardless of whether they really want her to.

100 *Witness*. The character has seen something she shouldn't. This may be a crime, a secret file, a person—others are looking for her and she has ample reason to not want to be found.

Skills

Skills define what a character can do, and how well she does at it. Skill checks are called for by the master who evaluates whether a situation in the game calls for a skill check. The master adds bonuses or penalties depending on the difficulty level of the check.

Roll a character's Quirks before picking her skills. Some Quirks affect stats and hence the amount of skill points available. Other quirks grant free skills, allowing you to spend your points on other skill choices.

Skill points

Skill points measure a character's ability with a given skill. The higher the percentage, the more proficient the character. As the number of points available is determined by the Attributes, characters will tend to be more proficient in some fields than in others.

The amount of skill points available in character creation is determined separately for each Attribute group (save Potential which has no associated skills). The number of points per Attribute group is equal to the Attribute multiplied by 20. If the character is well educated and/or experienced, the game master may allow skill points to be determined as Attribute multiplied by 30 or more.

Skill percentages are open-ended, allowing scores to advance beyond 100% during play. While this is rare, it does come in handy when, say, a master calls for half a check for a really difficult situation!

Points can be swapped from one Attribute group to another at a conversation rate of 2:1 (10 Psyche points can be converted to 5 Physique points or vice versa).

What skills and how many?

A character can have any skill that the player wants. There is no limit besides the number of skill points available. Skills are picked to fit a character's background, game setting and level of expertise; a highly experienced character is more likely to have high skills than a kid just starting out from home for the first time. Characters will learn new skills during their adventures.

Some Masters will want to impose a limit on how high skills characters can have from beginning of play—typically in order to reflect the fact that rookie adventurers just setting out rarely are master swordsmen or renowned scientists. A common means of doing so is limiting characters to one Master rank skill (40%) and not allowing skills over Routine (20%) for the rest. This forces players to spread their skill points, allowing for more well rounded characters in the long term.

The big three

All characters get 5% free in three skills at the beginning of play (and may place more points if they wish).

Skill checks: d100

Skill points: Attribute x 20 = points for skills in that Attribute group

Conversion: 2:1 (10 points become 5, etc.)

Free skills: 5% in Background, Craft, and Repairs

Skills by Attribute groups

Presence: Acting, Art, Chivalry, Deception, Etiquette, Lore

Physique: Acrobatics, Archery / Sniping, Blindworking, Brawling, Drug Tolerance, Jousting, Lore, Off-hand, Parkour, Pick Pockets, Quick Draw, Riding, Stealth, Sports, Swimming, Unarmed Combat, Weapon

Psyche: Alchemy, Animal Lore, Arcane Lore, Background, Craft, Commerce, Coolness, Folklore, Foreign Language, Forestry, Herbalism, Heraldry, History, Literacy, Lip Reading, Local History, Lore, Memorisation, Military, Mimicry, Music, Religion, Street Lore, Survival, Teaching, Trade, Traps

Power: *There are no skills affiliated with Power.*

Technology: Aircraft, Blacksmithing, Encryption, Engineering, Forgery, Gunnery, Health Science, Hunting, Leatherworking, Lore, Navigation, Pick Locks, Repairs, Signaling, Vehicle, Vessel, Weapon, Weaponcrafting

Without these the character would not function in the society that raised her. These are the default skills, often called into play when nothing else fits or to cover mundane everyday issues. These are **Background, Craft, and Repairs**.

The so-called Big Three can be increased beyond 5% by use of skill points, just like any other skill.

Background covers what everyone from the character's native society knows about that society and its everyday technology. These are the things that players don't want to spend skill points on because everyone knows these things. A modern day person in a first world country does not need to pick a skill specifically to use a telephone; everyone knows how they work. The higher the Background skill, the higher the character's understanding of how and why stuff works.

Craft is education in a trade or profession. A character who has a profession—say, a cook—is wise to pick a Craft (Cook) skill. Her Cooking skill addresses what that happens at the stove, but her Craft deals with everything else: Writing down recipes, acquiring and maintaining kitchen equipment, grocery shopping, handling food, how to lay and decorate a table, handling customers, etc.

Repairs is basic maintenance of everyday technology and items. Our modern day first world citizen knows how to change a fuse; her medieval counterpart knows how to fix a broken bow string.

Learning new skills

Learning a new skill is not much different from advancing in a low skill (less than 20%). Using a skill below Routine means that a critical needs to be rolled (5% or less though high Intelligence characters may have a higher base critical chance). If the character is successful she gets to add d4 points to the skill. In case of a skill that was not had previously, she does not need to roll for advancement (because it is impossible to roll below 0 on a d100).

A character who is actively trying to practise without guidance or instruction should be allowed one check a week (or one check per 56 hours of study). Many skills will require a source of information—typically a textbook—for studying on one's own; while it's possible to teach yourself parkour by essentially jumping around long enough, a textbook or treatise is required to understand bookish skills such as alchemy or health science.

During an extended period of study—for example, a character dedicating a month to studying this skill and doing little else—a cumulative bonus comes into play. Every time the character rolls to increase her skill and fails, she gains the teaching bonus as an extra bonus next time she makes the attempt.

In case of needing to use a skill that is essentially similar to a skill the character already possesses, the latter may be substituted for the former but with a penalty. Riding an elephant is not fundamentally different from riding a horse though the rider will need to adjust to the elephant's movements and temper will be harder—hence the penalty. The master determines how much of a penalty will apply depending on the given situation.

Studying with another

If the character is training with someone more experienced she gains a bonus of 1% to her attempt to roll a critical per 10% the teacher's skill exceeds her own. The percentage may require modification based on how intense the training has—or hasn't—been.

A student with 0% in a skill and learning from someone with 60% skill will roll with a 6% chance of learning something. After her next study period her chance to learn will be 12%, and then 36% etc. Whenever the roll is succeeded, the cumulative bonus is reset to zero. Bonuses from the instructor's Teaching skill (if one is had) are included in the cumulative bonus.

It is clearly beneficial to learn from someone else (and gain the cumulative bonus to the chance of learning something new), instead of studying alone and having to rely on rolling a critical success in order to learn.

What the numbers mean

Skills are percentile. Depending on the character's ability and the difficulty of the situation the player needs to roll harder or easier skill checks.

A percentage of 0 means that the character does not possess the skill and normally has no chance of succeeding in using it. A critical (00-05%) indicates automatic success; the character learned something. She will not succeed in what she was trying to do, but at least something clicked. Up to four points are put in the new skill, making it not at all reliable for future use without further training.

With a skill level of 1-19% the character must succeed a skill check every single time she attempts to use the skill; she is still learning the basics.

With a skill level of 20-39% the character has Routine and only needs to check the skill if doing something out of the ordinary. Driving a car at 25% skill

does not require a check. Driving it in slippery terrain or dramatic weather might.

A skill level of 40% or higher is considered Master. Skill checks will still be rolled to check for fumbles, but on the whole, the character knows her trade and can rely on her knowledge unless the circumstances are absolutely horrific or extremely challenging.

A skill level of 60% or higher is considered Expert. While difficult skill checks should still be rolled to check for fumbles or critical successes, the character among the elite in her field.

The master may require a roll to be made regardless of proficiency level, to make certain that the character does not fumble her skill (roll 13 or 99) or allow her to roll a critical success (10% of the skill or 05 or less, whichever is easier).

Skill checks can be called for regardless of whether the character has any points in the given skill; even when failing, there's always a chance of learning something.

Combat rolls—attack and defence—are always rolled, regardless of skill level.

Critical rolls

A critical success is a roll equal to or below 10% of the character's skill, with a minimum of 5%. A character with 40% in a given skill needs to roll equal to or less than 5% to crit while someone with an 80% skill would need to roll equal to or less than 8%.

Critical successes count as a successful advancement roll, allowing the character to add d4 percent to her skill.

A roll of 99% or 13% is a critical failure—a so-called fumble. A fumble means that not only did the character fail the skill check, she did so spectacularly. In case of a 13, the outcome should be the worst imaginable.

Base critical chance (BCC)

While the normal chance of rolling a critical success is 10% of the skill (with a minimum of 5%), smart characters may fail their skill checks but still have a higher chance of learning from their failure than not so bright characters. The base chance of learning is similar to the critical chance described above. However, this base chance can be modified, typically through a lucky quirk (*Easy Learner* grants a bonus, for example) or through the character having a high Intelligence score.

Characters with BCC modifiers roll their skill checks like everybody else, but then subtract or add their modifier. This may turn a close-but-not-quite roll into an actual critical success (or turn a critical success into close but no cigar) as far as learning is concerned. The actual skill check is not modified—failure still means failure.

Highly intelligent characters tend to pick up new skills faster than not so bright ones, though as they progress, the acquisition rate flattens (because in order to advance, you need to roll above the character's current skill, something that becomes progressively harder).

*BCC modifiers do not affect the actual skill roll. The modifier **only** affects whether the character has a chance to advance in the given skill. This distinction is important in combat sequences where rolling lower may determine whether or not an enemy is successfully or critically hit.*

Extra skills for advanced characters

The skills available to a character at the time of character creation sum up her life experience until that point. In some cases characters will not be starting out as green youths, however; experienced characters obviously need more points. There are many approaches to solving this issue, and you will need to ask your master which one to take.

The easier approach is to guesstimate how much the character is likely to have advanced and ask your master for permission to dump extra (free) skill points into Craft, Background, and Repairs to make up for her supposedly larger life experience.

A 'high level' campaign—a game where the characters are experienced and powerful—may call for a larger number of skill points to be distributed from the beginning of play. As with everything else, the master makes the call.

Picking skills

What skills should a character have? Isn't there a handy list of skills? Yes. There is, but it's not complete, and it never will be. A character should have any skill that makes sense for him or her, and if it's not on the suggested list, make it up—that's what the Lore skill is for.

The suggested skills are generic in nature and characters who are specialized in an area of expertise will often want to go into more detail. Skill checks with very generic, 'umbrella' skills tend to be harder while more precise skills that cover a smaller area of expertise tend to be easier. It's easier to track a deer with a special Lore skill in, well, deer hunting, than with an umbrella-style Survival skill check.

If your character needs a skill that is not described in this chapter, make a Lore skill for it. You can make a Lore skill for anything your character knows about, however obscure.

The skill descriptions

Acrobatics (Physique)

Acrobatics covers various kinds of parkour, tumbling, and other gymnastic sports that may also come in useful in hand to hand combat or when traversing a difficult environment. Want to swing in chandeliers or jump off buildings into cartloads of hay? This is the skill.

Acting (Presence)

Requires Memorization or a Literacy skill.

Acting allows a character to learn and recite lines, imitate others, and improvise when pretending to be someone they're not.

Aircraft (Technology)

Aircraft is a profession-type skill that addresses the use and maintenance of a craft that travels through the air (though not through open space)—typically an airplane, a hot air balloon or even a zeppelin. In a highly magical setting only imagination is the limit—why not have ships that sail through the air as it was an ocean? To be a good pilot a character should also possess other key skills such as navigation—or in the magical setting, maintenance of spells.

Alchemy (Psyche)

Alchemy is part occultism, part herbalism, and part chemistry. The skill covers familiarity with the setting's popular occult beliefs (such as creating the philosopher's stone or turning lead into gold), as well as the actual chemistry and scientific methods known in the game setting.

Alchemy has its own chapter in this rulebook, detailing herbal recipes and uses.

Animal Lore (Psyche)

Animal Lore comprises familiarity with a species of animal and others that strongly resemble it. The skill covers the creature's basic biology and psychology, its needs and quirks, and in case of domesticated animals, how to train and breed it.

Arcane Lore (Psyche)

Arcane Lore comprises a broad study of the occult and the supernatural as known in the character's culture of origin. The skill provides familiarity with theories of the possible and the impossible and may allow a character to recognise a spell or rune. The more commonly available the information is, the easier the skill check should be.

Archery / Sniping (Physique)

Requires skill with a suitable weapon. Skill must be picked individually to match individual weapon skills.

Archery / Sniping increases a character's chance of hitting a target due to careful preparation and aiming. Per Action spent aiming (and succeeding the skill check) a character may add 2% bonus to her attack roll per 10% had in the Archery / Sniping skill. A sequence of aiming can be interrupted and must be started over if the target moves too far away or the sniper is disturbed.

Art (Presence)

Art can be almost any expression of artistic talent; singing, dancing, playing an instrument, painting, sculpting, theatre, writing—it's all performing arts. A character who wants to monetize her artform may consider picking a Craft or Commerce skill to go with it.

Blacksmithing (Technology)

Blacksmithing is an example of a profession-type skill. It comprises making and repairing tools and smithed items. A blacksmith likely has an area of expertise within his field; he may be a farrier (make horseshoes, shoe horses, and look after horse hoof health), a weapon smith (crafting swords and other weapons), a silversmith (making jewellery), etc. Working outside the smith's area of expertise is going to be more difficult and will call for harder skill checks.

Blindworking (Physique)

Blindworking is the art of moving and operating without sight. Depending on her other senses a character attempts to work or fight as normal. Characters who have routine in Blindworking do not normally suffer penalties to combat rolls in melee combat due to darkness or while blinded.

Brawling (Physique)

Brawling is essentially bar fighting. The skill covers taunting and gestures unsuited for polite company, ducking under tables, swinging in chandeliers, using the furniture offensively and generally punching other patrons in the kisser. It's not elegant but it gets the job done.

Chivalry (Presence)

Chivalry is a code of behaviour typically used by a noble or elite class in society to set them apart from the rabble. In its native medieval and Renaissance setting Chivalry comprises proper behaviour, deferential treatment of ladies (at least those of high standing), ritualized combat for tournaments, courtly love, and a plethora of other written and unwritten rules.

Commerce (Psyche)

Commerce is an umbrella skill, much like a Craft, that covers the finer points of trading, buying, and selling. Commerce helps determine the quality of wares, supply versus demand, and working with customers—even the demanding ones. Knowing the product and the market is half the sale.

Commerce can be picked generically for a broader knowledge or specifically for products and regions for more detailed insider knowledge.

Coolness (Psyche)

Coolness allows a character to draw on her self control and discipline in situations that would otherwise cause somebody to break or flee. The skill is checked whenever the character might panic, go into hysterics, flee from combat, or otherwise is challenged to the breaking point.

Coolness is also called upon whenever Wounded characters try to continue fighting. (see *Creating characters*, under Health pool).

Deception (Presence)

Deception can be used for various forms of lying, deceiving, conmanship and grifting that ultimately rely on the character's ability to sell her story to an audience of one or more people. The skill covers deciding what's plausible and what the audience wants to hear, as well as acting and speaking in a manner that does indeed sell the story.

Drug Tolerance (Physique)

Drug Tolerance can work on several levels. It may allow a character to ingest a specific drug or toxin over an extended period in order to build up resistance towards it. In a more negative light, drug tolerance can also mean that a character has built up resistance to a drug to a point where higher and higher dosage is required. The skill also covers knowledge of resistance, antidotes, legality, and acquisition of the drugs in question. The player must make note of which drug the skill is for (alcohol, antidepressants, barbiturates, etc.).

Encryption (Technology)

Encryption covers using and decoding a code or secret language, whether a Morse signal, a secret letter code, or for that matter, mathematical codes.

Engineering (Technology)

Engineering is an example of a profession-type skill. This skill deals in construction and maintenance of buildings, machines, and structures—from the blueprint to the finished product, as well as with design, raw materials supply, and worker care.

Etiquette (Presence)

Etiquette is essentially good behaviour. The skill covers knowledge of what to say and do to leave a favourable impression. Where Diplomacy deals with formal rules and Chivalry with specific codes of conduct, Etiquette involves a broad familiarity with polite custom in society.

Jousting (Physique)

At its core, Jousting is the skill of dismounting an enemy and possibly injuring him in the process. A mounted knight may use a lance while a pikeman uses a polearm designed for the purpose. In other settings the skill may be used for removing any kind of rider or driver from her mount or vehicle.

Folklore (Psyche)

Folklore comprises a vast mass of myths, stories, and tales common to a period, region, and culture, its sagas, its poetry, and its heroic epics as told around hearths and campfires for centuries. The skill can be picked multiple times to cover different periods, regions, or cultures.

Foreign Language (Psyche)

Foreign Language is quite simply the ability to speak and understand (but not write) a foreign language. At Routine level the character can handle most everyday conversations and will only require skill checks when discussing something out of the ordinary. At Expert level the character no longer has a detectable accent.

Forestry (Psyche)

Forestry is another example of a profession-style skill. It covers familiarity with the flora and fauna of a wilderness region (that does not technically have to be a woodland area). The skill offers knowledge of the commercial uses of the region—typically logging, hunting, fur trading, herb collection etc. Specific skills such as hunting or herbalism will still be required for making use of this knowledge, because knowing that the dam is full of beavers is not the same as knowing how to trap them.

Forgery (Technology)

Forgery means creating false evidence. It typically involves forging documentation or paper trails, faking signatures, seals, ID cards, or passports.

Gunnery (Technology)

Gunnery covers use and maintenance of artillery—even that which predates artillery, such as ballistae. At its core, gunnery allows the gunner to operate a ballistic weapon too large to hold, doing damage to an area and everything within it.

Herbalism (Psyche)

Herbalism covers recognising, gathering and preserving herbs, lichens, and fruits—typically magical or medicinal, for use with alchemy, health science, or poison making.

Herbs have two essential characteristics that determine their use and strength for use with alchemy or health science—type and value. Type determines what recipes and treatments the herb can be used for, and value determines how strong the effect will be. The higher the value, the rarer the herb tends to be.

When finding herbs, one herb counts as one dose for the purpose of alchemy or health science, and 50 g's worth for the purpose of hedge magic spells.

Herb values come on a scale of 1 to 10 where 1 is a common weed found almost anywhere in the game setting and 10 is an extremely rare herb, likely to be steeped in superstition (for example, the mandrake of folklore, said to grow only from the body fluids of hanged men and issuing a deafening scream when uprooted).

Herb values are determined on the table below.

Values table (d100)

01-60	A common herb or weed found all year round, pretty much anywhere.
61-90	An uncommon herb.
91-96	A rare herb.
97-00	A mythical herb, likely steeped in superstition and folklore.

Herbs come in types, each of which have their own uses in hedge magic, alchemy, and health science. When characters go herb gathering they must specify whether they are looking for a specific type of herb, or picking whatever happens to be growing in the area. Looking for a specific herb type invokes a +20% penalty to the skill check but herbs found will always be of the specified type. Otherwise, type is determined randomly for each herb on the table below.

A character attempting to gather herbs in nature will typically find d4 herbs per hour; the skill check is rolled per hour, not per herb. A failed skill check means that nothing useful was found.

Herb types (d100)

01-28	Spices	These herbs are useful for cooking but are also used to boost the effects of other herbs—or mask the taste of foul-tasting herbs.
29-42	Hallucinogenic	These herbs invoke delirium, hallucinations, delusions, or otherwise affect the mind. They are often poisonous as well (typically 20% chance).
43-56	Poisonous	These herbs are poisonous when ingested, whether causing respiratory failure, heart attacks, organ failure, or otherwise damaging the body. They are often hallucinogenic as well (typically 20% chance).
57-70	Healing	These herbs boost health and immune defense. They are typically used for cures and healing potions.
71-84	Invigorating	These herbs boost awareness and alertness. They are typically used as stimulants and for sensory perception boosts.
85-98	Relaxing	These herbs cause drowsiness and may induce sleep or unconsciousness. They are typically used for sleeping draughts, healing potions, and cures.
99-00	Magical	These herbs are associated with specific uses in folklore and superstition, and are used for potions that aren't quite just herbal in nature.

Health Science (Technology)

Health Science deals with long term treatment, typically by a barber surgeon, physician or village herbalist, but can also be used for in-field first aid. Health Science may not be able to remedy certain conditions and diseases for which there simply does not exist a non-magical cure in the game setting. Similarly, the skill rarely has much effect on magically inflicted injuries. The skill must be picked separately for patients of a specific species type (humanoids, mammals, reptiles, etc.). When not specified, the skill is assumed picked for the character's own species.

In some cases characters will find themselves at full health points before their injury realistically can have healed; a broken leg takes weeks to heal, but the leg's owner will be at full health long before that. In these

cases the master will have to exercise common sense—and possibly apply magical treatments to conditions that otherwise would take characters out of the game for a longer period of time.

Health Science requires access to whatever passes for medical tools and facilities in the game setting—at a minimum, a fire, clean water, sharp knives, and fresh bandages. If the master judges that the situation is less than ideal, typically in an attempt to do field surgery or first aid, the healing rate of the skill may be halved.

For every 20% the physician has in the Health Science skill, d4 points of extra healing are acquired per rest cycle, typically 8 hours (meaning that a healer with 40% in the skill will grant her patients 2-8 extra health points per night's sleep of eight hours).

Additional points can be restored by use of healing herbs, typically acquired with the Herbalism skill. A healing herb can be applied to a patient per 8 hour period in the form of tea and poultices, and one extra health point is regenerated per value point of the herb (meaning that an invested physician with a good herb garden can restore up to 10 extra health points).

Heraldry (Psyche)

Heraldry is familiarity with the seals and coats-of-arms of the gentry—and for a more modern implementation, business brands. Beyond mere identification the skill offers a limited amount of information about the owner of the coat-of-arms or the company behind the brand.

History (Psyche)

History is a generic familiarity with the broader strokes of history within the character's culture of origin. In a medieval setting it will likely be quite limited geographically, while in our modern world, History is likely to offer bits and bobs from all over the planet.

History can be picked for specific cultures and time periods for a more detailed approach. Someone who has a History (13th century Crusades era) skill is going to know more about the fall of the Knights Templar than someone whose studies boil down to 'warrior monks are cool'.

Hunting (Technology)

Hunting is an example of a profession-style skill. Hunting assumes that the hunter is familiar with the type of wilderness that the skill is used for (a Forestry skill is a good idea). The skill directly addresses tracking, baiting, trapping, killing, butchering, and skinning prey.

Literacy (Psyche)

Literacy is the ability to read and write a foreign language (but not necessarily speak it—as anyone with a second language can testify, pronunciation matters, and written and spoken language may differ quite a bit). At Routine level the character can handle most everyday texts and will only require skill checks when reading or writing something out of the ordinary.

Leatherworking (Technology)

Leatherworking is another example of a profession-style skill. It covers production and repairs of leather items. A leatherworker may create horse bridles, boots, belts, and so on—even leather armour. In order to handle and tan raw hides, however, a Tanning skill will also be required.

Lip Reading (Psyche)

Lip Reading means understanding what others are saying even if the character can't hear them (though seeing them is somewhat a necessity). As long as she

understands the spoken language she is able make out at least bits and pieces of the conversation.

Local History (Psyche)

Local History differs from History in that it conveys information about a very specific community or place, likely the character's native. Limited to a town, a village, or even just a 'hood, the information tends to be more detailed (at least as long as the information concerns something that happened within living memory).

Lore (?)

Lore is the skill that isn't here. When a player wants a skill for her character that is not described here, a Lore skill is substituted. A Lore skill can be used for a very specific study (say, the life and times of Paracelsus), or a more generic but uncommon study such as the history of dog breeding, or anything else that is either too obscure or too rarely used to warrant its own skill entry. Or it's neither obscure nor rarely used, we just forgot about it.

Memorisation (Psyche)

Memorisation is a trained ability to file away information in memory and retrieve it when required—whether as a result of mind mapping, mind castles, or other mnemotechniques. A skill check must be succeeded to store something in one's mind, and again to retrieve it. One piece of information can be stored thus per point the character has in the skill.

Navigation (Technology)

Navigation covers finding one's way, whether at sea, in unfamiliar territory, or in deep space. Depending on the game setting the skill covers familiarity with the required tools and technology, maps, stars, and landmarks.

Military (Psyche)

The skill covers training and education in a military context; practical and theoretical knowledge of military practises and tradition, the lingo, and the customs. Military is a Psyche skill because it largely deals with knowledge; physical and technological skills should be picked for weapons, combat forms, etc. The player needs to keep track of what courses, experience, and promotions a character has achieved, because they may not correspond directly to her skill level.

Military is tricky because skill level does not equal military rank; promotions in any army do not happen based solely on the number of certificates, courses, and workshops a trainee has done. Aptitude, attitude, number of other candidates with similar or better skill sets, the right skill set, combat experience, and getting noticed—these and more all matter. Roughly put, a US Marine Corps drill sergeant likely has a very high Military skill—but sergeant is a low command rank.

Mimicry (Psyche)

This skill covers mimicking the sounds and noises of birds and animals, and even people. Voices and speech patterns can also be mimicked, making the skill useful for more than just ornithologists showing off.

Music (Psyche)

Music covers playing a musical instrument, and in a literate setting, reading and writing musical scores for that instrument. The skill also covers performing with the instrument in question.

Off-hand (Physique)

Off-hand covers the use of shields and defensive weapons such as parrying daggers (main-gauches). The player must specify what type of shield or weapon the skill is picked for.

Parkour (Physique)

Jumping off buildings, tumbling through the air, escaping across clothes-lines—all of the daring-do, all the time. This skill measures a character's ability to perform physical feats that lets him move swiftly through environments that would not normally be easily navigated, whether the rooftops of an urban sprawl, the spires of a cathedral city, or leaping from vehicle to vehicle on the skyways of a futuristic capital.

Pick Locks (Technology)

In its classic sense, Pick Locks involves a lock, a pair of lockpicks, and quite a bit of dextrous fingerwork. The skill may also be used to cover knowing how to short-circuit an electronic lock, or otherwise bypassing reasonably simple security systems.

Pick Pockets (Physique)

Picking someone's pocket requires nimble fingerwork and a fair bit of cool. The skill covers the actual pick-pocketing as well as distracting a victim or redirecting her attention, casing out potential 'clients'.

Quick Draw (Physique)

Quick draw is the art of drawing a small weapon or an arrow and using it to attack in the same Action instead of spending an Action on drawing and one on attacking. The skill can be used with small weapons such as knives, main-gauches, pistols, or arrows from a ready quiver. On a successful skill check the character can draw and attack within the same Action. If the check is failed she still draws her weapon normally but has to wait until the next Action to actually use it.

Religion (Psyche)

The religion skill covers knowledge of the edicts and practises of one religious or spiritual tradition in one culture or region. To cover more than one faith or major sect the skill may be taken multiple times. Thus, to be properly familiar with both the Catholic and the Protestant traditions of 17th century Europe, one would be required to take the skill once for each tradition.

In case of multideistic religions—for example, the Greek pantheon—the skill is picked once for the pantheon, not once per individual deity.

Repairs (Technology)

Repairs is one of the Big Four. It covers everyday repairs to and maintenance of equipment and technology familiar to the character's native culture and region.

Riding (Physique)

Riding covers mounting, controlling, and caring for a mount, commonly a horse. The skill can be picked for other mounts as befits setting and culture.

Signaling (Technology)

Signaling covers one established code of physical long distance communication; Signalling flags, smoke or mirror signals, etc. In order for the skill to be of practical use the recipient of the information must be able to decode the signal.

To deal with encrypted text or computer code, the Encryption skill is required.

Stealth (Physique)

Stealth covers hiding or moving unseen and unheard, using darkness, shadows and scenery to obscure one's presence, appearing inconspicuous, camouflaged, or not at all. The skill also covers trailing someone by surreptitious means.

Street Lore (Psyche)

Street Lore conveys familiarity with a neighbourhood; the character knows where to find certain kinds of people, what to do to attract certain kinds of attention, and where to go for certain kinds of shady deals (provided that such a place exists). It's all a matter of knowing the right people and where to find them.

Street Lore can be applied generically to a type of neighbourhood that resembles the one the character is familiar with; a red light district near the harbour tends to sport the same features anywhere. When doing so, the skill offers less information as the character is not personally familiar with the people and the places.

Sports (Physique)

Sports covers training within a specific physical sport such as skiing, running, darts, or dancing.

Swimming (Physique)

Swimming covers the ability to move in water or other liquids. The more weight a character is trying to keep afloat, the harder the skill check. The master may add additional penalties depending on current, temperature, and other circumstances.

Survival (Psyche)

Survival conveys the necessary knowledge to survive in a familiar environment, typically a biotope such as forest, desert, or marshland. The character is capable of making basic tools from what's available, find food and water, build a fire and primitive shelter, and avoid the most common pitfalls. The skill must be picked individually for multiple biotopes.

Teaching (Psyche)

Teaching allows a character to instruct another in any skill that the teacher possesses (see Studying with Another above). Every 10% skill that the teacher has in Teaching adds 1% bonus to the student's skill check at the end of the study period.

It is not possible to use this bonus to boost the learning check of a student who is more skilled than the teacher.

Trade (Psyche)

Trade is an example of a profession-type skill that goes well with a Craft. It is the art of trading; bargaining, bartering, haggling, and reaching an agreement with a supplier or a customer. It also conveys familiarity with the market, the value of goods, as well as supply and demand. Never go shopping without it.

Traps (Psyche)

Traps conveys the necessary information to spot hidden traps as well as setting one's own. The skill is put to play when the player suspects that traps may be present; it can be rolled in addition to the typical Alertness check for hidden traps.

Setting one's own traps requires access to materials and time to do so unseen by the people the trap is intended to catch, and the difficulty level may vary quite a bit.

Unarmed Combat (Physique)

Unarmed Combat covers one form of martial arts (and may be picked multiple times to cover more styles). It can also be applied generically for the empty-handed brawler. The skill works much like a weapon skill, except that no weapon is involved—and unless you really, really trust your skill and your luck, it's still not a good idea to try to parry a sword or dagger with your bare hands.

Routine or higher level offers the opportunity of attacks that are not intended as much to do health damage as to change the situation to the martial artist's favour. The skill check must be possible in order to be attempted—i.e., a character with 20% skill cannot attempt a move with more than 20% penalty (and a 20% penalty check will require her to roll 00% to succeed).

The Special Unarmed Moves table in *Combat & Defence* offers examples of such special moves, and is by no means conclusive; the game master determines how difficult a check should be, depending on the situation. If this check is failed the Action is forfeit; using special maneuvers should be done with consideration. A successful skill check can be deflected by a successful defensive roll made by the opponent; to do so, the defender must defeat the number that the unarmed attacker rolled on her skill check, as if that was a regular attack roll made against her. If criticals are rolled on attempted actions these are resolved as normal for attack and defensive rolls.

Vehicle (Technology)

Vehicle covers the use and maintenance of a land-traversing vehicle such as a car, an ox cart or a travois. While the driver benefits from having navigation and repairs skills handy she is able to address most common issues.

Vessel (Technology)

Vessel is a profession-type skill that addresses the use and maintenance of seafaring craft—typically a ship or boat, though in a highly magical setting only imagination is the limit. To be a good pilot a character should also possess other key skills such as navigation—or in the magical setting, maintenance of spells.

Weapon (Physique / Technology)

Weapon covers the use and maintenance of one specific type of weapon. The weapon may be anything from a rock to a photon rifle as long as its purpose is to attack an enemy, or defend its owner from one. The skill must be picked multiple times in order to cover multiple types of weapons.

Weapons of a similar nature can be clustered under one weapon skill; a knife is a knife and a mace is a mace. Roughly, weapons of the same size and category can be used with the same skill; basket-hilt swords and long swords are both medium slashing weapons.

Weapon is picked as a Physique skill for melee weapons (the character uses her body in the attack; swords, maces, bows) and as a Technology skill for mechanical weapons (crossbows, firearms).

Weaponcrafting (Technology)

Weaponcrafting must be picked for a specific type of weapon. It can be used successfully in combination with such skills as Blacksmithing, Jousting, or Archery, aiding in crafting quality weapons within her field of expertise.

Combat & Defence

A wise man once said, 'the pointy end goes into the other guy'. Melee combat means close range fighting between two or more people. To engage in melee combat the participants must be close enough to touch one another with their hands or weapons (missile weapons don't count; while possible, it's not very efficient to club someone with a bow).

Ranged combat, on the other hand, revolves around hitting someone from safe distance. The range and accuracy of such an attack depends on skill and on the weapon used.

Finally, armour and shields have one function only: To keep the other guy from sticking the pointy end of his weapon into you.

The combat round

One round of combat equals roughly six seconds. A character can perform as many things per combat round as her number of Actions allows. In case of doubt, the Master determines how many Actions a given action will take to carry out, or whether multiple smaller actions can be crammed into one Action.

Short shouted commands or sentences usually do not take up Actions to shout; speeches do.

Who attacks first?

The number of Actions a character gets in a combat round is dynamic and depends quite a bit on what she's wearing, what she's wielding, and luck of the dice – and who gets to hit first?

At the beginning of the combat round each character determines their Attack Rank which in turn will resolve how many Actions they get in this round.

Determining Attack Rank and Actions	Example:
Roll d10 plus or minus AR modifiers (see the character sheet)	The random roll comes up 5. The character has an AR bonus of minus 2, so 5 becomes 3.
Add the AR penalty of any weapon used to the initial roll.	The weapon of choice is a dagger which has a penalty of 2. Thus, 3 becomes 5.
Add the AR penalty of armour used, if any.	The armour worn is chain mail which has a penalty of 5. Our 5 now becomes a 10.
Subtract the AR bonus from a high Strength score if applicable (but only if the character is wearing armour, otherwise the bonus does not come into play).	The character has a bonus of minus 1 due to high strength. 10 becomes 9.

The result is the Attack Rank of the character's first Action in that combat round. 9.

Once we know the Attack Rank of the character's first Action, the subsequent ones are easily determined; simply roll d10 and add them to the initial number. A roll of 6 added to the 9 in the example above indicates

that the character's second Action will occur at Attack Rank 12.

Continue adding d10 to determine Attack Rank until you either reach the number 15 or higher, or run out of Actions (a character's maximum number of Actions is determined by her Physique score). Results above 15 are discarded; the character ran out of time.

A character can have as many Actions per round as one half her Physique score. If, for example, her Physique is 6 she gets a maximum of 3 Actions per combat round regardless of how lucky she rolls. A character cannot have less than 1 Action per round even if her Physique score is a measly 1.

Resolving combat rounds

To begin combat every participant determines their Attack Rank as described above. From an outside point of view everything is going to happen pretty much at once – but from the point of view of the characters six seconds is a long time.

The character who ended up with the lowest number when determining Attack Rank begins the combat. Each character gets to do their fastest Action after her, after which the procedure repeats for people's second Actions, and so on, until no one has any Actions left. Remember that the number of Actions a character can have is limited by Physique; to get 5 Actions in a round your character needs a Physique score of 10 or better.

The combat round, narrated

Jim and Bob are about to engage in combat and determine their Attack Rank. Bob wears heavy armour and his total penalty to AR is 6. Jim's armour and weapons are not much lighter but his high Agility helps out, landing him with a final AR penalty of 3.

Bob rolls a 1, another 1, and 10. He gets his Actions on 7 and 8 (the roll of 10 is wasted because it puts him above 15). Jim rolls 2, 4, 4, 1 and 10. He gets Actions on 5, 9, 13, 14 – neat! His Physique is 8 or higher so he gets to use all four Actions.

When the Master calls out the Actions Jim gets to go first on 5 and attacks. Bob gets to retaliate on 7.

During the second Action Bob is the fast one – his second Action is at 8 while Jim is slowpoking around until 9.

Bob has now spent his Actions but Jim still has two left. He gets essentially two free hits on Bob who didn't manage to match his pace this round (fortunately for Bob, defensive rolls still apply). When Jim is done showing off the next combat round begins and Attack Rank is determined over again.

Hitting the other guy

The attack procedure is deceptively simple; the attacker rolls a d100 and if the result is equal to or lower than the defender's Defence, she hits. The attacker does not need to roll below her weapon skill as long as she has at least 20% (Routine). Weapon skills are the only skills that don't require a successful roll – but obviously, the higher

a character's weapon skill is, the higher her chances of rolling a critical.

Defensive rolls

Defence is integrated in melee weapon skills. A weapon skill of 20% or higher is required to attempt a defensive roll; a less skilled character simply isn't capable of adapting fast enough.

When a successful hit is made on a character (the attacker rolls beneath her Defence) the defending character can attempt to ward off the attack with her own weapon. To do so she must roll equal to or below her weapon skill with the weapon. If successful the attack is parried or deflected and no damage is done. She can do this as many times as she is attacked, but every time her weapon skill is lowered by 50% – meaning that a character who has 40% in her sword or shield skill (whichever is used) will be defending as if she had 20% the second time she is struck, 10% the third time and so on.

Critical attack rolls are exempt; they cannot be parried or deflected and always do damage.

Wearing armour

Whether a shirt made from rawhide or steel, armour serves one purpose only: To protect the wearer's body from coming to harm. Armour absorbs damage that otherwise would have been done to its wearer. Because of this, armour has a health pool of its own, and is destroyed if/when that pool drops to zero or below. Armour can be repaired or mended, restoring its health, as long as it has any health at all left (and the person doing the repairs has the required skills and materials available).

Once a successful melee attack is made (and not parried or deflected) the attacker rolls to determine how much damage is done; this depends heavily on the weapon in question. The defender then rolls to determine the damage absorption (DA) of the armour worn. She subtracts the result from the armour's health pool instead of from her own, allowing her armour to take at least part of the injury in her place.

Armour's health pool does not regenerate or heal on its own, only when mended or repaired.

Some armour may offer special protection against special forms of attack. Such should always be made clear in the armour's description. If a suit of armour is fire resistant its description needs to specify what DA bonus it offers against fire in addition to the usual.

All pieces of armour list what body area is protected (High, Medium, and/or Low) and what penalty to Attack rank is induced by wearing it (due to its weight and unwieldiness). When multiple pieces are worn (such as combining a chain mail shirt with a shield and a helmet), the penalties of each piece are cumulative. Most well armoured characters will end up with a different Defence score for each body area, based on what they are wearing.

Shields and off-hand weapons

Unlike regular armour, shields and off-hand weapons such as main-gauches do not reduce Defence. A shield or off-hand weapon must be used actively in order to be more than simply encumbrance. Shields have a health pool depending on type, and it must be noted which areas of the body they protect (typically Medium, though very large shields may also protect High or Low). Off-hand weapons do not have a health pool and obviously also no damage absorption.

When a successful attack roll is made, the defending character rolls for her shield or off-hand weapon defence before she rolls for her regular dodge or parry

attempt. If she is successful, the shield absorbs damage that otherwise would have affected her, or the off-hand weapon deflects the attack as a successful parry.

Shields and off-hand weapons require the Off-hand skill to use. It must be specified whether an Off-hand skill is picked for a shield or for a parrying weapon.

A character who uses any kind of armour or shield must note which areas are covered by the pieces in her set. Normal attack rolls are made against the main body area (High, Medium, or Low), but sometimes, characters will try to specifically hit someone's arm (to disarm them), stab them in the back, or otherwise make a very called shot. A chain mail hauberk may not cover the arms; a buckler offers no defense of the back, etc. In these situations, the armour or shield's damage absorption only applies in covered areas.

Attack Rank penalties

Let's face it: Armour and weapons are heavy and slow down their wearer. All forms of armour, shields, and weapons are listed with a penalty that represents how cumbersome they are to use.

High Strength may negate encumbrance from heavy armour or shields (but not weapons). A character may negate armour and shield weight up to or equal to her damage bonus. Similarly, unfortunate characters who have a damage penalty, get this added to their Attack Rank for wearing shields or armour (hint: If you're weak, don't hide under a ton of steel).

Armour and shield penalties only apply to characters wearing armour or using shields. You guessed that.

Circumstantial modifiers

The circumstances of a fight can make quite the difference. The list of modifiers below is by no means conclusive but serve to give the Master an idea of how to penalize characters and foes alike due to the circumstances of their battle.

The penalties are added to the attack roll, making it harder to hit one's target.

Total darkness (no light at all). Negated if the character succeeds a blindworking check or can see by means of magic.	±80
Night darkness (vague light). Negated if the character has excellent night vision, succeeds a blindworking check or can see by means of magic.	±40
Semi-darkness (dusky). Negated if the character has excellent night vision, succeeds a blindworking check or can see by means of magic.	±15
Strong light	±15
Very strong light (blinding). Negated if the character succeeds a blindworking check or can see by means of magic.	±30
Slippery surface	±30
Unstable surface (ice floes, earthquake, moving cart, etc.)	±50

Modifiers from Strength or Agility

The damage bonus from having high Strength only applies to weapons where strength is a requirement in the use. These include any melee weapons or thrown objects, and even primitive missile launchers such as a spear thrower or a bow (oldfashioned bows require a fair amount of strength to draw). The bonus does not apply

to attacks made by mechanical means or attacks that do not rely on the attacker's physical prowess.

Agility bonuses only come into play when the form of attack does not dictate its speed. You can throw rocks faster or slower, but a heavy crossbow is still going to take its sweet time to reload.

Base Defence for non-humans

When calculating the base Defence score for a creature or entity that is not human or human-shaped the base number may differ from the 100 that human characters use (human Defence being 100 minus (Agility+Physique)).

For anything the size of a house cat and down, use a base Defence of 50.

For small creatures, from dogs and badgers up to small humanoids, use a base defence of 80.

For creatures that are substantially larger than humans we still use a base Defence of 100. Hitting a giant creature or a man is much the same procedure, it's just that the man tends to bleed more than the giant. Hitting a dragon over its scaly toe may not impress it much. Large creatures typically have higher Physique scores than people, and subsequently more health. They are commonly harder to knock down or kill, which makes up for the lack of modification to base Defence.

High, Medium, and Low

When a character wears armour or similar protection her base Defence score is split into three—High (the head), Medium (the arms and body) and Low (legs and feet). Depending on what armour she wears she will likely have different Defence scores for each zone. It is important to determine which zone a successful attack connects with (see Successful attack rolls below).

Damage bonuses from good rolls

Fortunate favours the person with the pointy object and sometimes, a character rolls way below her opponent's Defence. For every 10% a character rolls below her opponent's defense she does 1 additional point of health damage.

A character, for example, who rolls 23% against an enemy whose Defence is 53% gets to do 3 points of bonus damage due to her skillful and surprising attack.

Bleeding wounds

When a character takes damage from a slashing or piercing weapon there is substantial risk of major bleeding, leading to inevitable death if not treated in a timely fashion.

The check for bleeding is rolled on a regular Physique check for Light weapons, with a +2 penalty for Medium weapons, and +4 for Heavy weapons. Bleeding characters lose 1 health point per combat round until the bleeding is staunched, whether with bandages and similar remedies or through magical means (see *Creating characters*).

How to hit a Defence score of 05 or less

Whenever a character manages to squeeze their Defence down below 05 or maybe even into a nice minus – whether due to racial modifiers, special armour, magic or other means – they can still be hit. A critical success on an attack roll always hits unless the defender can manage to roll an even better critical roll in her attempt to deflect or parry.

Modifiers and bonuses can push an attack roll low enough to count as a critical roll.

Spellcasting in combat

Instead of using weapons a character may want to cast a spell or use an innate ability during combat. In such a case, the casting time of the spell or ability in question serves in the same capacity as speed penalty does to weapons. Each spell and ability has a casting time listed in its description.

For a spell or ability with a casting time of 1 Action or less the spellcaster rolls for Attack Rank normally, without any consideration for weapon penalties. The spell goes off when it's the character's turn to attack. In this regard, many spells seem almost instantaneous to cast.

Some spells take longer to complete. A spell that takes multiple Actions will render the character unable to do anything for the required time. She will still need to determine her Attack Rank for the Actions that the spell consumes so that she will know exactly when it does finally go off.

A combat round lasts six seconds. Any spell that takes longer than that to cast will have to be stretched out over multiple combat rounds.

Weapon quality

Quality matters. A poorly made or poorly balanced weapon, or one crafted from inferior materials, will not serve as well as a superbly crafted masterpiece where only the finest of materials were used in the forging.

An inferior quality weapon, typically the poor man's choice, suffers a minus two points penalty to damage. Similarly, a weapon of very high quality, crafted by a master weaponsmith, gains a plus two points bonus to damage due to its superiority.

Successful attack rolls

To determine whether an attack roll is successful the first step is to determine where the attacker is trying to strike her opponent: High, Medium, Low, or Wild Swing (strike any opening in the opponent's defence, regardless of where it appears). The location of the successful attack determines damage modifiers and the chance of stunning or knock-outing an opponent. The location of Wild Swings is determined randomly on the Wild shots/hits/swings table below.

Once the location is known the attacker needs to roll beneath her opponent's Defence score for the zone she attempts to hit. If successful, damage is determined on the appropriate table, with the relevant modifiers. The defending character notes how much damage she has taken, and how much any armour she wears has taken (because armour has its own health pool and will eventually need repairs or replacing).

K/O means knock-out. The number listed is the percentage per point of damage taken that the character briefly loses consciousness from shock and impact. As a rule of thumb, characters remain unconscious roughly two minutes per point of damage taken.

Stun represents the percentile chance of an opponent being stunned and incapacitated from the shock and impact of the blow (but not losing consciousness). The chance of stunning an enemy is calculated similarly to the chance for knock-out. When stunned, a character loses all remaining Actions that combat round and is briefly disorientated. If she already spent all her Actions before being stunned, that's just lucky for her. Because a stunned character is not unconscious she is still aware of her surroundings and can still hear and see anything that happens around her.

Unarmed attacks

The damage listed on this table replaces weapon damage as no weapon is used. Strength modifiers still apply.

Unarmed fighters with some skill also have optional moves available to them, as described in the Unarmed Combat skill (see *Skills*).

Attack form	Location	Dmg	K/O	Stun
Kick	High	d2+1	15	15
	Medium	d2+1	5	10
	Low	d2+1	-	20
Punch	High	d2	10	10
	Medium	d2	3	4
Headbutt	High	d2	20	15

Special Unarmed Moves

Attempted action	Prerequisite	Penalty
Distract or feint at opponent, causing a 10% penalty on her next attack roll	N/a	5%
Shove or trip opponent, causing her to lose balance and forfeit her next Action	N/a	10%
Tumble, dash away, or otherwise move out of reach of opponent's next Action	Character must have lower Attack Rank than opponent	10%
Topple opponent, causing her to lose her next Action	Opponent may remain standing on a Strength check	10%
Disarm opponent by kicking or striking weapon out of her hand	N/a	20%
Sweeping kick to the legs, causing opponent to lose her next Action from falling over	Opponent may remain standing on an Agility check	20%
Stun opponent, causing her to forfeit her next Action	Character must have lower Attack Rank than opponent	25%
Use opening in opponent's Defence to do d4 points of damage	Character must have higher Attack Rank than opponent	25%
Use opening in opponent's Defence to do d6 points of damage	Character must have higher Attack Rank than opponent	30%
Kick or shoulder a barred or locked door open without any risk of taking damage from the impact	N/a	30%
Decisive strike or kick to the head, knocking opponent out for d4 Actions	N/a	40%
Decisive strike or kick to the knee, rendering the leg unable to support weight for d6 days head	N/a	50%
Feint and use the momentum to swipe the enemy's weapon, which can now be used by the character	Character must have lower Attack Rank than opponent	50%

Armed attacks

The damage listed in this table is a modifier to the damage normally done with the weapon in question.

Attack form	Location	Dmg	K/O	Stun
Slashing, light	High	-	1	4
	Medium	-	-	4
	Low	-	-	4
	Wild	+1	HML	HML
Slashing, medium	High	+1	5	14
	Medium	-	-	4
	Low	-	-	10
	Wild	+1	HML	HML
Slashing, heavy	High	+2	10	30
	Medium	-	-	20
	Low	-	-	10
	Wild	+1	HML	HML
Piercing, light	High	-	1	-
	Medium	-	-	-
	Low	-	-	-
	Wild	+1	-	HML
Piercing, medium	High	+1	1	10
	Medium	-	-	7
	Low	-	-	5
	Wild	+1	-	HML
Piercing, heavy	High	+2	10	30
	Medium	-	-	2
	Low	+1	-	2
	Wild	+1	HML	HML
Bludgeoning, light	High	+1	5	14
	Medium	-	1	2
	Low	-	-	2
	Wild	+1	HML	HML
Bludgeoning, medium	High	+2	8	20
	Medium	-	1	2
	Low	-	-	2
	Wild	+1	HML	HML
Bludgeoning, heavy	High	+3	15	40
	Medium	-	1	20
	Low	-	-	10
	Wild	+1	HML	HML

Ballistic attacks

Attack form	Location	Dmg	K/O	Stun
Ballistic, light	High	-	10	15
	Medium	-	-	3
	Low	-	-	1
	Wild	HML	HML	HML
Ballistic, medium	High	+d10	20	30
	Medium	-	-	5
	Low	-	-	10
	Wild	HML	HML	HML
Ballistic, heavy	High	+2d10	20	30
	Medium	-	-	5
	Low	-	-	10
	Wild	HML	HML	HML

Wild shots/hits/swings

A wild swing (or shot, or hit, or whatever) occurs when a character doesn't even pretend to try to aim before attacking. The actual hit location of a wild swing is determined on a d100.

A hit resulting from a wild swing always does 2 points of extra health damage.

Die roll	
01-20	High
21-80	Medium
81-99	Low
00	Critical success: The character picks the hit location instead of determining it randomly.

Hit location modifiers to attack rolls

Characters who are attacked in melee combat (usually) respond instinctively to protect their head before their legs. To reflect this, attack rolls may be penalized when a character is trying to hit a specific area on an enemy's body – making a called shot.

As a rule of thumbs, called shots convey a minus 20% penalty, making the attack roll harder. The game master may penalize the shot further (or make it easier) as befits the exact situation.

Ditching the rulebook

Now that we've talked extensively about how to use the combat rules let's talk about when to toss them out the window. A perfect combat simulation would require an absurd amount of rules and formulas. Sometimes, to create the most convincing and flowing fight story the Master needs to just toss the rules and get the creative juices flowing.

Let's pick an example. Mark and Agnes are in a jail cell and agree to pull the old chestnut of getting into a fight in order to lure the gaoler in, club him, and steal

the keys to the cell. Agnes is going to knock Mark out so that the act seems convincing – but what does she need to roll?

According to the rules, Agnes needs to do an Unarmed attack roll, determine whether it trumps Mark's Defence – and if it does, determine whether he is knocked unconscious from the damage done. We can do it by the book but odds are that Agnes will have to keep punching Mark for a while because knocking someone out with an empty fist isn't as easy as it sounds.

Ditch the rules. Mark isn't exactly defending himself, and Agnes has plenty chance to aim. Maybe place a handy chamber pot nearby so she can knock him down on the first attempt and spare him a series of concussions.

The rules should never get in the way of good story telling. A character trying to slit the throat of a sleeping sentry is not going to have slash an unsuspecting target numerous times to silence him; the knife does 3 health points of damage but the villain has a health total of 30. Duh. No. Once will suffice, unless a fumble is rolled.

Critical hits and fumbles

Combat is dangerous. People get injured, possibly crippled for life, and even killed in combat. Critical hits and failures allow characters to cheer for a lucky strike against an enemy – or remind them brutally of how important it is to stay friends with a skilled healer. Violence may solve problems, often on a permanent basis, but it comes with high risk.

A critical success or failure is called for when an Attack roll is made and the roll comes out from 00-

05 (success) or 98-00 (failure). Skilled characters have higher chances of successful critical rolls because their BCC is higher (see *Skills*).

Whenever chances of knock-out or stun is offered on the table below these are cumulative with any listed on the Hit Location tables and any conferred by weapons or spells.

Attacks that end in a critical Fumble are forfeited unless the fumble description states otherwise.

	Head	Body	Legs	Fumble
00	The character's larynx is crushed; death is instantaneous.	The character's spleen is destroyed. Death is instantaneous.	The character's leg is cut off or crushed at the hip joint, causing severe bleeding doing 2d6 points of damage per round.	The attacker slips and scores a critical hit on herself, determined randomly.
01	The character's neck breaks. 70% chance of instant death, 30% of paralyzation for life.	The character's stomach is crushed; she is in severe pain for d6 days until released by death.	The character's femur breaks and a bone splinter enters an artery, doing d6 points of bleeding damage per round.	The attacker stumbles and falls, and accidentally scores a critical hit on one of the nearest 4 combatants, determined randomly.
02-03	The character's nose breaks and a splinter of bone penetrates to the brain. The chance of instant death is 50%. All higher brain functions are lost.	The character's liver is destroyed; death will occur in 3d10 days. Her skin turns yellow after a mere 2d6 hours.	The character's knee is crushed. She will never walk again.	The attacker's wrist is shattered in the attack, rendering her permanently unable to carry weight in that hand.
04-05	The character suffers a hemorrhaging concussion. 50% chance of regaining consciousness in 2d10 days (or never). 20% chance that brain damage will cause a drop of d4 points from Intelligence, Memory, and Agility.	The character suffers cardiac arrest from the shock of the blow. On a 2d Physique check she survives.	The character's ankle is crushed. She will never walk again.	The attacker's knee or ankle (determined randomly) is shattered in the attack, rendering her permanently unable to walk.
06-07	The blow causes the character's to bite her tongue off. 20% risk of her drowning in her own blood. She will never regain the ability to speak.	The character's spine is crushed or severed. She is paralyzed for life.	A major muscle is destroyed. The character will never walk again.	The attacker falls and a major leg muscle is destroyed in the fall. She will never walk again.
08-09	The character's nose is cut off or completely destroyed, causing a permanent loss of one point from Physique (breathing is hard), and an additional permanent loss of d4 points of Appearance.	A spinal injury causes a permanent loss of 1 point of Physique (and its Personality scores).	A major muscle is destroyed. The character loses 1 points permanently from Physique (and its Personality scores).	The attacker falls and a major leg muscle is destroyed in the fall. She loses 1 points permanently from Physique (and its Personality scores).
10-11	The character suffers brain damage, giving her headaches and affecting memory. Her Control and Memory scores are permanently lowered by d3 points each, and relevant skills are lowered by 20%.	A muscle in the character's arm is crushed or destroyed; she will never regain use of that arm.	The character suffers an open fracture doing 2d4 points of additional damage. Wound must be treated or gangrene will set in, causing the leg to need amputation to save the patient's life.	The attacker breaks her elbow. The arm is rendered permanently useless.
12-13	The wound is polluted and will heal at half the normal rate. It must be disinfected in short time or necrosis will set in, killing the victim in d10 days.			The character manages to break her weapon, taking 2d4 points of damage from errant pieces from wood or metal.
14-15	The character's jaw is slammed shut, cutting off the tip of her tongue and doing d10 points of additional damage. Speech will be slurry once the wound has healed.	The character's liver is severely damaged. For the rest of her life she suffers double effect of alcohol, toxins, poisons, and has a yellow tinge to her skin.	The character's genitals are hit, increasing the chance of stun by 50%.	The character manages to take a bad step, hurting her leg muscles in the process and taking d4 points of health damage. The chance of stun due to pain is 50%.
16-17	The character's nose is smashed. 50% chance that she will never regain her sense of smell later, permanently lowering her Alertness score by d10%.	d3 fingers are cut off or crushed. The character permanently loses 1 point of Agility.	The character's foot is crushed. She will be able to walk again after d2 months.	The attacker somehow manages to hit herself in the face or walk into something, breaking her nose and doing d6 points of damage to herself.

18-19	The character's eye is damaged, causing d10 points of additional damage. All skills that require hand/eye coordination are reduced by 20% for 2d10 days.	d4 fingers are sprained, causing d10 points of additional damage. All skills that require hand/eye coordination are reduced by 20% for 2d10 days.	d4 toes are sprained, causing d4 points of additional damage. All skills that require use of the feet are reduced by 20% for 2d10 days.	The attacker somehow manages to injure her eye, doing d4 points of damage to herself. All skills that require hand/eye coordination are reduced by 20% for 2d10 days.
20-21	The character's ear is cut, doing d4 extra points of damage. 40% chance of knockout. 20% chance that hearing is permanently lost in that ear, permanently reducing her Alertness by d20 points.	The character is hit hard in the abdomen, taking d4 points extra damage and injuring an internal organ. Physique is lowered by 1 point for d20 days (as are its Personality scores).	The character is hit hard on the leg, taking d4 points extra damage and injuring a major muscle. Physique is lowered by 1 point for d10 days (as are its Personality scores).	The attacker somehow manages to sprain d4 fingers, doing d4 points of damage to herself. All skills that require hand/eye coordination are reduced by 20% for 2d10 days.
22-23	The character's eye is hit; loss of sight in one eye is permanent. The character loses d4 points permanently from Agility and Control.	The character is hit hard in the abdomen, taking d4 points extra damage and injuring an internal organ. Physique is lowered by 1 point for d10 days (as are its Personality scores).	The character is hit hard on the leg, taking d4 points extra damage and injuring a major muscle. Physique is lowered by 1 point for d8 days (as are its Personality scores).	The attacker somehow manages to sprain d4 toes, doing d4 points of damage to herself. All skills that require use of the feet are reduced by 20% for 2d10 days.
24-25	A piece of scalp is cut or torn from the character's skull. She takes d4 points of extra damage and permanently loses one point of Appearance.	A fingernail or piece of skin is torn off, doing d2 points of additional damage due to pain and bleeding.	A toenail or piece of skin is torn off, doing d2 points of additional damage due to pain and bleeding.	The attacker manages to tear off a finger- or toenail or piece of skin, doing d2 points of damage to herself due to pain and bleeding.
26-27	An ear is cut or torn off. The character takes d4 points of extra damage and permanently loses one point of Appearance.	A vicious cut leaves a scar; the character takes d4 points of extra damage and permanently loses one point of Appearance.	A vicious cut leaves a scar; the character takes d4 points of extra damage.	Attacker manages to cut herself, taking d4 points of damage.
28-29	The character's skull is damaged. Chance of knockout is raised by d10% permanently.	The character suffers a particularly painful hit; chance of knockout is raised by d10%.		The character manages to hit herself painfully. 10% chance of knockout.
30-31	The character is hit on the temple. 60% chance of being knocked out, and 5% risk of vision and hearing being impaired, causing vision to be erratic for 3d10 days ahead.	The character breaks d4 ribs, taking 2d4 extra points of damage and suffering pain and laboured breathing for 3d10 days ahead.	The character's knee is damaged, and she will walk with a limp for the rest of her life.	Attacker is momentarily distracted or blinded by the light and gets enemies and friends switched around; for d4 Actions ahead she attacks whoever is closest.
32-33	The blow causes the character to lose d4 teeth, doing d4 points of additional damage.	The character's arm breaks or fractures. If properly set, the arm can be used again in 2d6+6 days.	The character breaks d4 toes; she will be limping for d2+2 weeks ahead.	The attacker's weapon breaks and she takes d4 points of damage from splinters or metal fragments.
34-35	The character's eye is hit, causing her to lose sight in that eye for d3 months ahead.	The character's collarbone breaks, rendering her unable to use that arm for d6+6 days.	The character's kneecap is struck, stunning her leg for d10 rounds ahead.	The attacker manages to somehow break her weapon.
36-37	The character's jaw is broken; she cannot speak or eat solid food for 2d10 days.	d4 ribs injured; physical exercise is painful for d4+4 days.	The character's leg is injured; physical exercise is painful for d4 days.	The attacker bumps into a piece of furniture or other obstacle which in turn falls in a random direction, doing d4 points of damage to each of the nearest d6 bystanders.
38-39	A split eardrum costs the character 20% of her hearing and 10% of Alertness for 3d10 days.	The character's shoulder is dislocated. Arm must be rested for d10 days.	The character's knee is dislocated. Leg must be rested for d10 days.	The attacker manages to somehow drop her weapon which goes flying, hitting any of the nearest 4 combatants and doing half damage from the impact.
40-41	The character suffers a mild concussion. All skill checks are made with a 2d10% penalty until she has had eight hours or more of consecutive rest.	The character's shoulder is sprained. Arm must be rested for d4 days.	The character's knee is sprained. Leg must be rested for d4 days.	The attacker manages to somehow drop her weapon.
42-43	A cut eyebrow causes blood to impair the character's vision. She suffers a d6 penalty on Attack rank until the bleeding is staunches or treated.	The character's shoulder is sprained. Arm must be rested for d4 days.	The character's knee is sprained. Leg must be rested for d4 days.	The attacker manages to somehow drop her weapon.
44-45	A split lip causes eating and talking to be painful for d4 days ahead.	An injured hand hurts for d4 days ahead.	An injured foot hurt for d4 days ahead.	The attacker manages to injure her own foot or hand, causing it to hurt for d4 days.
46-47	The character suffers a blow to the temple and loses consciousness for d10 rounds.	The character takes a heavy blow, losing d4 Actions to catch her breath and reorientate herself to the combat scenario.		The attacker manages to deal herself a heavy blow, losing d4 Actions to catch her breath.

48-49	A hard blow damages the character's eardrum, causing her to hear ringing noises for 3d10 minutes ahead.	A hard blow is particularly painful, causing the character's hand or arm to smart for 3d10 minutes ahead.	A hard blow is particularly painful, causing the character's leg or foot to smart for 3d10 minutes ahead.	The attack succeeds but misdirected force causes the attacker's weapon hand and arm to smart for 3d10 minutes ahead.
50-60	The wound bleeds heavily, causing the character to lose d4 hp per round until staunched or treated.			The attacker manages to somehow hit herself, doing weapon damage.
61-70	A lucky blow stuns the struck body part, rendering it useless for d4 rounds ahead.			The attacker manages to somehow hit self with her weapon, stunning herself for d4 Actions.
71-80	A heavy blow increases the chance of knockout by 2d10%.			The attacker hits something or someone with her head. The chance of knockout is 2d10%.
81-90	A hard blow causes the character to reel, losing her d4 next Actions.			The attacker stumbles and nearly falls, spending d4 Actions on regaining her footing.
91-92	The character's armour is struck hard, causing it to take d4 points of additional damage. If no armour is worn the character takes this additional damage instead.			The attacker manages to get her hands or legs stuck in a wardrobe malfunction, losing d4 Actions to disentangle herself.
93-94	The character loses her balance, taking d4 Actions to regain her footing during which she can only defend herself but not attack.			The attacker stumbles and nearly falls; trying to regain her footing she may only defend for the next d4 Actions.
95-96	Attacker finds an opening in the character's defense, granting her a free additional attack roll against the character.			The attacker misses her attack entirely.
97-98	The character's hat or helmet is knocked off; if none such is worn, a lock of hair is cut or torn off.	The character's belt is slashed, causing her to drop her pants or skirt in a most laughable fashion.	A boot strap, shoe buckle or similar is destroyed, causing the character to drop the footwear in question and hop around on one leg.	A wardrobe malfunction or suddenly appearing piece of furniture causes the character to fall over in a comical fashion.
99	The character has a brief but disturbing realization of her own fragile mortality and spends the rest of this round defending only, and angsty.			

Alchemy: The poor man's wizardry

Alchemy is part occultism, part herbalism, part chemistry, and part pure superstition. The skill covers familiarity with the setting's popular occult beliefs (such as creating the philosopher's stone or turning lead into gold), as well as the actual chemistry and scientific methods known in the game setting. Due to alchemy's semi-magical nature, the effects of potions can be removed with spells such as *Restore Natural State*.

Creating a potion

Potion recipes list their requirements, typically 1-4 herbs of various types and possibly other ingredients. The potion's strength depends on the values of the herbs used; a potion brewed from four herbs of value 10 will pack quite a bit more of a punch than a potion brewed from four measly value 1 weeds. All potions require a mortar and pestle as well as a pot or cauldron to make, and (obviously) containers for the finished product.

A finished potion typically contains about 50 ml (100 drops) of liquid. A potion from which drops have been removed (typically for creating other potions) no longer retains any effect if consumed but can be used in future mixing attempts indefinitely.

When a potion is attempted made a skill check must be succeeded. When failed, one of the effects from the potion quirk table is applied to the potion. Some of these will be immediately visible—others are virtually non-detectable until the potion is consumed.

The strength of a potion depends on the value of the herbs used in its making. Using rare herbs yields a stronger potion but the ingredients are likely to cost more and be harder to find.

Identifying potions

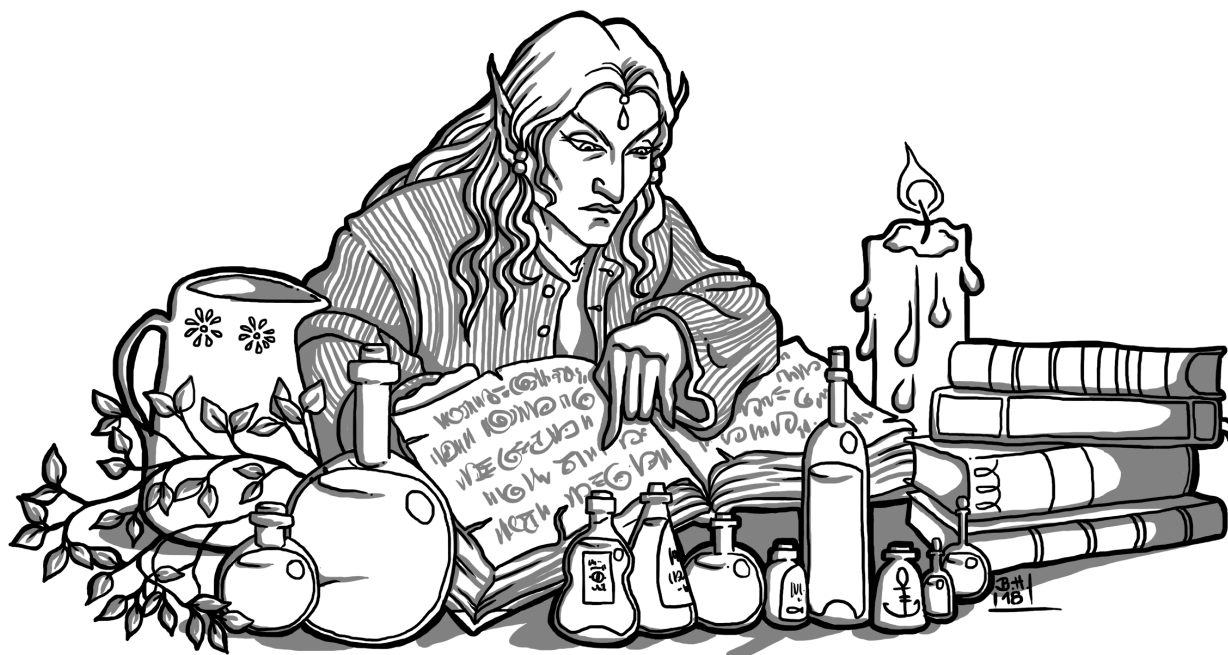
An alchemist may attempt to identify a potion made by someone else. This evaluation takes d4 hours per potion, and is reliant on the alchemist's skill. A successful skill check lets the alchemist know the general purpose of the concoction in question ("It seems to boost your health."). A critical success offers detailed information ("This potion will grant you a significant increase to health for two hours and ten minutes"). A critical failure, needless to say, will offer false information, or no information at all.

Potions, particularly common ones, will often be known by many names, or referenced just as that tea my aunt used to make, further obscuring recipes.

Stacking potions

A character may consume more than one potion at a time, in which case the potions' effects are cumulative (two potions that increase, for example, Strength by 2 points each, will offer a combined bonus of 4). When doing so, however, there is significant risk of the potions not working as intended. A potion is considered to be stacked when consumed while another is still in effect.

For every potion beyond the first, regardless of its effect and intended purpose, that is stacked on one character, the chance of the potions failing is 5%. This chance is cumulative; the more potions a character attempts to use simultaneously, the larger the risk of failure becomes. Potions all have a time of effect listed during which they count for calculating the risk of



stacking, even if their effects are instantaneous on consumption.

When failure does happen, all effects of all the potions stacked instantly wear off, and a magical, self-affecting fumble is rolled from the *Magic Gone Wild* table. The character must also succeed a Physique check, or spend the next d10 minutes desperately occupying the nearest outhouse or bush.

Once consumed, potion effects run their course. Effects from potions that have magical herb ingredients can be stopped prematurely with spells such as *Restore Natural State*.

Learning recipes

Alchemists tend to experiment; one random recipe is learned automatically per 10% had in the skill at character creation. Recipes can be acquired primarily through trading with other alchemists.

Weapon coatings

A few potions are not made for consumption but for coating a weapon to do extra damage or have an additional effect. A coating is spent when the weapon does damage, regardless of whether armour or flesh is struck. Use against unarmoured opponents for best results.

Exceptions

Potions and consumables have no effect on creatures and characters who do not have a circulatory system that can benefit from them. Most non-physical entities and undead will not benefit. The exception from the rule are recipes that include magical herbs; these affect their users regardless of whether they have a working digestive system or not. Magical herbs can be added to recipes that otherwise do not require them, in order to make potions affect those who would not otherwise be affected.

Potion quirks (d100)

The potion retains its intended effect except where the quirk description states otherwise.

- 01-65 Potion is poorly made. It has only half the intended effect (it works as if only half the value of herbs were used).
- 66 Potion comes with a Self-Affecting fumble from the *Magic Gone Wild* chapter attached.
- 67 Potion tastes and smells like candy floss.
- 68 Potion causes blisters on the tongue of anyone consuming it.
- 69 Potion turns muddy brown and smells like brackish water.
- 70 Potion smells strongly like rotten fish; user must succeed a Physique check in order to be able to make herself consume it.
- 71 Potion turns thick like syrup.
- 72 Potion turns lime green and smells fruity.
- 73 Potion smells distinctively of rotten eggs.
- 74 Potion turns into top quality shampoo and conditioner in one, but loses all intended effects.
- 75 Potion turns bright purple.
- 76 Potion turns into chamomile tea. It loses all intended effects.
- 77 Potion turns a bright, fluorescent magenta.
- 78 Potion has strong scent of mint.
- 79 Potion glows faintly.
- 80 Potion turns purple.
- 81 Potion turns bright green.

- 82 Potion turns clear.
- 83 Potion tastes horrible; user must succeed a Physique check or spend the next 2d10 minutes turning herself inside out in the nearest bush or outhouse.
- 84 Potion smells strongly of licorice.
- 85 Potion is well made and has double the intended effect.
- 86 Potion turns into strong alcohol. It loses all intended effects—but at least the alchemist can have a stiff drink.
- 87 Potion turns cloudy grey.
- 88 Potion turns bright sapphire blue.
- 89 Potion turns pale yellow and smells like urine.
- 90 Potion smells like strawberries.
- 91 Potion turns salty; user must succeed a Physique check in order to be able to make herself consume it.
- 92 Potion turns solid and must be consumed like jelly.
- 93 Potion turns black and greasy.
- 94 Potion turns rosy pink.
- 95 Potion turns blood red and has a strange, metallic smell.
- 96 Potion turns into pig's blood. It loses all intended effects.
- 97 Potion turns deep black with starry sparkles.
- 98 Potion turns clear like water.
- 99 Potion turns bubbly.
- 00 Potion turns into pea soup. It loses all intended effects.

Random recipes

For starting alchemists, or picking a potion at random. The more powerful the potion or elixir, the rarer its recipe is. Roll to determine how common the recipe is or is not, then roll on the appropriate table to determine which recipe is found.

As a rule of thumbs: If the potion uses magical herbs it's probably a rare potion. And curiously, the stronger and rarer a potion or recipe is, the fewer things tend to go in it.

- 01-70 Common recipe.
- 71-90 Uncommon recipe.
- 91-00 Rare recipe.

Common recipes

- | | |
|---------------------------------|--------------------------------------|
| 01 Aqua Fortis | 09 Mother Porzia's Cure-All |
| 02 Aqua Vitae | 10 Poultice of Bone Restoration |
| 03 Augurer's Dram | 11 Sleep Draught |
| 04 Draught of the Dream Journey | 12 Sparks |
| 05 Insomnia Cure | 13 Tincture of the Common Cold |
| 06 Libation of Laughter | 14 Tincture of the Common Fever |
| 07 Ma'am Mott's Cough Syrup | 15 Tincture of Embarrassing Ailments |
| 08 Merrywell's Light Sedative | |

Uncommon recipes

- | | |
|----------------|---------------------------|
| 01 Adder Sting | 17 Elixir of the Arcanist |
| 02 Alkahest | 18 Flask of Suffering |

03	Ancient Antidote	19	Greek Fire
04	Archer's Elixir	20	Healing Draught
05	Beauty Draught	21	Libation of Lingering Peace
06	Blue Tea	22	Philosopher's Draught
07	Cook's Little Helper	23	Potion of the Ancient Druid
08	Cordial of Restful Sleep	24	Potion of the Circus Strongman
09	Dram of Fire	25	Potion of Insight
10	Dram of Ice	26	Potion of the Lecturer
11	Draught of Applied Science	27	Potion of the Nimble Acrobat
12	Draught of Aptitude	28	Potion of Restraint
13	Draught of Decisiveness	29	Potion of Sustenance
14	Draught of Ill Health	30	Sanctuary
15	Draught of the Monk	31	Speaker's Draught
16	Draught of the Wiseman	32	Venom Sting

Rare recipes

01	Blood of the Vampire	08	Elixir of the Swordsman
02	Draught of Advanced Age	09	Elixir of the Turtle
03	Draught of Youth	10	Elixir of the Warrior
04	Elixir of Insight	11	Elixir of Tough Hide
05	Elixir of Light	12	Enchanter's Draught
06	Elixir of the Berserker	13	Lupine Libation
07	Elixir of the Hunter	14	Potion of the Unseen

Recipes

Adder Sting

Requirements: Piercing or slashing weapon	Components: Hallucinogenic herbs (1) Poisonous herbs (3)
Time to make: 1 hour	Time of effect: Lasts until used

This liquid is applied to a slashing or piercing weapon and takes effect the next time that weapon deals health damage. The damage done will not heal by natural means, and the health points are not restored until healing magic is applied. Typically bright red or blue. Weapon is coated in black, greasy liquid.

Alkahest

Requirements: 50 g quicklime, 50 g potash, 10 drops of alcohol	Components: Magical herbs (2) Invigorating herbs (2)
Time to make: 5 hour	Affected matter: 1 kg/value point

Alkahest is a universal solvent prized by alchemists as it dissolves literally anything. The finished potion must be kept in a glass or crystal container as it will dissolve anything else. Alkahest dissolves matter to which it is applied at a rate of 100 g/minute. Typically gold or yellow.

Alkahest can be added to other potions with unpredictable outcomes. The result of doing so is rolled on the table below. Adding one alkahest dose to one dose of potion still produces only one dose of altered potion. There is often no safe way to tell what exactly an existing

potion has turned into when mixed with alkahest, other than attempting to identify it anew.

Alkahest effect table (d10)

1	Potion turns to alkahest. Nothing gained, nothing lost.
2-3	Potion acquires the effect of one audio-visual fumble rolled on the <i>Magic Gone Wild</i> table, in addition to its expected effect.
4-6	Potion acquires the effect of one self-affecting fumble rolled on the <i>Magic Gone Wild</i> table, in addition to its expected effect.
7-8	Potion's effect and duration are doubled.
9-10	Potion's effect and duration are halved.

Ancient Antidote

Requirements: n/a	Components: Healing herbs (2) Relaxing herbs (2) Invigorating herbs (1)
Time to make: 1 hour	Time of effect: 1 hour/value point

This antidote neutralizes the effects of non-magical toxins and venoms immediately upon ingestion, preventing further damage and granting immunity to non-magical toxins and venoms for the duration. Typically bright green or blue.

Archer's Elixir

Requirements: n/a	Components: Healing herbs (2) Invigorating herbs (1)
Time to make: 1 hour	Time of effect: 1 minute/value point

This potion doubles all damage done by its user with ranged weapons such as arrows or spears (but not ballista missiles or similar) for as many minutes as the value points of the herbs used in its making. Typically silver or cloudy grey.

Aqua Fortis

Requirements: 50 g saltpeter, 50 potassium or alum, 50 g blue vitriol (sulfate)	Components: Invigorating herbs (2)
Time to make: 1 hour	Affected matter: 10 g/value point

Aqua fortis, or 'strong water' is a chemical solution used by alchemists to dissolve metals, including silver. The solution notably cannot dissolve pure gold. Aqua Fortis dissolves metal to which it is applied at a rate of 10 g/minute. Typically gold or clear.

Aqua Vitae

Requirements: 1 liter of fermented alcohol (typically made from potato or wheat)	Components: Invigorating herbs (4)
Time to make: 2 hours	Amount created: 1 cl/value point

Aqua vitae, the water of life, is strong alcohol created by distillation of fermented alcohol; vodka, poteen, and similar clear spirits. While aqua vitae can be used in the creation of whiskies, rums, sheries, and other spirits, it is also a prized disinfectant.

Augurer's Dram

Requirements: n/a	Components: Invigorating herbs (2) Relaxing herbs (2)
Time to make: 1 hour	Time of effect: 1 hour/value point

This cordial grants its user restful sleep for 1 hour per value point of the herbs used in its making, during which an additional 2 power points per hour are regenerated. Typically milky or pale blue.

Beauty Draught

Requirements: 10 drops of cream	Components: Spices (1) Invigorating herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion grants its user 1 point of Appearance per value point of herbs upon consumption. Typically bright green or blue.

Blood of the Vampire

Requirements: 1 cup of blood of any mammal	Components: Healing herbs (2) Invigorating herbs (2) Magical herbs (1)
Time to make: 2 hours	Time of effect: 1 hour/value point

This potion grants its user automatic health regeneration at a rate of 1 health point per hour for as many hours as the herbs used have value points. This regeneration takes place regardless of the user's activities, in addition to any normal healing done.

Blue Tea

Requirements: 1 cup black tea	Components: Relaxing herbs (2) Hallucinogenic herbs (2) Magical herbs (1)
Time to make: 1 hour	Time of effect: Instantaneous use

Blue tea has no effect in itself; the user will be affected by an Audiovisual fumble from the *Magic Gone Wild* tables. Typically tea coloured, with a minty scent and taste.

Cook's Little Helper

Requirements: n/a	Components: Spices (1) Healing herbs (3)
Time to make: 10 minutes	Time of effect: 100 g/value point

When applied to food or drink, this potion reverses the effects of spoil and decay, rendering ruined or polluted food or drink safe for consumption. The potion affects up to 100 g or 1 dl of water per value point of the herbs used in the potion's making. Typically brown or gold coloured.

Cordial of Restful Sleep

Requirements: 10 drops of milk	Components: Spices (1) Hallucinogenic herbs (3) Relaxing herbs (1)
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Time to make:
20 minutes

Time of effect:
1 hour/value point

This cordial grants its user restful sleep for 1 hour per value point of the herbs used in its making, during which an additional 2 health points per hour are regenerated. The elixir takes its name from the lively and realistic dreams the user experiences during sleep. Typically milky or pale pink.

Dram of Fire

Requirements: n/a	Components: Spices (1) Healing herbs (3) Relaxing herbs (1)
Time to make: 1 hour	Time of effect: 1 minute/value point

This potion grants its user immunity to the effects of cold or hypothermia for a minute per value point of the herbs used in its making. Cold includes ice or frost-based attacks. Typically pale blue or white, may taste minty.

Dram of Ice

Requirements: n/a	Components: Spices (1) Healing herbs (3) Relaxing herbs (1)
Time to make: 1 hour	Time of effect: 1 minute/value point

This potion grants its user immunity to the effects of heat or fire for a minute per value point of the herbs used in its making. Fire includes literal fire or heat-based attacks. Typically pale gold or white, may taste spicy.

Draught of Advanced Age

Requirements: n/a	Components: Spices (1) Relaxing herbs (3) Magical herbs (2)
Time to make: 2 hours	Time of effect: 1 year/value point

This potion is used to age the imbiber, adding one year to her age per value point. It can be used indirectly to kill; add enough years to someone's lifespan and they are prone to die from old age in short time. Typically silver or grey.

Draught of Applied Science

Requirements: 10 drops of coffee or other stimulant	Components: Spices (1) Invigorating herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion grants its user 1 point of Construction per value point of herbs upon consumption. Typically light brown or colourless.

Draught of Aptitude

Requirements: 10 drops of coffee or other stimulant	Components: Spices (1) Invigorating herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion grants its user 1 point of Power per value point of herbs upon consumption. Typically light brown or colourless.

Draught of Decisiveness

Requirements: 10 drops of cream	Components: Spices (1) Invigorating herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion grants its user 1 point of Authority per value point of herbs upon consumption. Typically black or brown.

Draught of the Dream Journey

Requirements: 1 cup of herbal tea	Components: Hallucinogenic herbs (3)
Time to make: 1 hour	Time of effect: 1 hour/value point

Mixed into herbal tea, this draught places its imbiber in a trance-like state of mental focus. While affected, the draught's user gains a bonus to all skill checks equal to her Intelligence score. For every hour she spends meditating on a problem or conundrum, she has a chance equal to her Intelligence score of having a stroke of sudden inspiration, typically in the form of a vision or sudden realisation of something that eluded her before. The game master has the final say in what information the draught's user is able to piece together. Typically tea-coloured or pale brown.

Draught of Ill Health

Requirements: Food and drink	Components: Hallucinogenic herbs (2) Poisonous herbs (2)
Time to make: 1 hour	Time of effect: 1 hour/value point

This liquid is added to food or drink and takes effect when consumed. The poison does d4 health points of damage instantly and then 1 health point of damage per hour for a number of hours equal to the amount of value points of the herbs used. Typically clear or pale white.

Draught of the Monk

Requirements: n/a	Components: Spices (1) Invigorating herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion grants its user 1 point of Discipline per value point of herbs upon consumption. Typically black or brown.

Draught of the Wiseman

Requirements: 10 drops of coffee or other stimulant	Components: Spices (1) Invigorating herbs (3)
Time to make: 2 hours	Time of effect: 1 hour/value point

This potion grants its user a 10% bonus to all skill checks made for Psyche skills, for an hour per value point of herbs upon consumption. Typically pink or multicoloured.

Draught of Youth

Requirements: n/a	Components: Spices (1) Relaxing herbs (3) Magical herbs (2)
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Time to make:
2 hours

Time of effect:
1 year/value point

This potion is used to rejuvenate the imbiber, subtracting one year from her age per value point. It can be used indirectly to kill; subtract enough years from someone's lifespan and they eventually regress to a point where they cannot live outside the womb. Typically pink or gold.

Elixir of Insight

Requirements: n/a	Components: Spices (1) Healing herbs (1) Magical herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This elixir allows its user to see through illusions for a duration of one minute per value point of the herbs used in its making. Typically pale pink or rose-coloured.

Elixir of Light

Requirements: n/a	Components: Spices (1) Healing herbs (1) Magical herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This elixir can be consumed or poured on the ground, and protects either the person who consumed it or an area of 3 m radius in which it was poured. When consumed the elixir its user gains a 40% bonus to Defense against melee attacks made by undead creatures. When poured on the ground, all living creatures inside the area of effect gain a 10% bonus to Defense against melee attacks made by undead creatures. The elixir's effect lasts one hour per value point of the herbs used in its making. Typically pale white or clear, may glow softly.

Elixir of the Arcanist

Requirements: n/a	Components: Spices (1) Hallucinogenic herbs (2) Magical herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This elixir grants its user a one die bonus (making saves easier) to all saving throws against the effects of magic, for an hour per value point of the herbs used in the potion's making. Typically black or dark grey, may smell of basil.

Elixir of the Berserker

Requirements: 10 drops of aqua vitae or similar strong alcohol	Components: Spices (1) Invigorating herbs (2) Magical herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This elixir grants its user a 20% bonus to attack rolls against melee attacks and a 20% penalty to defense rolls (including parrying attempts) for an hour per value point of the herbs used in the potion's making. Typically red or dark red.

Elixir of the Hunter

Requirements: n/a	Components: Spices (1) Healing herbs (1) Magical herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This elixir can be consumed or poured on the ground, and protects either the person who consumed it or an area of 3 m radius in which it was poured. When consumed the elixir its user gains a 40% bonus to Defense against melee attacks made by shapeshifted creatures (not to be confused with lycanthropes). When poured on the ground, all living creatures inside the area of effect gain a 10% bonus to Defense against attacks made by shapeshifters. The elixir's effect lasts one hour per value point of the herbs used in its making. Typically pale green or clear, may glow softly.

Elixir of the Swordsman

Requirements: 10 drops of aqua vitae or similar strong alcohol	Components: Spices (1) Invigorating herbs (2) Magical herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This elixir grants its user a 10% bonus to parrying rolls against melee attacks for an hour per value point of the herbs used in the potion's making. Typically red or dark red.

Elixir of the Turtle

Requirements: 10 drops of aqua vitae or similar strong alcohol	Components: Spices (1) Invigorating herbs (2) Magical herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This elixir grants its user a 20% bonus to defense rolls against melee attacks, lasting an hour per value point of the herbs used in the potion's making. Typically red or dark red.

Elixir of the Warrior

Requirements: 10 drops of aqua vitae or similar strong alcohol	Components: Spices (1) Invigorating herbs (2) Magical herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This elixir grants its user a 10% bonus to defense rolls for an hour per value point of the herbs used in the potion's making. Typically red or dark red.

Elixir of Tough Hide

Requirements: n/a	Components: Spices (1) Invigorating herbs (2) Magical herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This elixir grants its user a 25% bonus to defensive rolls (dodging or parrying) for as many hours as the value points of the herbs used in its making, turning her skin brown and leathery. Typically brown or gold coloured, may have earthy scent.

Enchanter's Draught

Requirements: 1 drop of aqua fortis	Components: Invigorating herbs (4) Magical herbs (2)
Time to make: 1 hour	Time of effect: 1 minute/value point

This potion doubles all damage done by spells cast by its user for as many minutes as the value points of the herbs used in its making. Typically gold or bronze coloured, may smell fruity.

Flask of Suffering

Requirements: 1 drop of sulfur	Components: Invigorating herbs (4)
Time to make: 1 hour	Time of effect: 1 minute/value point

This potion doubles all melee damage done by its user for as many minutes as the value points of the herbs used in its making. Typically silver or cloudy grey.

Greek Fire

Requirements: 1 dose of alkahest	Components: Invigorating herbs (4)
Time to make: 1 hour	Time of effect: 10 minutes/value point

Greek fire is created by mixing alkahest with invigorating herbs and distilling it all; it is a highly flammable liquid which burns even in water and cannot be put out by non-magical means. Greek fire consumes flammable matter at a rate of 100 g/minute, and burns for ten minutes per value point of the herbs used in the making of the potion. Typically white or gold.

Healing Draught

Requirements: n/a	Components: Healing herbs (4) Relaxing herbs (1)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion restores health immediately upon consumption. The amount of health points restored is 1 per value point of herbs used. Typically milky white or pale white.

Insomnia Cure

Requirements: 10 drops of milk	Components: Spices (2) Invigorating herbs (2)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion keeps its user wide awake and fully alert for one hour per value point of herbs used. Typically bright magenta or fluorescent colours. Warm and spicy to the taste.

Libation of Laughter

Requirements: 10 drops of cream	Components: Spices (1) Hallucinogenic herbs (3) Invigorating herbs (1)
Time to make: 30 minutes	Time of effect: 1 hour/value point

This libation induces a state of euphoria in its user during which everything seems hilarious and nothing is to be taken seriously. The effect lasts for 1 hour per value point of the herbs used in the elixir's making and

known side effects include food cravings. Typically light green or yellow, may have strong spicy scent.

Libation of Lingering Peace

Requirements: 10 drops holy water 1 teaspoon of a phosphorescent mineral	Components: Spices (1) Hallucinogenic herbs (1) Relaxing herbs (1)
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Time to make:
1 hour

Time of effect:
1 hour/value point

When poured or sprayed on the body or other remains of an undead entity—such as a vampire, dormant during the day—this potion prevents the undead from rising for as long as the *Libation* is in effect. While not a permanent solution to ghosts, vampires, or other malicious undead, it is a means of buying time to conduct a proper burial or exorcism, or simply paralyze such a creature long enough to escape its clutches. Typically white or gold, may glow faintly in the dark.

Phosphorescent minerals are any mineral compound that retain a glow in the dark for a while after any light sources have been removed, such calcite, celestite, colemanite, fluorite, sphalerite, or willemite.

Lupine Libation

Requirements: n/a	Components: Spices (1) Healing herbs (3) Magical herbs (1)
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Time to make:
30 minutes

Time of effect:
1 hour/value point

This elixir can be consumed or poured on the ground, and protects either the person who consumed it or an area of 3 m radius in which it was poured. When consumed the elixir its user gains a 40% bonus to Defense against melee attacks made by lycanthropes (not to be confused with shapeshifters). When poured on the ground, all creatures inside the area of effect gain a 10% bonus to Defense against melee attacks made by lycanthropes. The elixir's effect lasts one hour per value point of the herbs used in its making. Typically pale blue or clear, may glow softly.

Ma'am Mott's Cough Syrup

Requirements: 10 drops of honey	Components: Healing herbs (2) Relaxing herbs (2)
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Time to make:
20 minutes

Time of effect:
1 hour/value point

This potion cures common colds and coughing immediately upon consumption. Also prevents damage from hypothermia or virulent diseases. Typically black or dark brown.

Merrywell's Light Sedative

Requirements: 10 drops of milk 10 drops of aqua vitae or similar spirit	Components: Spices (1) Relaxing herbs (2)
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Time to make:
30 minutes

Time of effect:
1 hour/value point

When imbibed or injected into the circulatory system this sedative induces a pleasant, dreamless sleep. People or animals under effect of the sedative do not respond to noise and activity around them unless directly affected (such as someone shaking a sleeping person awake). If awakened, they will be drowsy and inattentive for the remainder of the sedative's duration. Typically milky or pale blue.

Mother Porzia's Cure-All

Requirements: 10 drops of honey 1 cup of warm milk	Components: Healing herbs (2) Invigorating herbs (2)
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Time to make:
20 minutes

Time of effect:
1 hour/value point

This potion prevents damage being done from any viral or bacterial infection caused by common diseases (colds, pneumonia, the flu, and similar) while in effect. It immediately restores d4 health points to the imbiber. Many common issues will have passed by the time the potion's effect wears off. Typically milky or pale yellow.

Philosopher's Draught

Requirements: 10 drops of alcohol	Components: Spices (1) Invigorating herbs (3)
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Time to make:
20 minutes

Time of effect:
1 hour/value point

This potion grants its user 1 point of Intelligence per value point of herbs upon consumption. Typically brown or yellow.

Potion of the Ancient Druid

Requirements: 1 cup of chicken broth	Components: Magical herbs (3)
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Time to make:
3 hours

Time of effect:
10 seconds/value point

This potion makes it safe to stack potions without risking magical mishaps. During its time of duration, the user can safely quaff as many potions as she desires, enjoying their cumulative effects. Typically milky white or pale pink.

Potion of the Circus Strongman

Requirements: 10 drops of alcohol	Components: Spices (1) Invigorating herbs (3)
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Time to make:
20 minutes

Time of effect:
1 hour/value point

This potion grants its user 1 point of Strength per value point of herbs upon consumption. Typically bright green or red.

Potion of Insight

Requirements: n/a	Components: Spices (1) Invigorating herbs (3)
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Time to make:
20 minutes

Time of effect:
1 hour/value point

This potion grants its user 1 point of Operation per value point of herbs upon consumption. Typically brown or yellow.

Potion of the Lecturer

Requirements: 10 g of tea leaves	Components: Spices (1) Invigorating herbs (3)
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Time to make:
20 minutes

Time of effect:
1 hour/value point

This potion grants its user 1 point of Memory per value point of herbs upon consumption. Typically pink or purple. Has strong scent of strawberries.

Potion of the Nimble Acrobat

Requirements: 10 drops of cooking oil	Components: Spices (1) Invigorating herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion grants its user 1 point of Agility per value point of herbs upon consumption. Typically blue or green.

Potion of Restraint

Requirements: n/a	Components: Spices (1) Invigorating herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion grants its user 1 point of Control per value point of herbs upon consumption. Typically bright green or red.

Potion of Sustenance

Requirements: 10 g of salt	Components: Spices (1) Invigorating herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion sustains its user for 1 hour per value point of herbs, regardless of the user's dietary needs. Typically brightly coloured.

Potion of the Unseen

Requirements: n/a	Components: Spices (1) Magical herbs (3)
Time to make: 2 hours	Time of effect: 1 hour/value point

This potion grants its user 1 minute of invisibility per value point of the herbs used in its making. Typically grey or clear.

Sanctuary

Requirements: 10 g of rotten fish 10 drops of anal gland oil	Components: Spices (3) Invigorating herbs (1)
Time to make: 2 hours	Time of effect: 1 hour/value point

When rubbed or poured on doors, windows or other entrances to a closed-off space, this strong smelling potion prevents the entry of any entity that attempts to enter with the intent to do harm. Whether cat burglar, flesh-eating monster, or mobster thug, self-aware creatures who wish to harm one or more of the self-aware creatures inside the enclosed space are repelled by the potion's odor, and may only enter on a successful Discipline check. Even if succeeded, they will experience considerable discomfort, which may reveal their unfriendly intentions to those inside. If the intentions of people inside the enclosed space change and become hostile after entering, they are not evicted. Animals and other creatures that are not self-aware are not affected though they may disapprove of the strong smell. Typically brown, very smelly.

Examples of animals with anal glands that produce an oil smelly enough to use for this potion are skunks and the various members of the weasel family.

Poultice of Bone Restoration

Requirements: Cloth bandage	Components: Spices (1) Healing herbs (2) Invigorating herbs (2)
Time to make: 1 hour	Time of effect: 1 hour/value point

When applied to a broken limb this poultice will dramatically increase the speed with which broken bone tissue repairs itself. The bone must have been set properly in advance (or it will grow together wrong, causing ambulatory issues). The poultice, typically red or orange in colour, is applied to a bandage, turning it into a poultice which increases the healing rate of bone tissue by 50% for as many hours as the poultice is in effect.

Sleep Draught

Requirements: 10 drops of milk	Components: Spices (1) Relaxing herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion grants its user 1 hour of restful sleep per value point of herbs during which the user will only wake up if forcefully shaken awake by somebody else. Typically bright green or red. Tends to smell spicy.

Sparks

Requirements: 75 g saltpeter, 15 g charcoal, 10 g sulfur	Components: Magical herbs (1)
Time to make: 2 hours	Time of effect: One use

This recipe creates not a potion but a powder which, if thrown on fire, will create colourful sparks and crackling sounds. While pretty to look at and possibly frightening for the uneducated, the black powder created with this recipe is not strong enough to be used for anything but entertainment.

Speaker's Draught

Requirements: Silver spoon to stir	Components: Spices (1) Invigorating herbs (3)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion grants its user 1 point of Charisma per value point of herbs upon consumption. Typically pale yellow or white. Has strong scent of mint.

Tincture of the Common Cold

Requirements: 1 cup of herbal tea	Components: Invigorating herbs (3) Healing herbs (1)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion cures common viral or bacterial infections of a non-magical, non-lethal nature—typically the sniffles or a mild flu—upon consumption, and protects its user against remission for as many hours as the value points of the herbs used in its making. The tincture can similarly be used to alleviate the symptoms of serious and potentially lethal diseases, possibly making the patient more receptive to other cures. Typically tea-coloured, may smell fruity.

Tincture of the Common Fever

Requirements: 1 cup of herbal tea	Components: Invigorating herbs (3) Healing herbs (1)
Time to make: 20 minutes	Time of effect: 1 hour/value point

This potion cures fevers of a non-magical, non-lethal nature upon consumption, and protects its user against remission for as many hours as the value points of the herbs used in its making. The tincture can similarly be used to alleviate the symptoms of serious and potentially lethal diseases, possibly making the patient more receptive to other cures. Typically tea-coloured, may smell fruity.

Tincture of Embarrassing Ailments

Requirements: 1 cup of herbal tea	Components: Invigorating herbs (3) Healing herbs (1)
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Time to make:
20 minutes

Time of effect:
1 hp/value point

This potion cures those other diseases—the ones acquired by associating intimately with the wrong kind of people in certain parts of town. As a guideline, heals 1 hp per value point (the game master will have to rule how much 'health' a given disease or condition has). Typically tea-coloured, may smell fruity.

Venom Sting

Requirements: Piercing or slashing weapon	Components: Hallucinogenic herbs (1) Poisonous herbs (3)
Time to make: 1 hour	Time of effect: Lasts until used

This liquid is applied to a slashing or piercing weapon and takes effect the next time that weapon deals health damage. The poison does d4 health points of damage instantly and then 1 health point of damage per hour for a number of hours equal to the amount of value points of the herbs used. Typically bright green or blue. Weapon smells minty.

Equipment

To determine what weapons, armour, and everyday gear should be made available in a setting it's often easiest to determine what historical era or period the game setting is based on (this is obviously even easier in a game based on an authentic historical setting). Setting a cut-off date of, for example, 1650 A.D., will introduce gunpowder and tall ships to a game setting, whereas a cut-off date of 1450 A.D. will feel more plausible for a classical fantasy campaign – troubadours, jousts and crossbows exist, steam engines don't, and gunpowder hasn't really caught on yet.

Armour

Armour makes you more resilient towards injury. When determining the availability and price of armour you'll need to consider the technology level of the game setting and the weapons that the armour will be used as a defense against. New armour is always invented whenever new weapons are, to counter them – and once countered, new weapons are invented to counter the new armour.

New weapon technology tends to be associated with the wealthy, whether restrictions are made by availability, caste, royal decree, or simply by the production price of such a weapon or suit of armour. Commoners and the poor tend to turn up wielding last season's armour – or less.

The armour descriptions given here are generic. If a player wants to wear a specific type of historical armour, the game master may judge which of the listed examples the piece is most similar to, or make up statistics for it using the existing examples as guidelines.

The only limit as to how much armour a character can wear is her ability to function. A character with high strength will be able to negate some of the Attack Rank penalties from armour weight, allowing her to wear more if she wishes. Characters can mix and match as they please, but if they get too encumbered they will not be able to sustain Actions in combat.

Normally, a character is guaranteed at least one Action per combat round. However, if a character is using enough armour and heavy weapons that her Attack Rank surpasses 15, she gets no Actions. Wear less, or pick a lighter weapon to go with it.

Older armour, or armour of poorer make

Armour stats in this chapter is generally given for late medieval and renaissance armour made from high quality materials. If older, less enduring armour is worn – for example, comparing steel greaves to their older bronze plate equivalents – simply subtract a number

of points from the armour's health pool – materials of poorer quality breaks easier.

Armour Damage Absorption and Health

Defence bonuses are cumulative for their zone (High, Medium, or Low) as is armour health pool. Not all armour offers damage absorption but all armour lowers the zone in question's Defence.

Armour		Zone	Defense	D/A	Hp	Penalty
Cuirass	Leather	M	20%	d4	2d10+20	2
	Splint Mail		30%	d6+1	4d10+20	3
	Plate		40%	d8	5d10+20	3
Foot Armour	Leather Boots	L	5%	—	—	1
	Plate Sabatons		15%	—	—	1
Gauntlets	Leather	M	5%	—	—	1
	Chain Mail		10%	—	—	1
	Plate		15%	—	—	2
Gorget	Leather	M	5%	—	—	1
	Chain Mail		8%	—	—	1
	Plate		10%	—	—	2
Greaves	Leather	L	15%	d4	2d10+20	1
	Chain mail		20%	d6	3d10+20	1
	Splint mail		25%	d6+1	4d10+20	2
Hauberk	Leather	M	20%	d4	2d10+20	2
	Studded Leather		25%	d4+1	2d10+25	2
	Chain Mail		30%	d6	3d10+20	3
Helmet	Scale Mail		40%	d8	5d10+20	3
	Leather	H	20%	d4	2d10	1
	Chain Mail		30%	d6	3d10	1
Leg Armour	Plate		40%	d8	4d10	2
	Leather	L	20%	d4	2d10+20	1
	Studded Leather		25%	d4+1	2d10+25	1
Main-gauche*	Chain Mail		30%	d6	3d10+20	2
	Scale Mail		35%	d8	5d10+20	3
	Plate		40%	d8+1	5d10+20	3
Pauldrons	Leather	M	5%	—	—	1
	Plate		15%	—	—	2
Plate Mail (Ornamental)	Plate	LMH	50%	d10	4d10	10
Vambraces	Leather	M	5%	—	—	1
	Splint Mail		10%	—	—	1

* The main-gauche or parrying dagger when used defensively. Its main entry is found under weapons.

Bracer

A bracer is an arm guard, typically made from leather, which protects an archer's lower arm from injury from the bowstring. In fantasy settings bracers are often confused with vambraces which offer actual protection from damage sustained in combat. See *Vambrace* below.

Cuirass

A cuirass is a vest that protects the torso from injury. It is part of a set of plate armour but often appears in designs that stand alone or are combined with other forms of armour. Cuirasses can be made from metal bands fastened on boiled leather, such as the famous *lorica segmentata* of the Roman empire, from leather, or be solid steel breastplates such as those used by the Spanish conquistadors and later cuirassiers.

Gauntlet

Gauntlets are gloves that protect the hand, wrist and lower arm. They are typically made from leather, chain mail or plate, and are worn in combination with other armour.

Gorget

Gorgets are 'collars' made from leather, chain mail, or plate, protecting the neck, chest, and shoulders.

Greaves

Greaves are protective sheaths for the knee and lower leg. They are part of a full set of plate armour but can also be used separately or in combination with other armour. Greaves typically consisted of a metal exterior with an inner felt padding. A Japanese equivalent, the *suneate*, consisted of a number of plates with mail between the metal and the fabric.

Hauberk

Hauberks or byrnie are vests or sleeveless tunics that protect the torso from injury, made from leather, brigandine, chain mail or scale mail.

Leather hauberks are the lightest but offer the least protection. Brigandine is leather upon which is fastened small plates, circlets or studs of metal, making it lighter and more flexible than a plate cuirass. Scale mail is made from many individual small metal scales coming together in overlapping rows, typically worn over padding. Chain mail hauberks are the mainstay of the Middle Ages, made from interlinked small metal rings forming a mesh and typically worn over padding.

Helmet

Helmets protect the head against injury. They are commonly combined with other forms of armour. How much protection is offered depends on the materials used and on the design; open-faced helmets offer less protection but more visibility than closed vizors.

Helmets have low damage absorption but when struck, they subtract a percentage equal to their absorption times 10% from the wearer's chance of being

stunned or knocked out (2 hp worth of absorption subtracts 20% from the stun chance).

Helmet, hide: A simple hood made from hardened leather, offering the least protection but not impairing vision.

Helmet, chain mail: A metal cap to which is fastened chain mail to protect the ears and neck, or a hood made from padded chain mail. Most designs do not impair vision.

Helmet, plate: A metal helmet that covers the entire head, including the face which is protected behind a vizor or eye slits. Plate helmets limit visibility and invoke a 20% penalty to Alertness rolls made while worn.

Leggings

Leggings are worn to protect the lower torso and legs above the knees primarily; they often take the form of strips of armour dangling from a belt to form a skirt of strips, or an actual skirt worn on top of regular legwear. Typical leg protection choices include leather, brigandine, chain mail, or scale mail.

Pauldron

Pauldrons are shoulder plates, typically worn on top of chain mail or as part of a set of plate armour. Pauldrons are counted separately for main and offhand, as shield users may not want them on their shield arm.

Plate mail (ornamental)

The classic full plate armour associated with knights of the late Middle Ages but in actuality mostly used ornamentally as a symbol of wealth, and for jousting. Plate mail is a combination of multiple pieces of armour such as greaves, vambraces, cuirass, helmet and other bits.

The stats offered here are for a full set of ornamental plate armour for ease of game play; the discerning player will prefer to combine other armour pieces into the equivalent of a set of full plate in order to customize, lower penalties, and keep bonuses such as the helmet's lower risk of knock -out and stun.

Vambrace

Vambraces are forearm guards, often connected to gauntlets. As vambraces are part of a complete set of plate mail, this entry covers separate vambraces made from steel or boiled leather. The latter reinforced with longitudinal strips of hardened hide or metal is splint armour. Vambraces cover the forearm and elbow. They are counted separately for main and offhand, as shield users will not want them on their shield arm.

Shield Damage Absorption and Health

Shield	Covers	Defense	D/A	Hp	Penalty
Buckler	-	M	d4	6d10	2
Madu*	-	MH	d4	6d10	4
Round	-	MH	d4+1	9d8	3
Tower	-	LMH	d8	12d10	7

* The madu shield can also be used offensively and thus also has an entry under weapons. When used as a shield it cannot be used offensively in the same combat round.

Clothing

Clothing comes in many forms and shapes depending on fashion, legal restrictions, and wealth. A plain wool shirt is easier to find and pay for than a silk frock coat with gold thread embroidery and ivory buttons.

Fabrics or styles may be restricted to specific groups in society. The Roman emperors, for example, denied use of the colour purple to anyone not themselves. The dye was ridiculously expensive to produce and purple hence became a symbol of imperial levels of wealth and rank.

Cuts and designs may also be used to identify groups of people; examples of this would be how prostitutes and Jews historically have often been required by law to identify themselves at a glance through wearing specific symbols, colours, or clothing.

Weapons

As with armour, weapons tend to fall out of use when something better comes around. Like clothing and armour, weaponry was historically often limited to specific castes in society. In a peaceful society where the common man can rely safely on the king's soldiers for protection, weapons may be uncommon or even ornamental, worn to show off noble birth or high status. Historically, even the poorest of farmers tend to possess some weapon or other and know how to use it – even a scythe or pitchfork hastily hammered into the shape of a pike can do considerable damage in a pinch.

Weapon weight

Weapons are divided into three categories based on weight and size – Light, Medium, and Heavy weapons. Each has different modifiers (see the table below) because obviously, a broad sword does more damage than a knife, even if they're both slashing weapons.

Rate of fire

Rate of fire determines how many Actions it takes a character to load and fire a ranged weapon. A heavy crossbow, with a RoF of one shot per five Actions (four Actions to reload, one to shoot) is slow but devastating once it hits. A short bow, with its RoF of 1/2 (one Action to nock an arrow, one Action to fire) is considerably faster, but the missiles have less impact.

The Quickdraw skill really shines with archery. A character with Routine (20% or more) in a Quickdraw skill matching her bow gets to check Quickdraw every time she loads; if she does not fumble (rolling 99 or 13) she effectively shaves off the loading Action and fires her arrow right away.

Historically, a skilled archer could have half a dozen arrows in the air simultaneously, firing far faster than the IMAGINES bow RoF of 1/2 or 1/3. However, archers creating a 'shower of arrows' are not aiming at a specific, possibly moving target – they're aiming at an area up to several soccer fields in size. Masters should allow for a faster rate of fire if archers are shooting at a large enough target area in this fashion.

Damage

Damage is the base damage done by a weapon or missile, subject to modifiers from weight and type, the hit location and armour of the defender, how far below the defender's Defence the attack roll succeeded, and so on.

Slash, Pierce, or Bludgeon

Finally, SPB are the basic weapon categories of slashing or cutting weapons, piercing or penetrating weapons, and bludgeoning or crushing weapons. Different weapon types have different modifiers to damage, stun chances and knock-out, depending on various factors in combat.

Weapon	Weight	RoF	Dmg	Penalty	SPB
Arrow, bird (short bow only)	L	-	d2	-	B
Arrow, flight (short bow only)	L	-	d6	-	P
Arrow, sheaf/bodkin	L	-	d8	-	P
Axe, battle	M	-	d10+2	10	SB
Axe, hatchet or tomahawk	L	1	d6	3	S
Axe, lumberjack's	M	-	d4	4	S
Axe, poleaxe	H	-	d12+1	11	SP
Bayonet	L	-	d3	2	P
Blowgun, dart	L	1	d3	2	P
Blowgun, needle	L	1	-	4	P
Bow, long	H	1/3	+1	5	-
Bow, short	M	1/2	-	4	-
Club	M	-	d6	6	B
Club, metal	M	-	d8	5	B
Crossbow, hand	L	1/2	d2	4	P
Crossbow, heavy	H	1/5	2d10	10	P
Crossbow, light	M	1/3	d8	8	P
Dagger/knife	L	1	d3	2	SP
Dart	L	1	1	1	P
Flail	M	-	d6	5	B
Iron glove (cestus)	L	-	d4	1	B
Javelin	M	-	d8	5	P
Knuckles	L	-	d4+1	1	B
Knuckles, bagh nakh	L	-	d4+1	1	S
Lance, heavy horse	H	-	2d10	10	P
Mace	M	-	d8	5	B
Main-gauche (parrying dagger)*	L	-	d3	2	SP
Meat cleaver	M	-	d3	2	SP
Morning star	M	-	d8+1	8	PB
Nunchaku	M	-	d6	2	B
Quarterstaff	M	-	d6	4	P
Sap	L	-	d4	4	B
Shield, madu**	M	-	d4	5	P
Shuriken (throwing star)	L	1	1	1	P
Sling, bullet	L	1	d2+1	1	B
Sling, pebble	L	1	1	1	P
Sling, staff, bullet	M	1	d4	4	B
Sling, staff, pebble	M	1	d2	4	B

Stiletto	L	-	d3	2	P
Spear, thrown	M	1	d8	5	P
Spear, stabbing	M	-	d8+1	8	P
Sword, basket hilted	M	-	d10	7	SP
Sword, broad sword	M	-	d10	8	SP
Sword, dadao	H	-	d10+3	9	S
Sword, claymore	H	-	d10+2	8	S
Sword, cutlass	M	-	d6+2	6	S
Sword, falchion	M	-	d6+2	6	SP
Sword, flamberge	H	-	d12+2	9	SP
Sword, gladius	M	-	d6+2	5	SP
Sword, katana	M	-	d10	6	SP
Sword, kodachi/wakizashi	M	-	d8	6	SP
Sword, long sword	M	-	d10+2	8	SP
Sword, machete	M	-	d6	6	S
Sword, ninjato	M	-	d6+1	4	SP
Sword, odachi	H	-	d12+2	9	SP
Sword, rapier	M	-	d8	5	SP
Sword, sabre	M	-	d8+2	8	SP
Sword, scimitar	M	-	d8	7	SP
Sword, short sword	M	-	d6	4	SP
Sword, zweihander	H	-	d12+4	12	SP
Warhammer	M	-	2d6	8	PB
Whip, riding crop	L	-	1	2	B
Whip, bull	M	-	d2+1	8	B
Whip, cat o' nine tails	M	-	d4+1	6	B
Whip, kau sin ke	M	-	d4+2	10	B

* The main-gauche or parrying dagger can also be used defensively and thus also has an entry under armour. When used as a parrying weapon it cannot be used offensively in the same combat round.

** The madu shield can also be used offensively and thus also has an entry under weapons. When used as a shield it cannot be used offensively in the same combat round.

The improvised weapons table

Occasionally characters just don't have a regular sword within reach. Improvised weapons tend to be less efficient and may have penalties listed with their entries.

Weapon	Weight	RoF	Dmg	Penalty	SPB
Bear trap (Physique check to avoid broken or crushed ankle)	M	-	D8+2	n/a	P
Glass bottle (60% chance of shattering upon contact)	L	1	d4	5	B
Glass bottle (already broken)	L	-	d4	4	S
Hair or knitting pin (no parry ability, no chance of bleeding injury)	L	-	d2	3	P
Kitchen knife	L	-	d2	2	SP
Length of chain	M	-	d4+1	5	B
Mallet	M	-	d4	6	B
Meat cleaver	L	-	d3	2	S

Pitchfork	L	-	d6	8	P
Riding crop (no effect on damage by character strength)	L	-	d3	4	B
Rock (fist sized)	L	1	d4	3	B
Rolling pin	L	-	d4	5	B
Scythe	L	-	d4+1	8	S
Shaving razor (-2 penalty to Physique checks to determine whether wound is bleeding)	L	-	d4	4	S
Shovel	H	-	d4+1	8	B
Skilllet	M	-	d4	7	B
Table leg	M	-	d3	4	B
Threshing flail	M	-	d4	5	B
Torch (may ignite target)	M	-	d3	6	B

Miscellaneous

Creating a complete list of useful gear and instruments for adventurers would be nigh impossible but we've included some of the stuff gentlemen of fortune are most likely to request. Some players find it useful to have a list of common gear available for inspiration as well.

In general, our recommendation is to not make characters track every single sock and button on their inventory lists lest the game turns into a contest in micro-management. However, keeping a more general eye on what supplies are had and when they are spent adds an element of realism and depth to the game – there's more to being a well prepared adventurer than just owning a sword.

Alchemist's tools

Typically a box or bag suitable for travel, this is a collection of tools, vials, and paraphernalia used by an alchemist to create potions and draughts. Add herbs, hot water, and a fireplace, and you're good to go.

Camping gear

The experienced wilderness traveller knows to bring blankets, cooking gear, flint and steel, and whatever other conveniences help making surviving in the outdoors a little easier. If he doesn't, though, he's probably better off travelling along a king's road where he can expect to find inns and hostels at regular intervals.

Compass

Magnetic lodestones, sunstones, sextants, compass needles – the exact tool may differ depending on the setting but the purpose remains the same: Finding one's way. Used with the Navigation skill, the compass (or its equivalent technology) helps determine position and direction.

First aid kit

Medical supplies can be a lot of things depending on who, where, and when. A typical travellers' medical kit will likely contain the very basics required to restore health points with the Health Science skill; bandages, scissors, needle, thread, disinfectant and so forth. Healing herbs sold separately.

Horse tack

As any actual horse owner will tell you, caring for a mount requires a lot more than just the saddle and the bridle. However, most games are not centered around animal care, and players don't want to keep lists of hoof picks, brushes, and food supplements. Horse tack is generally assumed to include everything a character needs to ride and care for a horse or similar mount, as well as everyday maintenance of the actual tack.

Maps

From crude symbols scratched on rawhide to detailed, handpainted vellum, maps help finding the way, determining the distance, and knowing where you're going. It's worth noting that map making did not become a precise art until recently, and even maps as

recent as the 17th century depict a general idea of the land rather than precise measurements. And, of course, historical mapmakers have often filled in the blanks from their own imagination – not like most of their customers could tell the difference anyway.

Writing box

In most historical or medieval-ish settings writing utensils are looked after with great care as they're quite expensive and/or inconvenient to acquire. The common serf tends to be illiterate; ink, parchment and paper must be purchased in cities or monasteries. Carrying a handy box of parchment and quills around may prove useful for any alchemist, scribe, mage, mapmaker, or other educated person.

Magic

Magic! Spells, dusty old scrolls, amulets, enchanted weapons, psychic abilities, – it's all here. Some magic is innate, other learned; some mages level cities or subdue dragons, others ensure rain for blighted crops and the welfare of the farm animals. Witches, wizards, sorcerers, necromancers, sages, soothsayers, seers – it's all magic.

Magic is by its very nature dangerous. Magic can go horribly wrong. Magic can work in unpredictable ways. A lot of the time magic doesn't do what you want or doesn't work at all. Approach this hornet's nest with caution or at least ready to go interesting places and have people do interesting things to you when you get there.

Hedge magic

Hedge magic is the 'classic' kind of fantasy spellcasting, typically involving material components, chants, runes, and chicken dances. A Hedge mage is always well prepared, having readied components and runes in advance. With access to materials and useful spell combinations, Hedge mages are arguably the most powerful spellcasters in the game system.

Talent and True magic

Talents are by far the most common form of magic. A talent is a psionic or mutant power, a gift from a higher power, a racial ability – a single power that the character likely has had from birth. Talents are essentially just True magic spells, but given the restriction (character must be able to use the spell), most Talents are fairly light weight as magic goes.

True magic, on the other hand, is the real deal. While the same pool of spells are available as Talents, True mages can learn and share spells instead of being limited to just the one. True magic tends to be more instantly powerful than Hedge magic – and certainly is more easily to prepare for as it rarely requires anything but force of will – but spells tend to have narrower scopes of use.

Automatic access to magic

A character's ability to use Talent, Hedge, or True magic is determined at character generation. Lucky characters may obtain Talents during play, typically due to magical mishaps.

However, a character who somehow achieves a combined Power and Control score of 80 automatically gains the ability to use Hedge magic. Similarly, a combined Power and Control score of 120 indicates an automatic ability to use True magic.

Most characters will never acquire that level of stat power, though.

Other kinds of magic

History and fiction offers many other kinds of magic than the categories used in IMAGINES (see Hedge magic and True magic respectively). If you want to include another kind of magic, go right ahead! You'll

find that often, alternative magic powers can be used with surprisingly small adaptations. A mystic order of Himalayan monks, for example, able to teleport and levitate seemingly at will, are not all True mages with obscene amounts of power. What they have done is discover a means of practising certain Talents at a very low power cost.

Adaptation is key. As long as it doesn't wreck the game balance if your players get their mitts on it, it's probably okay.

The initial chance of magic ability

A character's initial chance of having any magical ability whatsoever is calculated by adding her Potential and Control scores and dividing the result by three different numbers – one for each type of magic. Once done, you roll a d100 for each. A roll equal to or below the percentage chance means that the character has the ability in question.

The standard chances of having magical ability aim for a setting where magic is low key but not uncommon. Consult with your Master for the numbers for his campaign – some will want a more magical game setting, others prefer less. Some Masters may flat out deny magic a presence in their game.

A character can possess more than one kind of magical ability.

Initial chance of a character having magic abilities

Control + Power = X

X divided by 15: Chance of True magic ability.

X divided by 10: Chance of Hedge magic ability.

X divided by 5: Chance of Talent magic ability.

A character does not need to be aware of her magical ability from the beginning of play. In a game setting where magic is rare and protected a character with spell casting ability may not know that she has such a talent. A whole storyline could be built around her finding out her true potential!

And, of course, the easier it is for player characters to discover and obtain magic, the easier it is for the non-player characters also.

Talents, Innate powers, and insufficient scores

Occasionally a character will roll a Talent or have an innate ability due to its species, but not have the stats to use it. With Talents acquired from character generation as well as racial innate powers, a character is considered to have Power and Control scores of 15 – unless her actual scores are higher than that. This adaptation does not apply to learned spells, nor to saving throws against the spells of others.

A character who gains an Innate power as the result of a quirk or from her species does not need to have access to the sphere this power originates from in order to use it.

Power points

Power points, abbreviated pp, measure the raw energy a mage has at her disposal. When she runs out of power she is exhausted and drops unconscious. In theory, everyone has power points but you only need to roll them for a character who has magical ability. A character's power points are equal to her Power score multiplied by 10.

Power points are regenerated at a rate of 1 per point the character has in Potential, per hour of sleep or non-physical activity (sitting around a table, traveling in a cart, studying, etc. – but definitely not riding, standing sentry, or fighting). Nonhumans may have different regeneration rates listed on their creature sheets.

Certain spells require their target to possess magical ability in order to have any effect. A spell such as *Powerthief* – which lets a spellcaster steal power points from a victim – will be useless against a character with no magical ability (i.e. no use for power points) because she has not developed or channeled any raw power in a way that someone else can leech from it.

How many spells does a character get?

Characters normally get d6+5 spells from beginning of play. In a high magic setting the Master may increase this number, and vice versa, lower it for a low magic storyline.

Spellcasters can normally memorize a number of spells equal to her Memory score x 2. She can learn as many as she wants but once she exceeds that number she will have to start recording new spells in a tome or journal. A character can replace a memorized spell with another for convenience, writing the older spell down instead.

Talents do not count towards the maximum number of spells in memory, and cannot be written down for sharing or storage.

What magic does a character get?

There are two methods of determining what kinds of magic ability a character may or may not have at the beginning of play. Ability and spells can be rolled randomly on the tables below, or you can barter with your game Master to be allowed to pick.

Regardless of what method is used, a character's first spells will not include any that require more power points to cast than she has in total. If a spell requiring more is rolled, roll again until a result comes up that she would actually be able to cast.

The spheres of magic

All spells belong to one or more spheres, each of which represents an aspect of existence. No sphere is inherently good or evil; Light heals and Darkness destroys but both are necessary parts of the circle of life and death.

All: Spells associated with All have no specific sphere associated, or taps into all the spheres to some extent. All spells tend to be utility type spells.

Air: Beyond the element of air itself, this sphere addresses illusions and deception of the eye.

Earth: Beyond the element of earth itself, this sphere also deals with reinforcing and increasing the endurance of matter. Earth also deals with interacting with plants and natural animals.

Fire: Beyond the element of fire itself, this sphere also deals with the flashy, flashy, and volatile.

Water: Beyond the element of water itself, this sphere also deals with the fluid, perpetual motion, the flow

of things. Water also deals with interacting with natural aquatic animals.

Darkness: Darkness is destructive; entropy and the end of life, taking away from things. Due to the disruption of natural entropy involved in undeath, Darkness also covers most necromantic spells.

Light: Light is creative, regeneration and the birth of new life, adding to and nurturing the existing.

Time: Time deals with the past, the future, and the present. It restores and reveals secrets, or shrouds them from sight.

Fate: Fate deals with choice, destiny and free will – or the deprivation of free will. The sphere also deals with the attempts to change or influence freedom of choice.

Law: Law upholds the status quo, the laws of nature, and the balance between the Forces. It also provides the ability to detect when others have tampered with the natural.

Chaos: Chaos is creation – random and often disruptive such. Chaos tends to ignore the laws of physics, often gets quite loud and flashy, and can have quite destructive side effects. Chaos also covers most summoning-type spells.

What spheres do a character get?

Magic is divided into spheres that each cover an aspect of life (see below). All characters have access to the All sphere unless their creature sheet specifically states otherwise. Access to other spheres is determined by rolling a d4 to determine how many Spheres in total the caster has access to – and then rolling on the Sphere access table below for as many spheres as she gets beyond the first. If the same sphere is rolled twice the player does not get to re-roll.

A character only gets to roll for sphere access once regardless of how many kinds of magic she has available to her. Most spheres oppose another: Air opposes Earth; characters cannot normally have access to both. A lucky character will have access not only to the elements but also the forces – the fabric of which the universe itself is built.

It is normally possible to have access to two Elements, All, and four Forces at most (Time and Fate do not oppose one another, but to gain to four Forces, Chaos must then be rolled before Law).

Spells such as *Block Access* that deny a spellcaster the ability to draw power from a specific sphere also block the use of Innate powers and Talents from that sphere; blocking is not restricted only to learned spells.

Elemental access table (d8)		Force access table (d6)	
1	Air (opposes Earth)	1	Darkness (opposes Light)
2	Earth (opposes Air)	2	Light (opposes Darkness)
3	Fire (opposes Water)	3	Time (opposes nothing)
4	Water (opposes Fire)	4	Fate (opposes nothing)
5-7	All (no Elemental access)	5	Law (opposes Chaos)
8	Force access (roll on the table to the right)	6	Chaos (opposes nothing)*

*If Law is rolled first, access to Chaos is not possible. If Chaos is rolled first, however, access to Law is still possible.

Nonhuman characters may not have All as their default sphere. This will always be specified on the creature sheet.

What spells does a character get?

Typically, spells are determined by rolling randomly on the spell lists (see below) for as many spells as the character has from beginning of play.

A player may have a specific type of character in mind; a hermit druid might favour spells that affect wilderness and nature, just as a soldier mage might prefer spells that do damage in the here and now. Any combination of starting spells that the game master will accept can be used.

Using magic

Casting a spell

In order to cast a Hedge magic spell all material components must be prepared in advance. True magic has no such requirement. Once the spellcaster is ready to start casting the player rolls a Power check to determine whether the character is able to summon the required amounts of arcane energy. If this check is failed, nothing further happens.

Upon succeeding her Power check the character now starts drawing, chanting, dancing or whatever else the spell may require; Talent and True magic users merely concentrate. To determine whether the spellcaster is able to shape the summoned energy into the desired outcome, the player checks her Control skill. If the skill check is successful the spell goes off as intended. If failed, however, a fumble must be rolled by the Master (see the Magic Gone Wild chapter.) Regardless, the spell's power point cost is deducted at this point.

Spell casting procedure

1. Prepare components (1-2 Actions if they're not readily available).
2. Roll 2d Power check (and succeed) to summon arcane energy.
3. Roll 2d Control check to bind arcane energy.
- 3a. If the Control check was failed, the Master rolls a fumble.
- 3b. If the Control check was succeeded, the spell takes effect as intended.

In order to cast a spell which requires the spellcaster to touch the target, an unarmed combat attack roll may be required to determine whether she can manage this, particularly if the target is aware of the spellcasting and unwilling to cooperate.

Reaching negative power points

When a spellcaster over-exerts herself and reaches a negative number of power points she falls unconscious until at least 10% of her power point total has been regenerated. For this reason, spellcasters will often struggle to retain at least one measly power point to keep them on their proverbial feet.

When a character does drop from excessive power use, the missing points are subtracted from her health pool – meaning that a spellcaster can quite literally spellcast herself to death. A character with 20 pp and 20 hp who spends 35 points on casting a spell drops unconscious – and the missing 15 points are subtracted from her health, leaving her with a total of 0 pp and 5 hp. She drops unconscious and will most likely still be injured upon waking up.

Disturbing a spellcaster

When magic is used the spellcaster enters a trance-like state often referred to as meditation, during which

she focuses on what she is trying to make magic do. If she is interrupted at this point she will have to roll an additional Power and Control check to see whether she can hold onto the summoned energy, and indeed still shape it. Obviously, spellcasters are not fond of disruptions!

Disturbing a spellcaster is dangerous; the spell may still go off, or something even worse may happen. Sometimes, it can be hard to tell which is worse, letting the enemy spellcaster continue or breaking her focus.

Transferring spells to scrolls or journals

Inscribing a spell takes the same amount of time, and in case of Hedge magic, components, as does casting it normally – plus an hour to do the actual writing down.

Asheet of paper, parchment or other recipient of quality is required, and the spell must be inscribed in an ink mixed from ingredients from all four elements (typically, dirt, water, ash, and for wind, perfume or scented oil), as well as at least 100 g of tissue from a creature that was either created by magical means or is considered to have magical powers.

Scribing scrolls

The difference between a spell recorded in a journal or grimoire for later use and a scroll is simple: Scrolls contain a one-time only spell effect. Normally the title of the spell is included in the scroll so that even the uninitiated can see what it does – or at least what the scribe claims it does.

Scrolls turn blank or even disappear once used. Spells cannot be learned from scrolls. A character does not need to have magic ability of her own to use a scroll; any spellcaster's stats involved are those of the scribe, not the character.

The process of scribing a scroll is similar to recording a spell in a journal except that it takes twice as long: 2 hours plus the spell's casting time. A similar ink must be used, and the paper or parchment must be of good quality. In case of Hedge magic spells transferred to scrolls, components normally used in casting the spell are used when the scroll is scribed (the user of the scroll does not need to go shopping for components).

If nothing else has been noted, spells on scrolls are cast with their shortest possible maintenance cost or effect.

Learning new spells

Whether finding recorded spells on her journeys or trading with other mages, a character will eventually want to increase her spell library. A character cannot learn spells belonging to a Sphere that she does not have access to, nor spells that she is not able to cast. Beyond those, only time and patience limit her from learning more if more becomes available.

Talents cannot be taught to or learned from others. A character either has a Talent or doesn't, and cannot trade with other Talents. Hedge and True magic spells, on the other hand, can be taught to anyone able to learn.

The process is slightly more or less time consuming, based on whether the character is learning from an instructor or copying from a written source on her own. In order to learn a spell from someone else the student mage spends 24 hours plus the casting time of the spell studying. Working on her own takes twice the time required if she was working with an instructor.

Breaks can be had as long as the process is reassumed within 48 hours; otherwise, the work is lost.

Once a new spell has been learned and recorded the student rolls a Control check. If successful the spell is learned as desired. If the check is failed a mistake was made and a side effect was integrated into the spell. This

side effect is rolled randomly on the tables in the Magic Gone Wild chapter.

Whenever a spell with such a side effect is cast the fumble also occurs, regardless of whether Control checks were succeeded. The fumble has become an integral part of the spell and the only way to get rid of it is to learn the spell over again from scratch.

Sneaky Masters may introduce recorded spells that have such integrated fumbles, making it difficult to tell whether a spell ever does exactly what it says on the tin.

Identifying new spells

When encountering an unfamiliar spell, telling what it does can be a matter of trial and error. True magic spells in particular may come with little or no pointers; Hedge magic spells at least contain some hints in terms of what mantras and components are required.

To see if a character can learn such an undocumented spell, the only option is often simply to cast it and see what happens. If the spell belongs to a sphere the caster does not have access to, nothing happens.

Sensing other people's use of magic

A sensitive mage may detect the use of magic around herself. Whenever a character spends more than 50 power points in one go, others may pick up on the ripples in mystical space. Other characters whose Control scores are 20 or higher may detect such magic use if they are within a radius of 1 km per 10 points they have in Control.

Such a disturbance is typically sensed as a gust of wind or light electrical current from the general direction of the character casting the spell (within at least 20 km radius since that's what a Control score of 20 comes to). Sleeping or unconscious characters are not affected.

As a rule thumb goes that the base chance of a character with the ability to sense such magic use is within range is 2%. Whether the character in question wants to investigate is another matter – a smart NPC might even hurry in the opposite direction!

Making magic safe(r)

Magic can always go wrong but the more power a character throws at it, the lesser chance of it doing so. When a character rolls her Control check in casting the spell she can temporarily raise her score for that particular casting. She does this by essentially throwing more juice into it.

For every 10 additional power points used in casting a spell, the caster's Control score is considered to be raised by 1, and the spell takes 1 Action longer to cast. Control cannot be raised above 20 in this fashion.

Making saving throws harder

Whenever a spell offers the option to save against its effects this save can be made harder. Every die that is added as a penalty to the saving throw costs an additional 100 power points. This price increases with the number of penalty dice added – the second penalty die costs 200 points, the third 300 and so on. Few regular mortals will be adding piles of penalty dice to saving throws but those pesky campaign archvillains just might.

Spending someone else's power

Power points can be transferred from one willing spellcaster to another. The mage who is giving up her power concentrates on letting the mage casting the spell tap into her energy reserves; during this time she can do nothing else. At the time the spell comes into effect

the mage donating her power must roll a Control check; failure indicates that she falls unconscious for as many minutes as power points were drained.

Any mage can borrow points in this fashion but Talent users do not have the option (unless they also possess True or Hedge magic ability). If the mage donating the power goes into negative power points the connection is instantly dropped.

Casting multiple spells simultaneously

A spellcaster may decide to cast more than one spell at the same time; it's not easy, but it's definitely possible. For every spell cast while another is already being maintained a penalty die is added to the Control checks of the spells (a normal 2d check becomes a 3d check and so on).

Sight and hearing ranged spells

Spells with a range of sight can affect any entity that the caster can see with her own eyes. Similarly, spells with a range of hearing can be used to affect any entity that the caster can hear.

Using a looking glass or an ear trumpet to boost distance works, but any method that requires sight or hearing to be changed into a signal does not (to use a more modern terminology, you can use binocs but not drop a spell via phone).

Enchanting items

Most magical items are variations of existing spells being made permanent through use of *Imbuement* or *Rune of Forever*, or runes that are applied to items.

Whenever enchantments are attempted stacked on an item there is a risk of erasing previous and new enchantments alike. This chance is calculated by number of charges or points (for weapons, typically plus points to hit or damage) old and new enchantments have altogether times ten.

For example: For a sword with a +2 bonus to damage from *Runes of Pain* to which is attempted added yet a point of damage with a new *Rune*, the chance will be 3 points total $\times 2 = 60\%$ chance of all spells on the weapon disappearing.

In case of spell effects that cannot be quite so easily calculated into points, each spell is considered to be worth one point.

How many charges does an enchanted item get?

No enchanted item can be used indefinitely, not even if it is created with a spell that otherwise removes the maintenance cost of the enchantment. Unless a magic item's description specifically states otherwise, enchanted item spell effects can be triggered once per day, for a duration of as many minutes as the enchanter creating the item has points in Control (typically 15-20 minutes). This rule also applies to magical and enchanted items found in the *Magical Items* chapter.

It is possible to add more charges to a magical item by enchanting it with the same spell twice or more times. Doing so follows the spell stacking rules above, and for each successful enchantment, the item is considered to have one more charge per day.

Using magical items

Unless specifically stated in the item description a character does not need to have magical talent nor have access to the spheres an enchanted item draws on. The invocation and binding of magical energies took place when the initial enchantment was created, not

when some more or less magical schmuck uses the item afterwards.

No magic lasts forever

Much to the chagrin of enchanters everywhere, no magic lasts forever. By its very nature, magic is unstable, and every time reality is made to rewrite itself to suit a spell caster's whims, there is a miniscule chance that the enchantment goes up in smoke. This risk applies to any magical item, whether created with spells such as Imbuement or otherwise.

Every time a magical or enchanted item is used its owner must roll d100 (this includes every attack roll made with an enchanted weapon). If a 13 is rolled, something may happen to the enchantment (and it's probably not going to be something you like).

d100	Magical item decay
01-06	The enchantment experiences an unexpected power surge, having double the usual effect and/or duration.
07-12	The enchantment suffers an unexpected power drain, having half the usual effect and/or duration.
13	The enchantment spectacularly performs with d4+1 times its usual effect and/or duration, after which the enchantment evaporates and the item is disenchanting (other enchantments than the one triggering the effect are also destroyed).
14-00	The enchantment works as expected.

The spell lists

On the tables below all spells and powers are listed within their categories and Spheres. Each spell is listed with its initial and maintenance costs in power points (pp). Where the cost cannot be listed, the spell is marked 'special', and the spell description should be consulted in order to determine its exact casting cost.

Spells marked with * indicates that the Master should consider whether this spell is randomly available in his game setting. These are game changers that can wreck considerable havoc to a Master's carefully crafted storylines if used lightly.

The spells are ordered into the Spheres of All, Darkness, Light, Law, Chaos, Time, Fate, Air, Fire, Water, and Earth.

Talents & True magic spells

Sphere of All

d100	Spell	Cost	Maintenance
01	Block Access	100	20/minute
02	Celestial Friend*	30	n/a
03	Detect Injury	30	n/a
04	Empathy	5	1/round
05	Energy Bolt	10	n/a
06	Entertainment	10	2/minute
07	Gain Location	50	n/a
08	Gate*	150	n/a
09	Greater Telepathy	Special	2/10 minutes
10	Honour Bond	100	n/a

11	Minion	50	n/a
12	Move in Complete Silence	10	1/minute
13	North by Northwest	10	2/round
14	Power Storage	50 +	Special
15	Power Thief	20	2/round
16	Repel Sphere	50	10/minute
17	Sense Poison	20	n/a
18	Steel Silence	40	n/a
19	Telekinesis	20	5/round
20	Telepathy	20	2/round
21	Thunderstrike	300	n/a
22	Transfer Effect	30	Special
23	Transfer Strength	20 +	10 +

Sphere of Air

d100	Spell	Cost	Maintenance
01	Air Friendship	20	2/round
02	Alter Self	2	n/a
03	Camouflage	5	1/round
04	Delirium	20	2/round
05	Displacement	20	1/round
06	Elemental Invulnerability	10	1/minute
07	Freezing Winds	10	n/a
08	Gentle Touch	5	1/minute
09	Ghostlight	5	1/round
10	Graceful Fall	50	2/round
11	Impersonation	30	2/round
12	Invisibility to Mortals	10	2/round
13	Invisibility to Immortals	10	2/round
14	Invisible Shield	10	2/round
15	Item Illusion	20	2/victim
16	Levitation	10	2/minute
17	St. Elmo's Fire	10	2/round

Sphere of Earth

d100	Spell	Cost	Maintenance
01	Adhesive Touch	10	2/round
02	Celestial Friend*	30	n/a
03	Closed Mind	20	5/minute
04	Earth Friendship	20	2/round
05	Elemental Invulnerability	10	1/minute
06	Falling Rocks	10	n/a
07	Impenetrable Lock	20 +	n/a
08	Meld Metal	30	5/round
09	Sort Components	50/100 g	n/a

10	Talk With Trees	20	2/question
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Sphere of Fire

d100	Spell	Cost	Maintenance
01	Blinding Flash	40	n/a
02	Celestial Friend*	30	n/a
03	Combustion	20	2/round
04	Dancing Flames	10	n/a
05	Dry Wood	20	5/kg of wood
06	Elemental Invulnerability	10	1/minute
07	Fire Friendship	20	2/round
08	Ring of Fire	10	10/round
09	Speed Combustion	10	n/a

Sphere of Water

d100	Spell	Cost	Maintenance
01	Call Fish	20	2/round
02	Celestial Friend*	30	n/a
03	Coral Reef	5	1/round
04	Elemental Invulnerability	10	1/minute
05	Icicles	10	n/a
06	Walk on Water	20	5/round
07	Water Friendship	20	2/round

Sphere of Darkness

d100	Spell	Cost	Maintenance
01	Banishment	50	n/a
02	Bloodloss	50	n/a
03	Celestial Friend*	30	n/a
04	Energy Drain	10+d4	n/a
05	Inflict Pain	10	n/a
06	Mind Blast	10	n/a
07	Night Friends	50	2/minute
08	Sense Undead	20	2/round
09	Shadow Form	50	10/minute
10	Shadow Walk	50	n/a
11	Walk with Darkness	5	1/round

Sphere of Light

d100	Spell	Cost	Maintenance
01	Celestial Friend*	30	n/a
02	Create Matter	10/g	n/a
03	Cure Disease	20+	n/a
04	Cure Phobia	100	n/a
05	Heal	10	5/hp

06	Muse	10	2/minute
07	Rays of Light	10	n/a
08	Rebirth	100	n/a
09	Repel Demon	40	10/round
10	Sphere of Daylight	50	2/round
11	Sphere of Light	10	1/minute
12	Weapon in a Can	10	2/round

Sphere of Time

d100	Spell	Cost	Maintenance
01	Celestial Friend*	30	n/a
02	Continuity Break	40	n/a
03	Crow of the Cock	10	2/hour
04	Dream Realm	20	10/minute
05	Double Actions	10	2/Action
06	Enhance Natural Decay	20	n/a
07	Know Age	20	n/a
08	Lifblood	20 +	n/a
09	Medium	30	5/round
10	Origin	20	n/a
11	Perpetuity	Special	n/a
12	Restoration	50	10/year
13	Sense Presences	20	2/round
14	Seven Mile Boots	20	5/round
15	Soul Projection	100	n/a
16	Speed of the Snail	20	2/round
17	Time Freeze	100	n/a
18	Time Leap*	200	n/a
19	Time Shift	80	n/a
20	Vanity	10	1/hour
21	Wipe Mind	80	n/a

Sphere of Fate

d100	Spell	Cost	Maintenance
01	Blessing	30	10/round
02	Celestial Friend*	30	n/a
03	Chak'hai	150	n/a
04	Champion	100	n/a
05	Chiromancy	20	n/a
06	Command	10	n/a
07	Deathleap	200	n/a
08	Desolation	50	n/a
09	Domination	50	n/a
10	Dream Influence	50	10/statement
11	Evil Eye	30	n/a
12	Gaze Charm	20	2/round

13	Harmony	20	5/minute
14	Hypnosis	30	5/sentence
15	Jinx	10	2/round
16	Kiss of Euphoria	10	n/a
17	Lullaby	20	n/a
18	Mental Dominance	20	5/minute
19	Obliteration	100	n/a
20	Ovation	10	10/round
21	Possession	50	n/a
22	Sense Lie	20	2/minute
23	Snaketongue	10	2/statement
24	Soul Command	50	10/question

Sphere of Law

d100	Spell	Cost	Maintenance
01	Boomerang	30	n/a
02	Celestial Friend*	30	n/a
03	Detect Illusion	10	2/round
04	Detect Magic	10	2/round
05	Detect Mood	10	1/minute
06	Infravision	10	1/round
07	Detect Power	10	2/round
08	Invulnerability to Toxins	5	1/10 minutes
09	Ignore Invisibility	20	2/round
10	Leech	20	n/a
11	Mind Read	20	5/minute
12	Prevent Falsehood	10	2/minute
13	Repel Demon	40	10/round
14	Restore Natural State	50	n/a
15	Sense Magic	20	2/round
16	Scrutiny	50	n/a
17	Truesight*	50	5/round

Sphere of Chaos

d100	Spell	Cost	Maintenance
01	Aura Charm	10	2/round
02	Cat's Claws	10	2/round
03	Celestial Friend*	30	n/a
04	Control Emotions	40	10/round
05	Dar's Mishap	30	n/a
06	Deception	20	2/minute
07	Gateway	150	n/a
08	Ghost Walk	20	5/round
09	Living Blood	150	n/a

10	Mirror	20	2/round
11	Mutate Form	50	n/a
12	Power Shift	50	n/a
13	Shaer'Tal	30	5/Action
14	Shapechange	50	n/a
15	Silver Sabre	70	n/a
16	Transmute Matter	20	5/10 m ³
17	True Self	50	2/round
18	Toxic Kiss	10	2/round
19	Walk the Soul Paths*	50	n/a

Hedge magic spells

Sphere of All

d100	Spell	Cost	Maintenance
01	Astral Walk	20	2/minute
02	Circle of Farsight	150	2/round
03	Circle of Insight	50	n/a
04	Imbuement	50 +	n/a
05	Read Object	30	n/a
06	Remove Rune	100	n/a
07	Rune of Pain	50	n/a
08	Rune of the Alert Sentry	30	n/a
09	Rune of Purpose Knowing	100	10 +
10	Rune of Precision	40	n/a
11	Rune of Sharpness	50	n/a
12	Rune of Tongues	20	2/minute
13	Simple Minds	30	2/round
14	Spices	20	n/a
15	Steal Knowledge	100 +	n/a

Sphere of Air

d100	Spell	Cost	Maintenance
01	Blade Rune	50	n/a
02	Dance of the Chameleon	20	2/round
03	Breeze	20	n/a
04	Calm the Wind	20	n/a
05	Gale	100	2/minute
06	Illusion Piercing	20	2/round
07	Rune of Flight	40	20/hour
07	Rune of Good Winds	30	2/hour
08	Rune of Projection	50	n/a
09	Thunderclap	5	n/a

10 Wall of Illusion 40 n/a

11 Rune of Fresh Water 20 1/litre

Sphere of Earth

d100	Spell	Cost	Maintenance
01	Birthstone	50	n/a
02	Brittle Rock	40	20 / extra m ³
03	Burden of the Lumbersome Ox	20 +	2/round
04	Fertile Soil	100	n/a
05	Gargoyle	150	n/a
06	Lightness of the Hummingbird	50	10/round
07	Motherlode	50/m ³	1/minute
08	Ram	50	n/a
09	Rune of Endurance	20	n/a
10	Rune of Petrification	40	n/a
11	Rune of Strength	10 +	n/a
12	Rune of the Forest Floor	20	2/minute
13	Stone Vision	50	1/minute

Sphere of Fire

d100	Spell	Cost	Maintenance
01	Campfire	20	n/a
02	Circle of Security	50	n/a
03	Fire-B-Gone	20	2/round
04	Fire Aura	20	2/10 minutes
05	Fire Sprite	10	2/minute
06	Flame Vision	10	1/minute
07	Heat	2	1/10 minutes
08	Purification	30/dm ³	n/a
09	Rune of Fire	70	n/a
10	Starlight	30	n/a

Sphere of Water

d100	Spell	Cost	Maintenance
01	Bless the Well	50	n/a
02	Call the Rain	20	n/a
03	Dry Path	20	2/hour
04	Fog	50	2/hour
05	Freeze Water	50	2/km ²
06	Gills	20	2/hour
07	Little Spring	20	10/hour
08	Mirror Lake	20	2/hour
09	Mistscapes	50	5/minute
10	Purify Liquid	30/dm ³	n/a

Sphere of Darkness

d100	Spell	Cost	Maintenance
01	Dead Voices	50	2/question
02	Deathwatch	20	n/a
03	Kiss of Suffering	20	n/a
04	Raise Animal	50	n/a
05	Raise Dead	150	n/a
06	Read Body	100	5/minute
07	Rehome Dead	400	n/a
08	Rune of Animation	75	n/a
09	Rune of Many Stupid Minions	50	n/a
10	Stalker	50	10/question
11	Towards the Light	50	2/question

Sphere of Light

d100	Spell	Cost	Maintenance
01	Awaken Crystal	20	n/a
02	Circle of Healing Hands	40	n/a
03	Midwifery	20	2/hour
04	Save Crop	20+	n/a
05	Restore Life	50	n/a

Sphere of Time

d100	Spell	Cost	Maintenance
01	Circle of Deep Sleep	50	1/hour
02	Circle of Rest	30	1/hour
03	Curse of Lethargy	50	n/a
04	Crystal Rune	100	5/round
05	Mind over Matter	20	n/a
06	Preserve Specimen	20 +	n/a
07	Reverse Time	50	n/a
08	Rune of Decay	30	2/year
09	Weather Prediction	10	n/a

Sphere of Fate

d100	Spell	Cost	Maintenance
01	Banana Peel Curse	30	n/a
02	Circle of Summoning	100	n/a
03	Doll Curse	50	n/a
04	Hearthbond	100	n/a
05	Rune of Binding	50	n/a

06	Rune of Concealment	50	20/hour
07	Rune of the Silken Tongue	30	2/minute
08	Rune of the Traveller	20	2/minute
09	Scapegoat	100	n/a
10	Wanderlust	50	n/a

Sphere of Law

d100	Spell	Cost	Maintenance
01	Circle of Protection	80	2/minute
02	Circle of Protection from Undead	50	1/minute
03	Circle of Regeneration	20	10/hour
04	Circle of Shivering Speech	50	2/statement
05	Rune of the Warrior	20	2/minute
06	Rune of Cleansing	30	1/hour
07	Rune of Disenchantment	50	2/minute

08	Rune of Forever	200	n/a
09	Rune of the Foreigner	20	2/minute
10	Rune of Truthful Weakness	30	10/minute

Sphere of Chaos

d100	Spell	Cost	Maintenance
01	Rune of the Card Shark	30	10/deal
02	Circle of Shapechanging	100	n/a
03	Obscuration		
04	Obfuscate Rune	50	n/a
05	Obfuscate Senses	20	2/round
06	Reverse Rune	50	n/a
07	Rune of Displacement	50	10/charge
08	Rune of Reading Disability	50	n/a
09	Rune of Stray Magic	50	n/a
10	Rune of Unpredictability	50	n/a

True magic

True magic is the art of tapping into the fabrics of the universe without the aid of gestures, runes or other rituals, to create magical spells. True magic tends to be less time consuming than Hedge magic but also narrower in its use; most mages cannot maintain spells for a longer period of time, nor have multiple spells safely active at a time (as opposed to a Hedge mage who may have multiple runes and spells on her person, ready for activation). True magic tends to have more dramatic immediate effects than Hedge magic but some spells are quite subtle.

Talents

Talents are spell-like abilities that are as commonplace to their users as breathing and walking. They show early and mature as do their wielders. Supernatural creatures, particularly extradimensional ones, are more likely to possess such powers, but they are not unheard of among mortals. The powers of young children tend to be less potent than the ones described here.

Because a Talent wielder must be able to cast her Talent spell the most powerful True magic spells are rarely seen as Talents.

Talents cannot be taught and cannot be learned. You either have them or you don't.

Innate abilities

Innate abilities are Talents that all members of a species automatically have from birth. Unlike Talents, Innate powers do not consume power; they come as easily to their wielders as breathing. Under normal circumstances Control checks are not required for the Innate power to be used, but in those cases where extraordinary circumstances call for a Control check, the user's Control score is considered to be 15 unless naturally higher than that. Like Talents, Innate abilities cannot be taught or learned.

True magic

True magic wielders use the same form of magic as do Talent holders but unlike them, the True mage can learn new spells and pass her knowledge on to others.

True magic spell descriptions

Adhesive Touch

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	10	1 Action	2/round	Self	n/a

Adhesive Touch is a spider-like ability to stick to walls like an arachnid or a fly. This allows the user to move on surfaces not normally traversible. She moves at her normal movement rate and suffers no penalties to skill checks or attack rolls.

Air Friendship

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	20	1 Action	2/round	Self	n/a

Air Friendship is an alliance with the element of air. As long as the spell is maintained normal, non-magical air or gases do not affect her as they otherwise might – for example from inhaling toxic fumes or being battered by strong winds. The spell directs up to 6 points of health damage away per round.

Alter Self

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	2	1 Action	n/a	Self	n/a

Alter Self is the ability to change one part of one's body into something else; which body part can be altered is always specified. A pair of wings may be turned into a large cloak, glowing red eyes may become baby blue, or a tail might disappear. The spell lasts until another *Alter Self* is used to reverse the effect. *Alter Self* is an illusion as far as any spells used to detect such is determined.

Aura Charm

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	10	1 Action	2/round	Touch	2d Control

Aura Charm allows its caster to give off a pleasant aura. Other people within arms' length or less of her will develop a generally friendly disposition towards her. They feel good in her presence and are inclined to like her. In order to be affected by *Aura Charm*, the victim must have free will.

Banishment

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	1 Action	n/a	Sight	2d Discipline

Banishment lets a spellcaster attempt to banish any undead entity from the realms of the living. On a failed save the entity is banished from the location of the banishing for 2d4 weeks ahead. This spell is not powerful enough to permanently banish undead entities.

Blessing

Sphere	Cost	Casting time	Maintenance	Range	Save
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Fate 30 1 Action 10/round Sight 3d Discipline

Blessing creates a deceptive aura of pale light surrounding the spellcaster, radiating power and authority. Onlookers must succeed a saving throw in order to not suddenly perceive her as someone blessed by the divine, touched by a higher power, or otherwise placed on a level of authority and wisdom that simply cannot be argued with.

Blinding Flash

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	40	1 Action	n/a	Self	n/a

Blinding Flash creates a short, intense burst of light. All creatures within 30 m radius are blinded for d6+4 seconds unless wearing adequate protection after which vision is strained and impaired for 6d10 minutes. The flash is so intense that within 30 m distance, not even a closed door will protect against its effects (though solid stone walls will). The user herself is not affected.

Block Access

Sphere	Cost	Casting time	Maintenance	Range	Save
All	100	1 Action	20/minute	Sight	2d Power

Block Access allows a spellcaster to block the target's access to a Sphere of magic of her choice. While affected by the spell, the target cannot use spells or powers originating from the Sphere in question.

Bloodloss

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	1 Action	n/a	Touch	2d Physique

Bloodloss causes its victim to bleed from all orifices at a rate of one health point's worth per minute, for as many minutes as the spellcaster has points in her Control score. The bleeding is magical in nature and can only be counteracted by other spells such as healing spells or *Restore Natural State*.

Boomerang

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	30	1 Action	n/a	Item	n/a

Boomerang returns an item, no larger or heavier than the spellcaster is able to lift unassisted, to its rightful owner, much as if it had been dropped through a *Gate* spell. The owner is the last person who acquired the item in a legally acceptable fashion, did not choose to part with it, and is still alive (or in case of undead, still exists). In cases where no legal owner can be determined the item disappears, then reappears in its original position.

As an example: If a gold ring was purchased by an alchemist in 1448 and inherited by his son in 1469, but then stolen from the son in 1472, the ring would be returned to the son regardless of how many owners it had since. If the spell was cast in the year 1772, however, the alchemist's son is long dead and the ring would instead be returned to whoever legally acquired it after it was stolen.

Call Fish

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	20	1 Action	2/round	Self	n/a

Call Fish is the angler's perfect cheat. With this spell, the caster summons all normal, non-magical fish within 20 m radius. The fish try to get as close to her as possible and stay around her as long as the spell is maintained – even if handled or caught.

Camouflage

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	5	1 Action	1/round	Self	n/a

With *Camouflage*, the caster effectively goes full chameleon, taking on the colours and pattern of any non-artificed backdrop making her very hard to see. Only on a successful Alertness check is she detected, and in order to roll one of those, there needs to be a reason to suspect an obscured presence to begin with.

Cat's Claws

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	10	1 Action	2/round	Self	n/a

Cat's Claws transforms one of the caster's hands into a cat's paw, scaled appropriately. While the effect is largely visual, the retractable claws do d6 points of damage in melee combat.

Celestial Friend*

Sphere	Cost	Casting time	Maintenance	Range	Save
Any	30	1 Action	n/a	Self	n/a

Celestial Friend requires collaboration between Master and player. They will have to create a story around a character who essentially has a hot line to heaven. Celestial Friend is not recommended as an Innate power for this reason, and should not be used in a game setting where the gods are remote or non-existent.

With this spell, a character essentially has a friend or patron in a high place. A divine, or at least very powerful entity sees fit to keep an eye on the character and aid her as long as it is to the entity's own advantage. Such a deal could be the result of a promise to an ancestor, a prophecy, a bargain, or even a whim. The character in question does not necessarily know why this entity watches over her.

When the character needs a handy miracle she requests it from her patron and if the patron agrees, things happen. The Master determines whether the patron hears the prayer – which is what the spell essentially is – and whether a reaction occurs. Typically there is a base chance of 10% with a few modifiers thrown in if the character is currently in high favour with her patron.

The actual effects of *Celestial Friendship* are hard to nail down. They tend to be subtle; a hint, a bonus to a roll, a small clue will often make for better story telling than direct divine interference.

The *Celestial Friend* may expect payment for services provided and characters with this power often finding themselves devoting a fair amount of time to pursue their patron's wishes in order to retain his or her

goodwill. This power is technically a gift and can be revoked at the entity's discretion.

Chak'hai

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	150	5 Actions	n/a	Touch	n/a

Chak'hai allows a spellcaster to choose between two outcomes of any given action; the player chooses between two die rolls, ignoring the less favourable result. *Chak'hai* must be invoked in advance of a die check and only affects that single check. It may be invoked for any check that can be rolled on dice – skill checks, saving throws, etc.

When the spell is cast there is 1% chance that it causes a local disruption of causality in which case the check comes out as badly as possible (13 on a percentile die, 10 on a Luck check, and so on).

Champion

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	100	2 hours	n/a	Individual	n/a

Champion summons one entity capable of solving a clearly defined problem or meeting clearly specified requirements. When the spell is being cast the spellcaster specifies abilities and requirements, and within 2d4 hours a person or entity meeting the criteria will be compelled to turn up. If the target is not able to reach the site of the spellcasting by the end of this time she will be magically transported as if a *Gate* spell had been cast. *Champion's* range is infinite – somebody *will* turn up. Depending on the criteria placed that somebody may be more or less powerful.

There is no guarantee that the summoned individual is thrilled about having been magically compelled to appear; convincing the entity to undertake the task in question is still up to the spellcaster.

Chiromancy

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	20	1 Action	n/a	Touch	n/a

Chiromancy is the reading of the palm in order to learn a bit about the future. The knowledge acquired is often obscure and may not make much sense in the moment – a voice, a memory of a place, a few words or even a few bars of music. The chiromancer is rarely able to learn more about the same individual until at least a month has passed.

Closed Mind

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	20	1 Action	5/minute	Self	n/a

Closed Mind allows a caster to close her mind completely, rendering her immune to all mental probes the sort of *Mind Read*, *Mental Dominance*, or *Dragonsight*.

Command

Sphere	Cost	Casting time	Maintenance	Range	Save
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Fate	10	1 Action	n/a	Hearing	3d Discipline
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Command allows its caster to use a special tone of voice to issue orders that must be obeyed. These commands must be simple and able to be carried out immediately; *fetch a bucket of water*, *go left and keep walking*, or even *surrender*. *Commands* to harm oneself will not be obeyed but damage can be done indirectly – *keep walking* over the cliff edge can be quite fatal. If in doubt the victim rolls Intelligence to determine whether she realizes the imminent danger. Victims cannot be made to carry out *Commands* of which they are not physically or mentally capable.

Commands have a maximum duration of 15 minutes during which the victim will continue to carry out her order. A command to go jogging will only send someone running for 15 minutes after which they may decide to come back to debate the issue.

Continuity Break

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	40	2 Actions	n/a	Touch	2d Control

Continuity Break allows a spellcaster to place herself or someone else outside of time. The target is not transported elsewhere; she simply ceases to exist for 8d10 minutes and then pops back into existence, unaware that time has passed. While gone she cannot be located by any means, magical or otherwise, as she literally does not exist. *Continuity Break* can be used on any creature or item of roughly the same weight as the spellcaster, or less.

Control Emotions

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	40	1 Action	10/round	Touch	2d Discipline

Control Emotions lets a spellcaster induce any given emotion in another person or creature; this emotion can be as weak or strong as the spellcaster desires, meaning that yes, victims can be incited to hurt themselves or their allies. *Control Emotions* cannot induce an emotion that lies outside the normal emotional range of a creature; a member of a species that does not have a concept of love will not be able to be compelled into hopeless infatuation.

Combustion

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	20	1 Action	2/round	Sight	3d Power

Combustion ignites any flammable, non-magical material at a rate of 1 cm³ of matter per Action as long as the spell is maintained. The fire burns while maintained or until put out or burning out for natural reasons, and does 4d4 points of damage per 1 cm³ ignited per round to living creatures.

Coral Reef

Sphere	Cost	Casting time	Maintenance	Range	Save
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Water	5	1 Action	1/round	Self	n/a
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With *Coral Reef*, the caster effectively goes full chameleon, taking on the colours and pattern of any submerged backdrop, making her very hard to see. Only on a successful Alertness check is she detected, and in order to roll one of those, there needs to be a reason to suspect an obscured presence to begin with.

Create Matter

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	10/g	1 Action	n/a	Touch	n/a

Create Matter creates any material or compound with which the spellcaster is familiar, out of blue air. The created matter may turn up on her palm as a fine dust or liquid, or in chunks as a solid unit, depending on its nature.

Crow of the Cock

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	10	1 Action	2/hour	Self	n/a

Crow of the Cock allows a spellcaster to set a magical alarm for an appointed hour ahead. When the appointed time is reached the spellcaster is instantly aware; even if unconscious or in deep sleep she will wake up (though retaining consciousness is not guaranteed). The spell costs 10 power points plus 2 per hour into the future the timer is set.

Cure Disease

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	20+	1 Action/ hp	n/a	Touch	2d Physique

Cure Disease weeds out viruses, infections and other biological conditions, restoring the natural health of a living being. While the spell does not restore lost limbs it successfully negates contagion and necrosis. The spell costs 20 power points plus 2 per restored health point to cast, and may thus also be used to heal injuries and wounds.

Cure Disease is efficient against long-term afflictions such as cancer or tuberculosis. The Master will need to determine a 'health pool' for the disease that the healer is trying to negate, typically through repeat castings of the spell over time. Each such follow-up treatment must occur within 36 hours or the sickness will start 'healing' at a rate of 1 point per 24 hours. Determining the health of a sickness may require careful consideration but as a rule of thumbs, most long-term illnesses should be assumed to have about 20+10d10 'health points'.

Cure Phobia

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	100	1 Action	n/a	Touch	n/a

Cure Phobia allows its caster to cure a deep rooted, irrational fear in another being. The recipient must succeed a 3d Discipline check in order to overcome her phobia permanently; otherwise, the effect will only last for a few days. There is a risk of the caster herself

gaining the phobia for a similar amount of time; the base chance of this is 60% minus her control score.

Dancing Flames

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	10	1 Action	n/a	Sight	2/4d Control

Dancing Flames allows a spellcaster to do direct health damage to the body of a victim at a distance, using small bolts of flame. The spell does d4 points of damage per Action.

The spell's saving throw works in a slightly complicated fashion. If the victim succeeds on 2d Control, damage is negated. If she succeeds on 4d, however, the spell bounces back to its caster who must then save against it. Hence it is possible for a small ball of fire to bounce back and forth like a magical tennis ball until someone fails her save. There is a risk of clothing or flammables igniting once the spell hits a target.

Dar's Mishap

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	30	1 Action	n/a	Sight	3d Control

With this spell, a spellcaster can point at someone else currently in the process of spellcasting and cause that person's spell to misfire, regardless of succeeded Control checks. *Dar's Mishap* forces a fumble, possibly on top of another if the other spellcaster fails her regular Control check to boot. The spell must be cast within the same round as the spell it is trying to alter, and be finished first.

Deathleap

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	200	1 Action	n/a	Self	Special

Deathleap is very much a last resort type of spell, particularly given that casting the spell causes the spellcaster's body to instantly expire while the soul is transferred to another living creature. *Deathleap* can be cast simultaneously with dying from other causes as well, as long as it is cast either in the same Action as death occurs or the one immediately after – the spellcaster's soul escapes and takes refuge in another body.

Once departing its original body the spellcaster's soul instantly travels to a new body and tries to take charge. The new host body can be picked in advance if there is time; if not a nearby living creature of roughly the same body mass will be picked at random. The owner of the new body is not likely to give up its body without a fight, however.

The resulting battle of wills is fought on Discipline and Authority. The spellcaster rolls Authority and, if successful, notes how far below her score she rolled. The defending creature rolls Discipline and, if successful, notes how far below her score she rolled. The character who rolled furthest below their score wins while the other is sent on to whatever infinity awaits.

The spellcaster does not gain any knowledge or skills previously possessed by her new host body. She acquires its Physique and Presence scores (and their Personality scores) while her other stats remain unchanged.

Deception

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	20	1 Action	2/minute	Self	n/a

Deception allows a spellcaster to avoid the effects of truth-detecting spells. When used, this spell causes the caster to switch around her normal response to lie detector type spells around. Thus, if she is being interrogated with use of, for example, a *Sense Lie* spell, any truthful answer from her will register as a lie, while any lie will register as being true.

Delirium

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	20	2 Actions	2/round	Touch	3d Control

Delirium creates convincing illusions in the minds of others. The target sees whatever creatures or items the spellcaster wants and perceives them as real in any way possible (while those not affected by the spell see nothing out of the expected). Any damage done by such illusions is, however, not real – though the victim of this spell certainly believes otherwise. If a victim drops unconscious from the so-called damage done by *Delirium* she recovers her senses within 2d10 minutes or when the spell is no longer being maintained, only to discover that she was in fact not injured.

Damage taken from a smart spellcaster using *Delirium* to convince someone to undertake an action that causes them to get injured is not illusory and does not vanish when the spell comes to its conclusion.

Desolation

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	50	1 Action	n/a	Touch	3d Discipline

Desolation inspires a powerful feeling of futility and purposelessness in its victim. While not actually driving characters to suicide the spell renders a victim disinterested and unmotivated. What's the meaning of life? Why bother? What's the point? While under the spell's influence a character will be too busy questioning her life choices to act, rendering her all but impassive. *Desolation* expires after d4 days after which the victim feels her existential crisis lighten and vanish.

Detect Illusion

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	10	1 Action	2/round	Self	n/a

Detect Illusion reveals magical illusions. While the caster does not see through the illusion she identifies them as such – which in turn may give her a reasonable idea of what's really there.

Detect Injury

Sphere	Cost	Casting time	Maintenance	Range	Save
All	30	1 Action	n/a	Touch	1d Physique

Detect Injury lets a spellcaster diagnose a patient's ailments, visible or invisible. No actual healing happens but the spellcaster has a clear overview of any trauma or illness and what is required to restore the victim to health – surgery, rest, setting broken bones, or in some cases, nothing short of magic or miracles. An unwilling victim may save against being diagnosed on 1d Physique.

Detect Magic

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	10	1 Action	2/round	Sight	n/a

Detect Magic reveals enchantments. The caster does not see the purpose or function of the enchantments, only that they are present.

Detect Mood

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	10	1 Action	1/minute	Sight	2d Discipline

Detect Mood reveals the emotional state of mind and general intention of its target. The spell does not offer any information as regards why the target feels the way it does or what she plans to do – merely what she feels, and what she is about to do right now. The spellcaster may be able to predict attacks before they actually happen or reveal whether someone is being dishonest about their true feelings and intentions.

Detect Power

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	10	1 Action	2/round	Self	n/a

Detect Power enables a spellcaster to perceive supernatural forces at work. While the spell is maintained the spellcaster perceives when others in sight range use magic of any kind; Talents, spells, Innate powers, all of it. The spell does not grant any knowledge of what actual spell or power is being used unless it's obvious from the immediate result.

Displacement

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	20	1 Action	1/round	Self	3d/2d Intelligence

Displacement lets its caster appear to be standing next to where she actually is, to the eyes of others. She creates an illusory self one step beside herself while her real body turns invisible. Attackers are likely to go for the illusion. Only enemies that orientate themselves by means of sight are affected.

Enemies fighting a displaced person suffer a minus 30% penalty to their attack rolls, and as their weapons hit the illusion instead, no damage is done to the actual spellcaster.

Enemies may attempt to see through the deception on a 3d Intelligence check after the first Action of combat or if the invisible person does something that warrants suspicion (such as, say, an attack coming from

the wrong direction). If successful, penalties are negated and damage is done to the spellcaster, rather than to the illusion. Enemies who have skills or abilities that allow them to operate penalty free in complete darkness or without sight save on only 2d Intelligence instead.

Domination

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	50	1 round	n/a	Touch	Special

Domination is cast on a creature, entity or person, causing it or her to obey the spellcaster as per the *Command* spell but without the 15 minute time limit on commands. The spell is not maintained but instead imbued into an object that the spellcaster can hold in one hand; whoever holds the item in question has control of the *Dominated* individual. If the item is broken or destroyed the spell instantly expires. *Domination* cannot be used on creatures or beings that have All as their first sphere, nor on creatures with 25 in Discipline or higher.

Domination's base saving throw can be made on 1d Discipline. For every spellcaster assisting in casting the spell on the victim a penalty die is added, making the saving throw harder.

Dream Influence

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	50	1 hour	10/ statement	Infinite	2d Control

Dream Influence allows a spellcaster to influence the dreams of another person who is asleep in a specific location at the given time; if someone else is sleeping there instead, their dream is the one that the spell will affect. The spellcaster may speak through the mouth of any creature or person the sleeping individual is dreaming of. Once the dreamer wakes up these words are vividly recalled. Each sentence may be up to 20 words long.

Dream Realm

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20	1 hour	10/minute	Infinite	n/a

Dream Realm enables a spellcaster to travel to other eras in her sleep. While her body remains in the same fixed physical location her mind may move backwards in time, seeing what there is to see at that location. She may try to 'zoom into' a specific event of the past; doing so while knowing the precise date and time of the event requires the spellcaster to succeed a 3d Intelligence check. If the time and date of an event are unknown a 6d Intelligence must be rolled. Failure means that the spellcaster will be observing any random time in history.

Dream Realm is used knowing that there is a risk of being trapped within the dream, unable to return to one's body until the spell can no longer be maintained due to the loss of power points. The risk is equal to 50% minus the spellcaster's Discipline and Control scores. The spell expires instantly if the spellcaster is awakened by another character or takes physical damage while sleeping.

Double Actions

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	10	1 Action	2/round	Self	n/a

Double Actions allows a spellcaster to double her normal amount of Actions per round. While in effect she is quite simply able to do twice as much as usual. The spell is maintained per Action after the enchantment comes into play – a character who normally has 2 Actions per round will be paying 8 pp in maintenance cost per round because she is now running at 4 Actions instead.

Dry Wood

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	20	1 Action	5/50 kg wood	Touch	n/a

Dry Wood is a practical little spell that allows a spellcaster to dry out wet or damp firewood (or any other kind of wood) instantaneously so that a fire can be lit right away.

Earth Friendship

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	20	1 Action	2/round	Self	n/a

Earth Friendship is an alliance with the element of earth. As long as the spell is maintained normal, non-magical earth or rocks does not affect her as it otherwise might – for example in a landslide or having rocks thrown at her. The spell directs up to 6 points of health damage away per round.

Elemental Invulnerability

Sphere	Cost	Casting time	Maintenance	Range	Save
Any element	10	1 Action	1/minute	Self	n/a

Elemental Invulnerability renders a spellcaster immune to damage from one specific element. Damage can still be taken from the side effects of using an element – being, for example, buried in a landslide the earth itself will not harm a caster who is invulnerable to earth, but suffocation from lack of oxygen might.

Empathy

Sphere	Cost	Casting time	Maintenance	Range	Save
All	5	1 Action	1/round	Sight	2d Discipline

Empathy allows the caster to detect the emotional state and responses of others within sight range. The caster can simultaneously affect one character in sight range per point she has in the Power score.

Energy Bolt

Sphere	Cost	Casting time	Maintenance	Range	Save
All	10	1 Action	n/a	Sight	2/4d Control

Energy Bolt allows a spellcaster to do direct health damage to the body of a victim at a distance, using bolts

of arcane energy. The spell does d4 points of damage per Action.

The spell's saving throw works in a slightly complicated fashion. If the victim succeeds on 2d Control, damage is negated. If she succeeds on 4d, however, the spell bounces back to its caster who must then save against it. Hence it is possible for a small ball of arcane energy to bounce back and forth like a magical tennis ball until someone fails her save.

Energy Drain

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	10 + 1/hp gained	1 Action	n/a	Touch	1d Physique

Energy Drain drains the life force of others by touch, transferring d4 of their health points to the caster herself. The caster cannot exceed her natural total health pool in this fashion but may use stolen health to heal wounds and injuries.

Enhance Natural Decay

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20	1 Action/decade	n/a	Touch	1d Physique

Enhance Natural Decay lets a spellcaster move a person or object along on its natural path towards decay, death, and eventual decomposition. The person or item can be attempted aged to the point of death or destruction or, in a trick treasured by purveyors of fine wines, simply made older and more mature. The spell's cost is determined at a rate of 2 power points extra per year the person or item is attempted aged. Items do not normally get a saving throw but living creatures certainly do.

Entertainment

Sphere	Cost	Casting time	Maintenance	Range	Save
All	10	1 Action	2/minute	10 m radius	n/a

Entertainment creates a small dramatic effect, and the spell was indeed named for its use in storytelling. This effect, which is not illusionary, may not be one that actually moves or manipulates matter to any great extent; jars may clink, thunder may roll ominously in the distance, a dog may howl at the dramatically right moment, and so on. *Entertainment* cannot cause someone to harm themselves or others unless used to somehow dupe them into destructive actions.

Evil Eye

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	30	1 Action	n/a	Sight	2d Power

Evil Eye is a curse that lasts for d6 days and can only be undone by spells such as *Restore Natural State*, or convincing the spellcaster to end the curse prematurely. This spell puts a penalty die on all Attribute and Personality score checks rolled by the victim, and her Charisma score is temporarily lowered by d4.

Falling Rocks

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	10	1 Action	n/a	Sight	2/4d Control

Falling Rocks allows a spellcaster to do direct health damage to the body of a victim at a distance, dropping solid rocks on her. The spell does d4 points of damage per Action.

The spell's saving throw works in a slightly complicated fashion. If the victim succeeds on 2d Control, damage is negated. If she succeeds on 4d, however, the spell bounces back to its caster who must then save against it. Hence it is possible for a rock to bounce back and forth like a magical tennis ball until someone fails her save.

Fire Friendship

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	20	1 Action	2/round	Self	n/a

Fire Friendship is an alliance with the element of fire. As long as the spell is maintained normal, non-magical fire does not affect her as it otherwise might. The spell directs up to 6 points of health damage away per round.

Freezing Winds

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	10	1 Action	n/a	Sight	2/4d Control

Freezing Winds allows a spellcaster to do direct health damage to the body of a victim at a distance, using gusts of freezing wind. The spell does d4 points of damage per Action. Creatures with a magical resistance to cold as well as the undead are not affected.

The spell's saving throw works in a slightly complicated fashion. If the victim succeeds on 2d Control, damage is negated. If she succeeds on 4d, however, the spell bounces back to its caster who must then save against it. Hence it is possible for a small ball of immense cold to bounce back and forth like a magical tennis ball until someone fails her save.

Gain Location

Sphere	Cost	Casting time	Maintenance	Range	Save
All	50	2 Actions	n/a	Touch	3d Control

Gain Location taps into the mind of another person or creature to steal its memory of a specific location no larger than 10 m radius. This information is useful in conjunction with spells such as *Gate* or just to learn the layout of a remote location. The drawback is that the person from whom the information is acquired loses her own memory of the location and hence any ability to use *Gate* or similar spells to transport herself there until she has physically visited that location again (but she can still transport herself 10 metres further along).

Gate*

Sphere	Cost	Casting time	Maintenance	Range	Save
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All 150 3 hours 50/minute Sight or Self n/a

Gate opens a magical portal which can take one of two forms: A circular doorway of misty darkness upon a nearby vertical surface, or a small flash of light as the spellcaster gestures and vanishes from sight. When used as a portal, typically for group travel, a *Gate* lasts until the spellcaster wills it to end, walks through it herself, or she runs out of power points.

The size of a *Gate* depends on the spellcaster who creates a circular portal with a radius up to twice her own height. It is not possible to see through to the other side; characters are transported if they or any piece of equipment they are wearing or holding makes contact with the portal's surface. On the receiving end, travellers appear out of seemingly nowhere; there is no portal with which to reverse an unfortunate journey.

Gates can be created to any destination that the spellcaster has previously visited for at least ten minutes. The spell has no saving throw; to use it on an unwilling traveller, that someone must be forced into contact with the *Gate*.

Gateway

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	150	2 Actions	n/a	Touch	3d Control

Gateway transports one individual instantaneously to a randomly determined location. This location is determined similar to fumbled destinations in the *Walk the Soul Paths* spell. While *Gateway* is obviously unreliable as a transportation spell it tends to be quite good for getting rid of undesirables.

Gaze Charm

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	20	1 Action	2/round	Sight	2d Control

Gaze Charm allows its caster to impose her will on someone else with her gaze. Other people whose eyes meet her own will develop a generally friendly disposition towards her. They feel good in her presence and are inclined to like her. In order to be affected by *Gaze Charm*, the victim must be able to see.

Graceful Fall

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	50	1 Action	2/round	Touch	n/a

Graceful Fall negates falling damage through reducing the weight of the spellcaster and anyone holding on to her at the time to the point of near-weightlessness. While thus lightened, even the slightest breeze affects the direction of the fall but as inertia is near non-existent little damage is taken.

Gentle Touch

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	5	1 Action	1/minute	Touch	n/a

Air 5 1 Action 1/minute Touch n/a

With *Gentle Touch* small rays of coloured lights pour from the caster's fingertips, pleasant and warm to the touch. The rays can be any colour the caster desires and as long as her Power score in cm (a caster with 15 Power can create rays up to 15 cm long). The rays don't actually do anything but *Gentle Touch* has provided many a charlatan with a steady income; "your arthritis has been cured, that'll be forty ducats, please!"

Ghostlight

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	5	1 Action	1/round	Touch	n/a

Ghostlight creates an illusion of the spellcaster's skin turning bioluminescent, glowing from within. This can be a light source in a pitch but may also be used for dramatic effect. The fire or glow is entirely illusionary and does no damage, nor does it provide any heat.

Ghost Walk

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	20	1 Action	5/round	Self	n/a

Ghost Walk allows a spellcaster to pass through solid matter such as walls or doors no thicker than 50 cm; thicker barriers will still block her passing. While the spell is in effect the spellcaster cannot manipulate anything solid as her hand and fingers pass through it.

Greater Telepathy

Sphere	Cost	Casting time	Maintenance	Range	Save
All	Special	1 Action	2/10 minutes	Multiversal	Special

Greater Telepathy is the magical ability to communicate across the boundaries of distance and language. It works in a fashion similar to *Telepathy* except that it is cheaper, and the caster does not need to be able to see her target.

The cost of using *Greater Telepathy* depends on whom is contacted. Contacting someone who is within range of sight costs 10 power points. Someone not in sight costs 50 power points. Contacting a random person in a given location with which the caster is familiar costs 300 power points.

There is considerable risk to using *Greater Telepathy*. If the target of the spell is not expecting to be contacted her mental defenses may trigger before she realizes what is going on. There is a 1% chance per point in Power the recipient has more than the caster. If the caster has a Power score of 15 and the target has one of 25, there is 10% chance of the target's mind counter-attacking before she realizes that the intrusion may not be hostile. Such a counter-attack causes d10 points of health damage to the caster per 2% chance of counter-attack to begin with. There is no saving throw; don't go lightly poking around people's minds.

Harmony

Sphere	Cost	Casting time	Maintenance	Range	Save

Fate 20 2 Actions 5/minute 20 m radius 2d Control

Harmony creates a radius of calm in which affected people and creatures are unable to focus on aggression, whether towards the spellcaster or each other. All affected beings retain their free will with the exception that they cannot make an aggressive or damaging move towards someone else – not even indirectly. If the spellcaster herself initiates any kind of violence or aggression the spell instantly expires.

Heal

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	10	1 Action	5/hp	Touch	2d Physique

Heal can be used on any organic material that is alive. The caster may restore health points at a rate of 1/20 minutes (3/hour). Each point costs 5 power points and the target's natural health maximum cannot be exceeded.

The caster may also choose to do a burst heal instead, focusing on closing an injury and preventing further damage – for example by heavy bleeding. This costs 30 power points and does not restore health points (but further injury is prevented, whether from blood loss, contagion, or a polluted wound).

Honour Bond

Sphere	Cost	Casting time	Maintenance	Range	Save
All	100	2 Actions	n/a	Touch	3d Discipline

Honour Bond is used when a spellcaster exacts an oath or promise from another, making certain that it will be kept. When casting the spell the spellcaster must be physically touching the other participant (or both participants in case the spell is cast on the agreement of two other people) while she (or they) recite the exact terms of the oath or promise, as well as the consequences for breaking it. If the oath or promise is not kept, or not kept within a period of time agreed upon in the spellcasting, the offender suffers the consequences as they may be.

Honour Bond is used to guarantee that someone will keep their word and do or not do a specific action. Honour Bonds work best with oaths that can be compiled to a single statement such as, "I swear not to go near this woman ever again, nor harm her or hers, or speak poorly of her to others, and I shall not do so for six months lest I be punished with poor health and public humiliation." Participants in the spell who willingly agree to its consequences get no saving throw.

When an *Honour Bond* is broken one out of two things occur. If no punishment clause was agreed on the person breaking the *Bond* loses d4 points from a random Personality score permanently (though a Personality score cannot go below 1). If a punishment clause was agreed on this comes into effect instead. In our example from above, the offender might come down with an embarrassing health condition that cannot be kept from the public eye.

Housekeeper

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	80	1 hour+	5 to trigger	1 room	n/a

Air 80 1 hour+ 5 to trigger 1 room n/a

Housekeeper is the lazy wizard's refuge. The spell can be cast on any room or plot of land surrounded by walls or hedges, that the spellcaster has just cleaned to pristine state, allowing the spellcaster to instantly return it to this state at any time later on. In casting the spell she needs to have another nearby area available for surplus items that entered the room or plot of land after the casting of the spell or they will disappear when *Housekeeper* is brought into effect; if no such area was designated new items will simply disappear. Whenever the spellcaster wants to return the room or plot of land to its 'saved' condition she triggers the spell and spirits of the air makes it happen within seconds.

A second, perhaps not quite so honest benefit of this spell lies in the fact that items that were removed from the room or plot of land since *Housekeeper* was cast are returned once the spell is triggered. You *can* sell that cow twice.

Hypnosis

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	30	1 Action	5/sentence	Sight	3d Discipline

Hypnosis entrances any one person within hearing range. While entranced the victim is susceptible to simple commands or short texts (a few lines at most) that will be perfectly committed to memory – making this spell useful also for memorization of messages or small bits of information. The victim may try to resist commands as with the *Command* spell.

Icicles

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	10	1 Action	n/a	Sight	2/4d Control

Icicles allows a spellcaster to do direct health damage to the body of a victim at a distance, using small magical icicles formed out of the moisture in the air. The spell does d4 points of damage per Action.

The spell's saving throw works in a slightly complicated fashion. If the victim succeeds on 2d Control, damage is negated. If she succeeds on 4d, however, the spell bounces back to its caster who must then save against it. Hence it is possible for a magical icicle to bounce back and forth like a magical tennis ball until someone fails her save.

Ignore Invisibility

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	20	1 Action	2/round	Sight	n/a

Ignore Invisibility lets a spellcaster see right through any form of invisibility. Rather than detecting invisible objects and creatures she sees them all as if they were not invisible to begin with, and thus may find herself interacting with things or people that others cannot see.

Impenetrable Lock

Sphere	Cost	Casting time	Maintenance	Range	Save

Earth	20 +	10 minutes	n/a	Touch	n/a
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Impenetrable Lock is cast on any combination of lock and key that matches. While the spell is in effect no other key – not even an identical clone – can open the lock unless a spell such as *Restore Natural State* is used first. The spell costs 20 power points to cast plus 10 power points per 24 hours of desired duration.

Impersonation

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	30	1 Action	2/round	Self	n/a

Impersonation allows a spellcaster to alter her appearance to be an exact duplicate of another person with whom she is familiar, who is of the same species or at least similar species as her own (a human may appear to be an elf but not a komodo dragon). Their looks are identical though the spellcaster may still be detected as a fake if she fails to act, talk and behave as the original would.

Inflict Pain

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	10	1 Action	n/a	Sight	2/4d Control

Inflict Pain allows a spellcaster to do direct health damage to the body of a victim at a distance, eventually disrupting blood vessels and causing organ failure if exposure continues for long enough. The spell does d4 points of damage per Action.

The spell's saving throw works in a slightly complicated fashion. If the victim succeeds on 2d Control, damage is negated. If she succeeds on 4d, however, the spell bounces back to its caster who must then save against it. Hence it is possible for a small ball of health damage to bounce back and forth like a magical tennis ball until someone fails her save.

Infravision

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	10	1 Action	1/round	Self	n/a

A being with *Infravision* sees into the infrared spectrum at will. Even in complete darkness she sees heat signatures at a range of up to 30 m as clearly as if she was seeing people in broad daylight.

Invisibility to Immortals

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	10	1 Action	2/round	Self	3d Control

Invisibility allows a spellcaster to become invisible to the eyes of others at will. While invisible she may perform any action as long as the spell is maintained. All gear and equipment carried on her person turns invisible with her. Small organic lifeforms existing on and in her will also be turned invisible but anything larger than a tapeworm or louse will not.

People around her may attempt to see through the spell on a 4d Control check if they have any reason to

suspect the presence of an invisible or unseen entity in the first place.

Invisibility to Mortals

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	10	1 Action	2/round	Self	3d Control

Invisibility allows a spellcaster to become invisible to the eyes of others at will. While invisible she may perform any action as long as the spell is maintained. All gear and equipment carried on her person turns invisible with her. Small organic lifeforms existing on and in her will also be turned invisible but anything larger than a tapeworm or louse will not.

People around her may attempt to see through the spell on a 4d Control check if they have any reason to suspect the presence of an invisible or unseen entity in the first place. People and creatures who are immortal – in this definition, not dying from old age and thus including the undead – may never realize that the spell is in effect because they see through it automatically.

Invisible Shield

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	20	1 Action	n/a	Self	n/a

Invisible Shield imperfectly protects a spellcaster from physical damage which is instead subtracted from her power points. Once a *Shield* is in effect the spellcaster automatically forfeits any Defense bonuses from armour, retaining only those that come from her stats. Enchanted weapons of at least +10% to attack or +2 damage, as well as silver weapons penetrate *Invisible Shields*, as do critical successes on combat rolls. The *Shield* also works against ranged weapons but offers no protection against magical attacks.

An *Invisible Shield* is solid and, well, invisible; nothing passes through it except the air that the spellcaster requires to breathe. How exactly the *Shield* differentiates between air supply and say, water or toxic fumes – well, that's what makes it magical.

Once a *Shield* is in effect the spellcaster must spend an Action deactivating it; if the spellcaster loses consciousness due to loss of power points the *Shield* instantly expires.

Invulnerability to Toxins

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	5	1 Action	1/10 minutes	Self	n/a

This spell renders a spellcaster invulnerable to damage from ingesting or being exposed to manufactured toxins such as chemical acids, poisons, or hallucinogens (including alcohol and most recreational drugs). The spell does not affect naturally occurring toxins such as plant poisons or toxic natural gases.

Item Illusion

Sphere	Cost	Casting time	Maintenance	Range	Save
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Air 20 1 Action 2/victim Sight 2d Intelligence

Item Illusion casts an illusion on a small item causing it to change its appearance and, if desired, come alive and move about.

creates the illusion that a small item has come alive and is moving. The item can be anything weighing less than 5 kg. It may perform one 'action' per round, such as jumping up and down, running, dancing, or simply pretend to be something else of similar size and weight. The caster must be within 5 m distance of the item or the illusion expires. Victims of the illusion may attempt to see through it on a 2d Intelligence check, assuming that they have reason to suspect an illusion in the first place (a dancing and singing soup spoon is likely to call for saving throws while a door key disguised as another, a different door key is not). Due to its maintenance cost this spell works poorly with crowds unless the caster has quite a bit of power to spend.

Jinx

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	10	1 Action	2/round	Touch	2d Control

Jinx temporarily lowers its target's Luck score by d10 points, determined at the time of casting. The Luck score cannot drop below 1.

Kiss of Euphoria

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	10	1 Action	n/a	Self	3d Discipline

Kiss of Euphoria is a charm-type spell in which the spellcaster turns her saliva into a euphorizing toxin not unlike strong alcohol. Any person she kisses while under the effect of the spell – or otherwise transfers her saliva into the body of – will be affected as if intoxicated for 4d10 minutes. During this time the victim will perceive the spellcaster as an attractive and reasonable person unless the spellcaster herself does something to break this effect – for example, by physically attacking the victim. Such calls for a new saving throw.

Know Age

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20	1 Action	n/a	Touch	n/a

Know Age detects the rough age of any inanimate, unliving object she touches. The object must have been artificed, i.e. made by another living creature intentionally – the spell does not apply to natural materials and formations.

Leech

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	20	1 Action	n/a	Self	n/a

Leech allows a spellcaster to consume the magical power of others as it is being used against her. She cast the spell earlier in the combat round than the enemy spellcaster, and must succeed a 4d Control to do so. If successful she

gains the power points an enemy spellcaster spent on affecting her magically, and is not affected by the spell which appears to fizzle. A spellcaster's normal power point maximum can be temporarily exceeded by this means.

If cast in advance, *Leech* will work on the next spell directed against the spellcaster, regardless of the spell's function and how long time has passed since – including the spellcaster's own spells.

Levitation

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	10	1 Action	2/minute	Self	n/a

When *Levitating*, a spellcaster reduces her own body weight to zero, and thus can kick herself off from the ground. She has no influence on where wind and other influences direct her but may 'swim' through the air in a chosen direction at a rate of 5 km/hour. If hit by weapons or missiles the spellcaster may take less damage than usual due to her weightlessness (being pushed away from the impact). Similarly, strong gusts of wind may push her in a different direction than desired. The Master has the final say in such matters.

Lifeblood

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20 +	1 hour +	n/a	Touch	n/a

Lifeblood is a morally questionable means of rejuvenation; the spellcaster literally steals years of life from another, reversing her own aging process while increasing the victim's. The stolen years are subtracted from the victim's natural life span and the spellcaster is made a similar number of years younger.

It is not possible to use this spell to steal life from an immortal creature or being. To cast the spell successfully the spellcaster must be certain that the victim does in fact have a natural life span that eventually comes to a natural end. Similarly, the victim must remain in constant physical contact with the spellcaster, something for which a rope or mallet comes in handy.

The spell costs 20 power points per stolen year in addition to its base casting cost. It takes one hour per year to cast.

Living Blood

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	150	4 Actions	n/a	Self	n/a

Living Blood is a last resort spell. In casting the spell, the spellcaster opens a vein and makes certain that at least ten drops of blood hits the ground at her feet, after which she falls unconscious for 2d10 minus her Potential score days. While she is unconscious the spilled blood creates and animates a number of crimson clones of herself equal to her Power score. The clones share her stats with a d10 bonus to Physique (determined separately for each). They have no skills and no supernatural abilities or Innate powers. Remaining in existence for as long as the spellcaster is unconscious, the clones will pursue just two goals: Protecting the spellcaster at all costs and eliminating other living beings

they can see. When the spellcaster reawakens surviving clones disappear.

Lullaby

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	20	2 minutes	n/a	10 m radius	2d Discipline

Lullaby invokes a strong desire to sleep. On a failed save anyone within 10 m radius of the spellcaster falls asleep for 2d8 hours (determined separately for each). Nothing short of strong physical pain will cause an affected character to wake. If awakened, victims will be drowsy and operate as if Wounded until the spell duration expires naturally.

Medium

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	30	1 Action	5/round	Self	3d Control

Medium allows a spellcaster to permit a spirit or ghost to take temporary possession of her body. She is able to contact spirit entities, whether ghostly or otherwise, while entranced. The success rate of doing so is 5% plus her Intelligence score. While the spell is maintained the caster's body is controlled by the possessing entity.

Hostile ghosts or spirits may not wish to leave the body when the spell is terminated, in which case a 3d Control check may be made hourly in order to drive them out. Alternatively spells such as *Restore Natural State* can be used to reestablish the spellcaster's ownership of her own body.

Meld Metal

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	30	1 Action	5/round	Item	n/a

Meld Metal turns scrap metal into something useful. The spellcaster can turn any piece of junk metal into a familiar item of similar weight and size. Once the spell is no longer maintained the metal returns to its original state.

Mental Dominance

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	20	2 minutes	5/minute	Touch	2d Discipline

Mental Dominance lets a spellcaster influence others by sheer force of will. On a failed save the victim perceives the next statement made by the spellcaster to be absolute truth with which there can be no argument, even when it is obviously wrong. The spell dissipates when no longer maintained, after which the victim may start questioning her new beliefs.

Mind Blast

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	10	1 Action	n/a	Sight	2d Discipline

Mind Blast lashes out at a victim, doing d4 points of health damage if the save is not succeeded. Bystanders

using *Truesight* or similar spells will observe the bolt of kinetic energy leaping from the caster to her victim.

Mind Read

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	20	2 minutes	5/minute	Sight	2d Discipline

Mind Read lets a spellcaster read the surface thoughts of anyone she can see. The spell can be handy for detecting deceptions as most beings tend to briefly call to mind the answer to any question asked, even if they choose to lie or keep silent about it. The victim of a *Mind Read* spell will perceive that something is sniffing around her mind even on a failed save.

The spellcaster can *Mind Read* multiple victims in turn without invoking the spell separately for each; the spellcaster can switch between available targets as long as the spell is maintained. Only one person can be read at a time, however, and reading a thought or response takes 2d10 seconds.

Minion

Sphere	Cost	Casting time	Maintenance	Range	Save
All	50	2 Actions	n/a	2 km radius	2d Discipline

Minion summons and binds up to d10 nearby creatures that are non-magical and not self aware. While controlled these creatures will obey the spellcaster's orders to the best of their sometimes quite limited ability and understanding, even at the risk of harming or killing themselves. Typically animals, the minions arrive within d6 minutes after the spell is cast and will not attack each other while under the effects of *Minion*. The spell lasts for 24 hours after which the minions regain free will and likely either eat each other or wander off.

Mirror

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	20	1 Action	2/round	Self	2d Control

Mirror causes all physical damage and supernatural effects happening to the spellcaster to also happen to their source of origin. A sword may slice the spellcaster up like a choice ham but will do the same to the person wielding the sword; a spell effect will occur to spellcaster and target alike; setting the person with a *Mirror* spell in effect on fire will cause the person with the matches to go up in flames too.

Move in Complete Silence

Sphere	Cost	Casting time	Maintenance	Range	Save
All	10	1 Action	1/minute	Self	n/a

A spellcaster using this spell makes no sound unless she wants to. Talking or dropping something will expose her but her footfalls are completely silent. Similarly, sounds of weapons being drawn, the rustling of clothes, and of course, breathing, are subdued.

Muse

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	10	1 Action	2/minute	5 m radius	n/a

Muse generates a field around the spellcaster which inspires and enhances creative notions. Anyone within the spell's effect gain a 10% bonus to skill checks that involve design, creativity, or artistic efforts.

Mutate Form

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	1 Action	n/a	Self	n/a

Mutate Form lets a spellcaster magically transform parts of her body into another matter than flesh, yet retain all the abilities and senses of flesh. If, for example, she was to turn her own hands into solid gold she would still be able to use her hands and retain her sense of touch – but her hands would weigh a lot more than normally. The spellcaster can change parts of her body or all of it into any imaginable material; the effect is not reversed until another spell is used or a spell such as *Restore Natural State* comes into play.

Night Friends

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	4 Actions	2/minute	Self	n/a

Night Friends summons a number equal to the spellcaster's Control score of small, nocturnal animals native to the setting. These creatures are normal and non-magical, and likely not very large; bats, owls and similar. They are fiercely loyal to the spellcaster while the spell is maintained, and will obey simple instructions to the best of their ability – even instructed to do something that will result in their demise.

North by Northwest

Sphere	Cost	Casting time	Maintenance	Range	Save
All	10	1 Action	2/round	Self	n/a

North by Northwest lets a spellcaster tell which direction is due north, without the use of a compass.

Obliteration

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	100	1 Action	n/a	Touch	3d Power

Obliteration affects not its target but everyone who comes near her. The spell alters reality by removing the memory of the victim from the minds of people around her. Her name is forgotten, and no one can recall what she looks like or what she did for more than a week at most (if no particular impression was left, perhaps just minutes). While this certainly allows her to travel unnoticed it also denies the victim any way to make lasting acquaintances, business deals, or relationships.

She can't even rent a room to sleep in because the hostel owner keeps forgetting that she was ever there.

Even if the target of this spell commits or committed a crime that normally would make headlines nationwide, continuity edits her out. If she was to commit regicide with a million witnesses, the verdict would be that the killer managed to escape unidentified (while the victim likely languishes, forgotten, in a jail cell somewhere after having been apprehended).

The effects of *Obliteration*, the spell that literally obliterates you from the annals of history, can be removed only through use of *Restore Natural State* or similar spells, or through the death of the person who initially cast the spell.

Origin

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20	1 Action	n/a	Touch	2d Control

Origin reveals the time and place of birth or make of a person or an item. The information gained is as detailed as possible, and any measurements of time and date are given in the format native to the person or object's place of origin.

Ovation

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	10	5 Actions	10/round	30 m radius	2d Discipline

Ovation elicits cheers and standing ovations from a crowd, even when said crowd has no reason to celebrate. Targets affected by the spell take immense pride in and feels extreme joy about whatever the spellcaster wants them to get excited about. Once the spell wears off, victims may start wondering why they got so excited and perhaps suspect that magic was used.

Perpetuity

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	100+	5 Actions	n/a	touch	n/a

Perpetuity permanently binds a spell effect to an item. The spell can be used in combination with any True magic spell, Talent, or Innate power that does not require a trigger, granting the spell effect to the item's wearer without any maintenance cost for the spell.

The spell's base cost is 100 power points to which is added the initial cost and maintenance of the spell of which the effect is to be made permanent. If, for example, a spellcaster wants to create a magic ring that grants a *Prevent Falsehood* effect to its wearer for 10 minutes a day, the cost of *Perpetuity* would be 100 (base cost) plus 10 (base cost of *Prevent Falsehood*) plus 20 (maintenance of *Prevent Falsehood* for 20 minutes). Enchanted items can be used once a day (unless multiple *Perpetuity* spells are used) and require a resting period of 24 hours before the effect can be invoked again.

Perpetuity cannot be cast on living items or organisms. The spellcaster must specify whether the spell is activated by the item having skin contact with its user, or just being carried on person (in case of a ring, the effect would be triggered when the ring is worn, not when it's carried in a pocket).

Possession

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	50	1 Action	n/a	Touch	Special

With *Possession* a spellcaster can send her spirit forth to occupy the body of a character of the same species or a species similar to hers. In case of a victim who does not wish to allow this possession both characters roll Discipline checks; if the spellcaster succeeds better than the victim her spirit occupies the victim's body. Every 2 hours a new set of Discipline checks must be rolled to determine whether the original owner of the body can re-establish control and cast the invading spirit out.

While possessing the body of another character the spellcaster leaves her own body defenseless and comatose, and has no perception of what happens to or around it; if left long enough the body will eventually die from natural causes in which case the spellcaster's spirit is evicted from its stolen body and passes on.

The victim of *Possession* will only remember bits and fragments of what happened during her ordeal.

Power Shift

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	1 Action	n/a	Touch	2d Control

Power Shift adds or subtracts 2d10 points from one specified Personality score of the target and subtracts or adds them from another, randomly chosen Personality score. As Personality scores cannot be dropped below 1 there is a natural limit on how many points can be transferred. After d10 rounds the scores revert to normal.

Power Storage

Sphere	Cost	Casting time	Maintenance	Range	Save
All	20 +	1 minute	Special	Touch	n/a

Power Storage allows a spellcaster to store power points in an item for later use, possibly for those spells that require more power points to cast than she normally has access to at a given time. The item can be anything that the spellcaster can lift. A storage item is able to hold up to 100 power points initially and storage capacity can be increased in increments of 100 points at a further spell cost of 20 points each. The power points stored do not need to be channeled at the same time, nor by the same person. If not all stored power points are used, the item can be filled back up later; if all power stored is used the item reverts to its original state and *Power Storage* must be cast on it anew.

Power Thief

Sphere	Cost	Casting time	Maintenance	Range	Save
All	20	1 Action	2/round	Touch	2d Control

Power Thief allows a spellcaster to tap into the power point pool of another spellcaster and drain them at a rate of d10 points per round (determined individually each round). The spellcaster may temporarily exceed her normal power point maximum in this fashion. If the victim runs out of power points the spell instantly

expires without doing health damage (though falling unconscious may be an issue). A willing victim donating power to another sorcerer does not get a saving throw.

Prevent Falsehood

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	10	1 Action	2/minute	10 m radius	2d Discipline

With this spell a spellcaster can effectively prevent someone else from lying or telling a questionable truth. Once the spell is in effect anyone who lies within its range may do so only on a successful save (rolled for each false statement). If failed, the words simply don't come out of the victim's mouth.

Prevent Falsehood uses the same definitions of lies and questionable truth as the *Sense Lie* spell.

Rays of Light

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	10	1 Action	n/a	Sight	2/4d Control

Rays of Light allows a spellcaster to do direct health damage to the body of a victim at a distance, using small rays of magical light. The spell does d4 points of damage per Action. Blind creatures are unaffected while nocturnals or creatures with natural infravision take double damage.

The spell's saving throw works in a slightly complicated fashion. If the victim succeeds on 2d Control, damage is negated. If she succeeds on 4d, however, the spell bounces back to its caster who must then save against it. Hence it is possible for a ray of light to bounce back and forth like a magical tennis ball until someone fails her save.

Rebirth

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	100	24 hours	n/a	Touch	3d Control

Rebirth creates an exact copy or clone of any creature or item of which the original can be held in one hand. The clone or copy shares the stats and looks of the original but no skills, magic abilities or knowledge. It is possible to clone a magical artefact or a person by this means (provided you can somehow balance them on one hand) but the copy will possess no spells, knowledge or other attributes of the original; only looks and nature.

Repel Demon

Sphere	Cost	Casting time	Maintenance	Range	Save
Law, Light	40	1 Action	10/round	30 m radius	4d Discipline

Repel Demon prevents any creature or entity who has Chaos or Darkness as its native Sphere from approaching the spellcaster, effectively forming an invisible barrier to keep them at bay. In order to overcome this obstacle, an 8d Discipline check must be succeeded.

If the spell was rolled from the Law sphere, it can be used to fend off creatures of Chaos. If it was rolled from Light, it only affects creatures of Darkness.

Repel Sphere

Sphere	Cost	Casting time	Maintenance	Range	Save
All	50	2 rounds	10/minute	20 m radius	3d Discipline

Repel Sphere creates a bubble in which a specified sphere becomes dominant, thus compelling creatures who has the opposing sphere as their first to depart or take damage (note that Time, Fate, and All do not have opposing spheres). This bubble which moves with the spellcaster forces affected creatures to save on 3d Discipline or take flight immediately. If they succeed their save they take d3+2 damage per round they are exposed to the bubble. While affected, access to spells and Innate powers from the repelled sphere is lost.

Restoration

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	50	24 hours	10/year	Touch	3d Control

Restoration creates the illusion of a healing spell by moving an entity backwards on its personal timeline to a place in time where it was (hopefully) not injured. The target does not move but simply becomes younger. The cost of the spell is 10 power points per year the target is moved backwards on her personal timeline plus the spell's initial cost.

When cast, the spell does not restore or retrieve lost or stolen items or otherwise change what the target is wearing. The spell cannot extinguish life; at worst it can be used to return someone to infancy.

Restore Natural State

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	50	1 Action	n/a	2 m radius	Special

Restore Natural State strips the spellcaster's surroundings of any enchantment, returning them to their natural state. Spells are removed, curses lifted, magical afflictions cured, and items are disenchanting. The spell's saving throw is rolled on 2d Control – and enchantments are considered to share the Control score of the person who created them.

Ring of Fire

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	10	1 Action	10/round	Self	n/a

Ring of Fire creates a literal circle of flames, three metres wide, of any colour around herself. The flames are merely 20 cm tall but burn and do damage as natural fire – which may not be ideal on all surfaces. If the spellcaster moves the *Ring* moves with her as long as the spell is maintained.

Scrutiny

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	50	5 minutes	n/a	Touch	n/a

Using *Scrutiny*, a spellcaster may be able to learn all about any one item that she can hold in her hand or

touch, magical or otherwise. She may learn its every purpose or ability of the item in question, as well as any knowledge or skill required to activate and use it.

The spell must be cast multiple times in order to gain knowledge of multiple functions, typically magical abilities or alternative uses. Each time the spell is cast on an object the chance of mastering a new function or ability is 60% plus the spellcaster's Intelligence score. If all functions of an item are already known when the spell is cast the spellcaster will grow aware of this.

Sense Lie

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	20	1 Action	2/minute	Hearing	3d Control

Using *Sense Lie*, a spellcaster perceives when someone is deliberately being untruthful. The lie only registers when the person speaking it is aware that it is a falsehood. Someone who is saying in good faith that the king is good and wise will not register even if the king is pretty much the Antichrist – but if she is praising the king while full well knowing he's a monster, the spellcaster will feel the deception. In cases where characters are unsure of the facts the spell registers this uncertainty. There are no visible cues to *Sense Lie* being used.

Sense Magic

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	20	1 Action	2/round	2 km radius	n/a

Sense Magic allows a spellcaster to sense magic employed within 2 km radius of herself, just as if she would naturally with a Control score of 20. The range of the spell can be increased at a rate of 20 power points extra per km radius.

Sense Poison

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	20	1 Action	n/a	Touch	n/a

With this spell it is possible to detect toxins and poisons in any substance the spellcaster is touching. She learns whether the poison would be lethal (to her own species) and how much of it can safely be ingested without serious injury.

Sense Presences

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20	1 Action	2/round	30 m radius	n/a

Sense Presences allows a spellcaster to sense minute changes in her surroundings as time passes. Doing so she perceives the presence of any creature as long as it breathes and/or has a pulse and thus cannot remain perfectly still. As long as the spell is maintained the spellcaster remains acutely aware of where every living creature within radius is, and whether it has moved even the tiniest fraction of a bit. *Invisibility* and other abilities that render creatures unseen may interfere with *Sense Presences*, rendering it less reliable.

Sense Undead

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	20	1 Action	2/round	50 radius	n/a

Sense Undead reveals the presence of undead within a certain radius of the spellcaster. The spell does not reveal their number or nature, merely that there are indeed undead present within range.

Seven Mile Boots

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20	1 Action	5/round	Self	n/a

Seven Mile Boots allows a spellcaster to double her movement speed in all respects. While the spell is maintained she does everything twice as fast as normal. Nothing changes to her view but everyone else sees her move about at breakneck speed; her Actions are doubled as is the distance she can cover in a given amount of time. If she attempts to communicate while under the effects of *Seven Mile Boots*, her voice comes out to others like a recording being played on fast forward, largely unintelligible.

Shadow Form

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	2 Actions	10/minute	Self	n/a

With this spell a spellcaster can meld into any shadow large enough to conceal her form. Once hidden she becomes ethereal and cannot affect or be affected by the physical world (though she is not able to pass through solid matter). As long as the spell is maintained only *Truesight* and similar spells will reveal her presence.

Shadow Walk

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	2 Actions	n/a	Self	n/a

Casting *Shadow Walk*, a spellcaster steps into a shadow large enough to conceal her form and then steps out of another, similar shadow within 2 km radius of her starting point. The spellcaster must be able to see the target shadow from her point of origin. Only the spellcaster and anything carried upon her person can be transported in this fashion.

Shaer'Tal

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	30	2 Actions	5/Action	50 m radius	n/a

Shaer'Tal is an invocation of chaos. While the spell is in effect all things that possibly can be animated are – doors bang, windows rattle, vehicles roll about, and animals run around. Everything that possibly can go wrong goes wrong – all die checks are automatically failed unless a critical success is rolled. The effects of *Shaer'Tal* are commonly dramatic rather than directly harmful though harm can arise from its consequences; a horse may throw its rider who is then injured in the fall, or

a portcullis behaving like a revolving door may cut a character off from escaping pursuers. The area of spell effect moves with the spellcaster as long as the spell is maintained.

Shapechange

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	1 Action	n/a	Self	n/a

Shapechange allows a spellcaster to change her true form into another technically speaking just as true form (as opposed to a temporary enchantment or illusion). The second form is locked in when the spell is learned (or at birth, in case of an Innate power) and if more forms are to be learned, the spell must be learned as from anew to match. The spell is cast every time the spellcaster wishes to change her form.

A dragon, as an example, who learned this spell – or hatched with it as an Innate power – may have two true forms, that of a dragon and that of a humanoid. Both will feel completely natural and right to the dragon and changing between them will be much like changing one's shirt. The appearance of the forms are fixed – the dragon will always be that dragon when in dragon form, and that particular human when in humanoid form. If the dragon wants to learn a third form it will have to study the spell and commit it to memory again for that second form, and keep it in memory if it wants to be able to change into that form without having its spellbook ready and available.

When determining a second form, only the Physique attribute and its associated Personality scores change for the second form; the mental layout and magic potential of the character remains unaffected. Physique, Strength, and Agility are unchanged when possible, but cannot exceed or drop below the normal range for the species of the second form; excess points are wasted. Finally, any stat modifications to Physique, Strength, and Agility for the species are made.

There are no restrictions or physical limitations on the size of creatures for this spell. A dragon the size of a mountain may have a second form of a humble house cat if it so pleases.

Silver Sabre

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	70	1 Action	n/a	Touch	2d Control

This spell creates a fluorescently white blade in the hand of the spellcaster, taking on the form of any sword or dagger that the spellcaster wants, and sharing the weapon stats of its model. A *Silver Sabre* has a magical bonus of minus 5 points to Attack Rank and a +3 bonus to damage done. It can only be used in the Action in which it is created; if unspent or let go of, the blade immediately disappears.

When a *Silver Sabre* strikes a sapient opponent d4 effects occur besides the base damage of the blade. These are determined randomly on the table below, and all can be saved against. Saving throws are rolled individually per effect.

Effects of Silver Sabre (d8)

- 1 The Sabre does d10 points of additional health damage.

- 2 The *Sabre* invokes a *Lullaby*-like effect in its target, saved against as the *Lullaby* spell.
- 3 The *Sabre* invokes an *Invisible Shield*-like effect on the spellcaster, lasting 2d10 minutes regardless of how much damage may or may not be absorbed. The spellcaster's power points are not drained when this shield takes damage.
- 4 The *Sabre* drains d10 power points from its target or, if the target does not have power points, d10 health points. The points are transferred to the spellcaster whose power or health pool thus temporarily may exceed her maximum.
- 5 The *Sabre* invokes a *Displacement*-like effect on the spellcaster, lasting 2d10 minutes.
- 6 The *Sabre* stuns its target for d4 rounds during which she cannot move or speak but may still cast any spell that does not require her to move in the casting.
- 7 The *Sabre* gives off a flash of light, blinding its target for d4 rounds.
- 8 The *Sabre* invokes a random Audiovisual fumble from the *Magic Gone Wild* tables, but where the spellcaster would normally be affected, the target is affected instead.

Snaketongue

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	10	1 Action	2/ statement	Hearing	3d Intelligence

Snaketongue allows a spellcaster to convince a victim that any single statement is absolute truth even when the opposite is clearly the case. Even when another spellcaster is using *Sense Lie* or a similar spell they may be convinced of the falsehood; lie detection type spells that are in effect allow the target of the spell an easier save on 2d Intelligence instead. Similarly, statements that will directly lead to the victim doing damage to herself call for an easier saving throw ("You can totally breathe underwater, just stick your head in and try!").

The spell effect lasts for a number of hours equal to the spellcaster's Control score, after which the victim is likely to start questioning the truthfulness of at least outrageously false statements.

Sort Components

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	50/100 g	1 Action	n/a	Touch	n/a

This spell can be used on any naturally occurring material. It removes one component from the whole and stacks it neatly next to it. Mud can be turned to sand by removing all water from it, iron ore can be purified by removing the ore from the rest of the dirt, and so on.

Soul Command

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	50	1 Action	10/question	Touch	3d Control

Soul Command is used to question any being capable of sapient thought, regardless of her means of communication or language; her very being is being addressed across any such boundaries. Because the spellcaster is communicating directly with the target's soul, the target must answer questions truthfully in accordance with her beliefs and convictions. The target can attempt a saving throw for each question asked.

Soul Projection

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	100	1 hour	n/a	Sight	n/a

With this spell a spellcaster can project her soul from the time she lives in to the body of someone in another time but the same place. The spellcaster may observe anything that the person in another time is observing but cannot in any fashion influence that person or her surroundings; she is the proverbial fly on the wall just watching and listening. A spellcaster may aim for a specific time in the past or any time, anywhen, at random.

Speed Combustion

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	10	1 Action	n/a	Touch	n/a

Speed Combustion increases the speed with which natural fire consumes matter. A campfire, sized to last the night, may be turned into five seconds of burning inferno and then go out due to lack of firewood. Up to 1 kg of firewood or other suitable fuel per point the spellcaster has in Power can be thus consumed in a matter of d6 seconds. When used to do damage, the intense burst of heat typically does d10+4 points of health damage to creatures next to the fire – and there will always be a risk of nearby flammables catching fire as well.

Speed of the Snail

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20	1 Action	2/round	Sight	3d Discipline

Speed of the Snail lets a spellcaster cut in half the Actions of another character, slowing her down and lowering her number of attacks in a combat scenario. Fractions are always rounded up in IMAGINES; a character who normally has 3 Actions per combat round will only get 2 while affected by this spell while someone with 4 Actions also get 2.

Sphere of Daylight

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	50	1 Action	2/minute	2 m radius	n/a

Sphere of Daylight works almost identically to *Sphere of Light*, the difference being that the light given off by this spell shares the effects of proper sunlight – giving the spellcaster a nice tan over time, allowing plants to photosynthesize, and doing damage to certain kinds of undead.

Sphere of Light

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	10	1 Action	1/minute	2 m radius	n/a

Sphere of Light causes an item no larger than 10 kg to glow brightly like a torch. The item is not damaged and its surface temperature is unaffected; it radiates a cold,

white light that consumes no fuel as long as the spell is maintained.

St. Elmo's Fire

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	10	2 Actions	2/round	Sight	n/a

St. Elmo's Fire creates the illusion of fire on any wet or moist surface. Fluorescent, yellowish green fire dances in a ghostly and surreal fashion but is completely harmless and produces no heat.

Steel Silence

Sphere	Cost	Casting time	Maintenance	Range	Save
All	40	2 rounds	n/a	Self	n/a

Nothing made of metal or metallic alloys makes any sound when used, worn or manipulated by a spellcaster using *Steel Silence*. In combat her blades are completely silenced, producing no sound even if smashed against something. The spell has a fixed duration of 2 hours.

Talk With Trees

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	20	2 Actions	2/question	Touch	n/a

Talk With Trees lets a spellcaster ask questions of any natural tree or shrub. The questions asked must be simple, preferably requiring single-syllable answers as trees tend to not be too keenly aware of their surroundings and are often remote, not to mention not particularly intelligent. Trees can tell you that a group of three persons on horses came by yesterday but they will have no idea who they were, what they wanted, or what they were talking about. If a group of travellers set up camp under a tree two days previous the tree may be able to convey that there were four of them and they seemed to die every night and revive every morning. Young, growing trees tend to be slightly quicker on the uptake. In a classic fantasy setting, woodland denizens such as elves or sylvan faerie tend to get more detailed answers than other spellcasters.

Telekinesis

Sphere	Cost	Casting time	Maintenance	Range	Save
All	20	1 Action	5/round	Sight	1d Control

With *Telekinesis* a spellcaster may lift and move objects by force of her mind alone. She may manipulate up a weight equal to her Control score in kilos. The object moves freely at a rate of 10 cm per round as long as it is within sight range. The spell gets a saving throw in case a creature is attempted moved against its will.

Telepathy

Sphere	Cost	Casting time	Maintenance	Range	Save
All	20	1 Action	2/round	Sight	n/a

Telepathy allows a spellcaster to address others and communicate with them across the boundaries of silence

or language. The spellcaster may communicate silently with any sapient individual without understanding their language. The spellcaster must be able to see the individual she is communicating with or the spell is broken.

Thunderstrike

Sphere	Cost	Casting time	Maintenance	Range	Save
All	300	2 Actions	n/a	50 m radius	2d Physique

Thunderstrike can only be cast during a thunderstorm or similar, when the air is charged with energy or electricity. When the spell is cast the spellcaster uses a metal rod or similar to channel the lightning. Upon impact, the lightning bolt does 4d100 points of health damage to anyone but the spellcaster. The energy of the lightning is divided equally throughout the spell's area of effect, meaning that the more people are present, the less damage is taken by each. The damage of *Thunderstrike* can be saved against on 2d Physique and 4d if the character is wearing metal armour or similar that serves as an electrical conduit; a successful saving throw means only taking half the normal amount of damage.

Time Freeze

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	100	24 hours	n/a	Touch	3d Control

Time Freeze stalls the personal timeline of any creature or item. The target no longer ages or changes due to the passing of time (but can still be injured, dismembered, aged magically, etc.). *Time Freeze* expires after a period of ten years at which point the target resumes aging normally. The spell can be ended prematurely through the use of *Restore Natural State* or similar.

Time Leap*

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	200	1 Action	n/a	Self	n/a

Time Leap works almost identically to *Gate* except that the spellcaster travels in time rather than in distance, remaining in the same geographical location. Others can be brought along, as per *Gate*. For every 100 days the spellcaster wants to move in time the chance is 1% that the spell goes pear-shaped; a magical fumble must be rolled and the spellcaster (and anyone travelling with her) is dumped into a random time period between her starting point and her desired destination.

Time Shift

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	80	2 Actions	n/a	Touch	2d Control

Time Shift moves its target d6 hours into the future. During those d6 hours the target perceives herself as being alone in the void; as time catches up with her again her surroundings gradually 'fade' back in, until normalcy is restored for her. While thus shifted, the target cannot move about or be detected, not even by supernatural means.

Transfer Effect

Sphere	Cost	Casting time	Maintenance	Range	Save
All	30	2 Actions +	Special	Touch	2d Control

Transfer Effect transfers the effect of a spell or magical effect from its original target to another; it is typically used to share the benefits of a Talent or spell with a range of Self with another, but can also be used in conjunction with spells such as *Gate* or *Time Leap* to get rid of somebody.

To cast *Transfer Effect* the spell to be transferred must be cast and then the *Transfer Effect* spell on top of it. The transferred spell's casting and maintenance costs must still be paid by the spellcaster.

Transfer Strength

Sphere	Cost	Casting time	Maintenance	Range	Save
All	20 +	1 round	10 +	Touch	2d Discipline

Transfer Strength shifts a point from any random Personality score to a specified one, at a cost of 10 power points plus another 10 per round the spell is maintained. More than one point can be transferred in which case the spell's base cost increases, and the spell can be maintained as long as desired, at a rate of 10 points per point.

Transmute Matter

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	20	1 Action	5/10 cm ³	Touch	n/a

Transmute Matter enables a spellcaster to change the fundamental nature of any inorganic matter to another inorganic matter – including but not limited to, the classic transmutation of lead into gold. The spell can only be used on one kind of matter at a time, at a rate of 10 cm³ at a time. If the matter is impure – a spellcaster may be trying to, for example, transmute gravel into gold, the Master may rule that the new matter is similarly impure, or less in quantity.

True Self

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	1 Action	2/round	20 m radius	2d Discipline

True Self creates a field in which all affected creatures lose their inhibitions and learned behaviour. They act in a way not unlike drunk people, ignoring social rules and doing and saying exactly what they feel like doing without consideration for future consequences.

Truesight*

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	50	1 Action	5/round	Self	n/a

Truesight shows its spellcaster what things or creatures really are, and whether they are enchanted or of supernatural origin. The spell also reveals illusions (though the spellcaster is only made aware of them, not made able to see through them). The spellcaster is also

made aware of the presence of non-physical entities such as spirits or ghosts, and reveals that enchanted or shapechanged beings are just that (though not what the enchantments do or what the beings' true forms are).

Truthful Shadow

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	10	2 Action	2/round	Sight	2d Discipline

Truthful Shadow allows a spellcaster to enchant the shadow of another creature or person, learning his or her true intentions or emotions. The target's shadow acts out whatever goes through the target's mind even if the target herself refrains and keeps a calm and civilized exterior. If the target has nothing particular on her mind at the given time, the shadow reflects her self image, possibly growing larger, more threatening, sexier, or for that matter, small and insecure.

Toxic Kiss

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	10	1 Action	2/round	Touch	2/round

Toxic Kiss turns a spellcaster's own saliva toxic. All creatures that come into contact with it take d4 points of health damage – and spitting is an option if the spellcaster doesn't want to be kissing her enemies! The spellcaster is not affected.

Vanity

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	10	1 Action	1/hour	Self	n/a

Vanity allows a spellcaster to assume her own appearance at any given time in her life span, growing younger or older as she pleases. As a spellcaster may not know the exact length of her life span she may have to guesstimate what she will look like at an advanced age. If a spellcaster oversteps the natural lifespan of her species she will assume the appearance of a decomposing corpse – or if long enough time has passed, a pile of dust.

When using *Vanity*, all age modifiers apply to the new form which is not entirely illusionary.

Walk on Water

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	20	1 Action	5/round	Self	n/a

Walk on Water lets a spellcaster walk on the surface of any natural water as if it was quite solid. Currents may affect her as the surface moves under her but she will not sink.

Walk the Soul Paths*

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	1 hour	n/a	Self or Touch	n/a

Walk the Soul Paths allows a spellcaster to travel anywhere and as thus is immensely powerful; the spell also comes with considerable risk, making it less attractive. When the spell works as intended the spellcaster transports

herself and any possible companions to the place she wanted to go – the location of which she does not need to have visited before, only have a vague idea of. If she has not visited this location previously she will find herself atop a hill top, a church tower, or other high point within 10 km radius of her desired destination.

Others can be transported if they are willing and hold on to the spellcaster during spellcasting; they cannot be transported unwillingly. No iron, nor anything artificially made from iron, can be transported (a living being whose blood contains iron can be transported but her sword made from steel or iron cannot).

Walk the Soul Paths comes with a high risk of the spellcaster being transported somewhere else than desired. To calculate the risk of transportation failure use the table below. The base chance of failure is 0%, and a roll of 13% always indicates critical failure regardless of the actual failure risk.

Cost of spell	Failure %
Spellcaster has visited the desired destination previously	+25%
Per person besides the spellcaster attempted transported who has visited the desired destination previously	+5%
Per 50 kg of weight attempted transported, not including the spellcaster herself	25%
The spellcaster belongs to a mortal species, i.e. can be expected to eventually die from old age if nothing else	10%
The spellcaster has never been mortal, i.e. was born or created to not die from old age	+25%
The spellcaster has sphere access to the Force dominant in the desired location	+10%
The spellcaster has sphere access to the Force opposing the Force dominant in the desired location (does not apply to All, Time, Fate, and Chaos)	10%

When transportation failure does occur every person attempted transported – including the spellcaster – writes down three possible destinations: The desired destination, a place the person really wants to go to, and a place she truly fears ending up. The actual destination is determined randomly between the resulting possibilities.

Walk with Darkness

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	5	1 Action	1/round	3 m radius	n/a

Walk with Darkness manipulates shadow. The spellcaster may shape and mold the shadows cast by objects and people as she pleases within the spell's area of effect, making it appear as if things cast different shadows than they actually – or for that matter, just giving everyone's shadows bunny ears.

Water Friendship

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	20	1 Action	2/round	Self	n/a

Water Friendship is an alliance with the element of water. As long as the spell is maintained normal, non-magical water or mist does not affect her as it otherwise might – for example being swept away by currents or battered by a spring flood. The spell directs up to 6 points of health damage away per round.

Wipe Mind

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	80	2 Actions	n/a	Touch	2d Power

Wipe Mind wipes up to whole years' worth of experience and memories from a victim's mind, destroying her recollection. All knowledge of the lost years, where she went, what she did, what she learned, etc., is removed.

To determine how many years a spellcaster is able to wipe from a victim, both roll 2d Power; the victim's result is subtracted from or added to the spellcaster's result, producing the number of years. For example, a spellcaster with a Power score of 18 rolls a 7, allowing her to wipe 11 years. The victim whose Power score is 16 rolls 6, meaning that 10 years are subtracted. The total number of years that the spellcaster can wipe from the victim in this case is 1. If, on the other hand, the victim had rolled 19, 3 years would have been added, allowing the spellcaster to wipe up to 13 years' worth of memories.

The spellcaster determines the amount of time to be wiped within her frame of possible years removed; she may wipe days, hours or even just minutes of memory.

Weapon in a Can

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	10	1 Action	2/round	Self	n/a

This spell with a slightly tongue-in-cheek name allows a spellcaster to create any non-magical one-handed weapon out of nowhere. The spellcaster decides what the weapon will be; it may be as simple as a lead pipe or as complex as a hand crossbow. The weapon is of good quality (+2 damage in case of melee weapons) and ready to use. Ranged weapons come with one shot or charge of ammunition only. Once the spell is no longer maintained the weapon once again disappears.

Hedge magic

Hedge magic is classic fantasy spellcasting; magical energies are gathered and bound through the use of symbols and words. Spells consist of runes, items, and magical syllables. The runes direct the arcane energies, the words spoken bind them, and the components power them. Hedge magic cannot be Talents as Hedge magic spells must be learned from others in order to be cast.

Hedge magic runes or symbols that have been spent do not vanish or fade away; they just stop being magical. Magical circles expire if the spellcaster leaves them unless otherwise is noted in the spell description.

Preparing circles and runes for later use

Part of what makes Hedge magic powerful is that spells can be cast in advance and stored for later use. Any circle or rune can be cast – and its cost in components and power points paid – only to be finished later at a second's notice, when required. The spellcaster obviously needs to be at the location of a given rune or circle in order to activate it thus. This is particularly useful in conjunction with those powerful circles that take hours or even days to cast.

Activating a near-finished spell takes 1 Action unless the spell description states otherwise. A spellcaster can have as many spells ready to be activated on short notice as half her points in Control (20 Control = 10 spells); this includes not only circles and runes but also spells such as *Doll Curse* or *Fertile Soil* that remain active a long time after being cast.

Additional charges for spells such as *Rune of Petrification* or *Rune of Pain* do not consume additional spell slots.

Enchanting items

When using spells such as *Imbuement* or *Rune of Forever* to place spells into items or onto objects there is always a risk of the target object not being able to contain the magic. For every enchantment or rune beyond the first that is put on an item or on an object the chance is 10% that all magic on the item will be destroyed. Charges are not counted – a *Rune of Pain* with 5 charges still counts as only one enchantment.

Component consumption

Almost all Hedge magic spells require material components which are typically consumed while the spell is being cast. Runes and Circles are (usually) still visible, but the components used to draw them are mixed up and splattered beyond recovery and cannot be reclaimed for further spellcasting later.

Hedge magic spell descriptions

Astral Walk

Sphere	Cost	Casting time	Maintenance	Range	Save
All	20	1 hour	2/minute	Self	n/a

Components: Circle drawn from dye mixed from dew, the leaves of a nightshade or other hallucinogenic plant, and water from a natural stream, all consumed.

Astral Walk lets a spellcaster leave her body inside a protective circle while she moves incorporeally and invisibly, detectable only by *Truesight* and similar spells. While thus incorporeal the spellcaster may travel as many kilometres from her body as she has points in Control. While thus travelling she is unaware of what happens to or near her body unless she is close enough to see from her astral form.

Awaken Crystal

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	20	1 hour	n/a	Touch	n/a

Components: The correct crystal for the purpose. Circle drawn in salt water.

Awaken Crystal brings out the natural magical properties of crystals, gemstones, and silicates – provided that any are present to begin with. Once the enchantment is complete it lasts until the stone or crystal is shattered or otherwise destroyed. If two crystals or gems carrying the same bonus are worn on person the effect is only gained once – the effects are not cumulative. The crystal must be cut or polished before the spell can be cast. The effect always goes to the person who carries the stone on their person.

The table below lists possible effects as well as suggestions for suitable gems and crystals, however, different traditions ascribe varying powers to different stones.

Effect	Examples
1 Owner regenerates 1 hp extra per 8 hours, regardless of whether resting or not.	Amethyst, chlorite, crystal quartz, pink opal, selenite, witches finger
2 Owner regenerates 1 pp extra per 8 hours, regardless of whether resting or not.	Agate, catlinite, fluorite, jade, moonstone, opal, tree agate
3 Owner gains a 5% bonus to Alertness checks.	Aventurine, desert jasper
4 Owner gains 5% bonus to skill checks that may cause a financial gain, typically Craft skills.	Citrine, chrysoprase, green calcite, prasiolite, snow quartz, serpentine, spinel
5 Owner gains +1 bonus to saving throws against harmful magic.	Aegerine, calchedony, kyanite, obsidian, tourmaline

6	Owner gains +1 bonus to Charisma checks.	Fuchsite, rose quartz, sunstone
7	Owner gains 5% bonus to base Defence.	Andalusite, hematite, shungite, turquoise
8	Owner gains +1 bonus to Intelligence checks.	Blue topaz, dumortierite, garnet, lapis lazuli
9	Owner gains 5% bonus to melee attack rolls.	Amazonite, carnelian
10	Owner gains 5% bonus to skill checks that involve creative arts, such as performing or creating art.	Orange calcite, smoky quartz, sapphire, sodalite

Banana Peel Curse

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	30	20 minutes	n/a	Touch	2d Control

Components: Circle drawn from dye mixed from dirty water and salt, an item traditionally associated with good luck (for example, a shamrock, a horse shoe, or a hare's paw), all consumed.

This curse invokes bad luck for its victim who is considered to have a Luck score of 1 while the curse is in effect; she stumbles over doorsteps, slams doors in her own face, trips in her shoelaces, and so on, invoking all the horrors of slapstick comedy. The effects last for 10+5d10 hours and never do direct damage to the victim.

The curse is invoked in a circle which the spellcaster must then leave in order to physically touch the victim's skin within 48 hours to trigger the curse. The victim must be specified when the curse is cast though the save is not rolled until the curse is actually triggered.

Birthstone

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	50	5 hours	n/a	Item	n/a

Components: Circle drawn from dye the colour of the chosen gem, stone or crystal, consumed. Gem, stone or crystal appropriate to birth month, not consumed.

Birthstone imbues a stone or gem with magical properties. As long as the enchanted stone is kept on person it bestows d4 points of Luck on its owner, the exact amount determined randomly during spellcasting.

Birthstones only work for characters who are born within their month of influence (or similar for a world that does not use the Gregorian calendar). The gem, stone or crystal must be at least the size of a small coin. The effects of *Birthstones* are not cumulative.

Birth month and corresponding gemstone		
January: Garnet	May: Emerald	September: Sapphire or chrysolite
February: Amethyst	June: Agate	October: Opal
March: Bloodstone	July: Carnelian or ruby	November: Topaz
April: Diamond	August: Sardonyx	December: Turquoise

Blade Rune

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	50	1 hour	n/a	Item	n/a

Components: Rune scribed on item in ink mixed from 10 g silver dust, 10 g of mercury, and water, all consumed.

Blade Rune enchants a weapon or item to be summoned to its owner's hand regardless of distance. The *Rune* can be used on any item that the spellcaster can hold in one

hand. The person benefiting from the *Blade Rune* must be identified during the spellcasting. Once complete, the *Rune* can be triggered at any time after, summoning the weapon or item to the hand of the owner. Each *Blade Rune* can be used once before expiring.

Bless the Well

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	50	1 hour	n/a	Touch	n/a

Components: Rune drawn on the surface of the water of the well, no components.

Bless the Well purifies any well whether natural or constructed; up to 200 litres of water from the surface and downwards can be purified in one casting. The spell lasts 2d8 days during which water entering the area of effect is cleansed of pollution and decay.

Breeze

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	20	10 minutes	n/a	100 m radius	n/a

Components: Rune drawn in the air, no components.

Breeze invokes a gentle summer wind to freshen the air and cause at least smaller sailing boats to move gently along. The spell does not require maintenance and lasts for as long as the spellcaster has points in Power, or until she wills it to end.

Brittle Rock

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	40	10 Actions	20 / extra m ³	1 m ³	n/a

Components: Rune traced on surface, using no ink or dye.

Brittle Rock turns natural rock or earth as brittle as fragile glass, shattering almost explosively when touched or tapped. Everyone closer than 2 metres must succeed an Agility check or take d4 points of health damage from flying shards and debris. Such brittle glass cannot support weight, instantly crumbling. Additional rock or earth can be enchanted at a rate of 20 power points per extra m³.

Burden of the Lumbering Ox

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	20/10 kg affected	10 minutes	2/round	Touch	2d Control

Components: Rune is scribed on spellcaster's palm in ink containing 1 g of lead per 1 kg of matter to be affected; wet palm is then pressed against the target. Ink is consumed.

This spell doubles the effect of gravity of a person or item. Typically this results in the target doubling its weight but in a free-fall or gravity free environment it may have other side effects.

Call the Rain

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	20	10 minutes	n/a	100 m radius	n/a

Components: Rune traced in air, using no ink or dye.

Call the Rain summons a gentle shower of rain within the enchanted area for 2d4 hours, watering crops, filling wells, and putting out fires.

Calm the Wind

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	20	10 minutes	n/a	100 m radius	n/a

Components: Rune traced in air, using no ink or dye.

Calm the Wind calms any natural weather within its area of effect. Rain and snow is halted and no wind blows stronger than a gentle breeze for 2d4 hours.

Campfire

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	20	10 minutes	n/a	Touch	n/a

Components: Rune traced on kindling in red dye.

Campfire quickly lights a small fire, perfectly natural in all regards but that it requires no further fuel. The spell is cast in advance on a piece of dry kindling and may be activated at any time after. The *Campfire* burns for 2d4 hours but can be put out like any other fire. If the kindling is placed on or against something flammable, this will likely catch fire too.

Circle of Deep Sleep

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	50	30 minutes	1/hour	10 m radius	2d Control

Components: Circle painted with dye mixed from water, two drops of blood from a creature associated with sleep or rest, and ten drops of juice from a hallucinogenic or sleep inducing plant, all consumed.

Circle of Deep Sleep generates a field inside of which sleeping characters regenerate health and power points at triple the normal rate. The *Circle's* effect can be saved against, should anyone actually want to.

Circle of Farsight

Sphere	Cost	Casting time	Maintenance	Range	Save
All	150	1 hour	2/round	Infinite	Intuition

Components: Circle painted with dye mixed from 10 drops of the spellcaster's own blood, 20 g gold dust, 1 g of tissue from a toxic plant, and green dye, all consumed. A small creature or animal associated with knowledge or learning must be sacrificed.

Circle of Farsight views the present in any given location that the caster has previously visited, even from far away. The chance of successfully spying on another location is 50% plus the spellcaster's Intelligence score; if failed, the spell will reveal any random scene in any random place. The spellcaster cannot hear through the *Circle* nor in any way interact with what she is observing. People or creatures present in the viewed location may feel watched on a successful Intuition check, though they cannot see the watcher.

Circle of Healing Hands

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	40	1 hour +	n/a	Touch	2d Control

Light 40 1 hour + n/a Touch 2d Control

Components: Circle painted with dye mixed from 20 drops of the spellcaster's blood, 5 g of juice from a plant associated with healing, 1 drop of blood from a creature associated with healing or regeneration, and green dye, all consumed.

Circle of Healing Hands heals health damage to a target who is placed within the circle, restoring d4 health points per hour the spell is maintained. The spell can be saved against as its healing affects undead negatively, injuring them instead.

Circle of Insight

Sphere	Cost	Casting time	Maintenance	Range	Save
All	50	1 hour	n/a	Touch	n/a

Components: Circle painted with dye mixed from 20 drops of the spellcaster's own blood, 5 g of silver dust, black ink, and 20 g of tissue from a creature associated with wisdom, learning or knowledge, all consumed.

Circle of Insight offers a considerable bonus to any one skill check used to learn or understand a new or foreign concept, or advance a non-physical knowledge further. The *Circle* bestows a bonus of d10% to any one such skill check, and the bonus can be increased at a rate of 20 power points per additional d10%. The beneficiary of the spell must be seated within the *Circle*, and the spell expires instantly when the skill check is rolled or if the spellcaster leaves the circle prematurely.

Circle of Protection

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	80	1 hour +	2/minute	10 m radius	2d Control

Components: Circle painted with dye mixed from 10 drops of the spellcaster's blood, black dye, 20 drops of animal blood, and 2 g of tissue from a plant associated with magical or protective qualities, all consumed. If the spell is cast against a species rather than a sphere the dye must also include at least 20 g of tissue from a member of that species.

When a *Circle of Protection* is created the sphere which it is meant to protect against must be specified. Once the spell is complete, any person or creature whose first sphere is that sphere cannot enter the *Circle* unless they succeed their saving throw. Even if successful they suffer two penalty dice to all future saving throws and a 20% penalty on all skill checks and attack rolls while exposed to the *Circle*. These penalties also apply to attacks made from outside the *Circle*, such as by ranged weapons or magical attacks.

A *Circle of Protection* can be cast to work against a specific species rather than a sphere; this too must be specified at the time of casting.

Circle of Protection from Undead

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	50	30 minutes	1/minute	3 m radius	2d Control

Components: Circle painted with holy water or water in which a holy or sacred object has been bathed. Object is not consumed.

A *Circle of Protection from Undead* creates an environment hostile to undead who take d10 points of health damage per round of exposure to the *Circle*. Undead may attempt a saving throw for half damage. Damage done in this fashion only regenerates at a rate of 1 per 8 hours regardless of the usual healing rate of the undead in question.

Circle of Regeneration

Sphere	Cost	Casting time	Maintenance	Range	Save
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Law	20	30 minutes	10/hour	4 m radius	n/a
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Components: Circle painted with dye mixed from juice of a plant associated with healing and 2 g of tissue from a creature associated with healing or regeneration, consumed.

All health and power point regeneration occurs at triple normal rate inside a *Circle of Regeneration*.

Circle of Rest

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	30	30 minutes	1/hour	10 m radius	n/a

Components: Circle painted with at least 20 drops of juice from a bamboo plant or other plant associated with very fast growth, consumed.

Inside a *Circle of Rest* the regeneration rate of all sleeping creatures triples; as the spellcaster herself must remain awake to maintain the spell she does not benefit.

Circle of Security

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	50	1 hour	n/a	10 m radius	2d Control

Components: Rune is drawn on floor or surface in ink mixed from water, 5 drops of the spellcaster's own blood and 10 drops of any highly flammable liquid, all consumed.

A *Circle of Security* reacts if anything is removed from within its area of effect. Any item or creature removed heats up at a rate of 1 centigrade per metre it or she is moved away – most items will burst into fire when moved more than 100 metres away. Once triggered, a *Circle of Security* lasts as many hours as the spellcaster has points in Control.

Circle of Shape Copying

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	100	2 hours	n/a	Touch	3d Control

Components: Circle painted with dye mixed from 20 drops of the spellcaster's own blood, 10 g of gold dust, 1 g of tissue from a mandrake plant or other plant associated with strong magic, and black dye, all consumed.

A *Circle of Shapechanging* allows a spellcaster to change herself or a beneficiary into a member of another species of roughly the same size and dimensions. The effect is not temporary; the only way to reverse the transformation is to cast the spell again or be subjected to a spell such as *Restore Natural State*. The spell can be cast without a target species included, in which case it restores the original species of the beneficiary.

When the spell is cast a member of the species or race that the spell is attempting to transform someone into must be present within the spell, willingly or not. This person or creature is not harmed by the spell but becomes the template for the transformation; the beneficiary of the spell will become an identical twin or clone.

Only biology is affected; magic abilities, skills, and knowledge are not affected by the change. Magical powers had by the target species are not acquired.

Circle of Shivering Speech

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	50	1 hour	2/ statement	10 m radius	2d Discipline

Law	50	1 hour	2/ statement	10 m radius	2d Discipline
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Components: Circle painted with dye mixed from the spellcaster's own blood, 5 g of diamond dust, 4 g of blood from an animal associated with cold or justice, and white dye, all consumed.

Telling a lie knowingly inside a *Circle of Shivering Speech* is either very brave or very stupid. Every false statement made knowingly calls for a saving throw which, if failed, causes the character's body temperature to drop rapidly. At the first untruth she starts to freeze, the second causes her teeth to clatter, and at the third ice starts to form on her skin. At the fourth failed saving throw the character loses consciousness – mercifully so because the cold damage to her flesh causes her to take 3d4 points of health damage.

Circle of Summoning

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	100	2 hours	n/a	Infinite	2d Intelligence

Components: Circle painted with dye mixed from 10 drops of the spellcaster's own blood, 20 g of gold dust, 10 g of tissue from a member of the desired species, and the blood of a sacrificial animal associated with trapping others – typically spiders or ant lions. All consumed.

A *Circle of Summoning* is drawn to summon the nearest member of any given species which the spellcaster has seen at least once in her life. She does not gain control of the summoned entity; once arrived it may decide to wander off or stick around as it pleases. The creature travels towards the spellcaster at its normal movement rate and will not arrive if it cannot make it there within two hours.

Crystal Rune

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	100	2 hours	5/round	5 m radius	n/a

Components: Circle painted with dye mixed from water, 5 g of tissue from a dead sentient creature and 10 drops of the spellcaster's own blood, all consumed.

A *Crystal Rune* is actually a circle which allows anyone seated within its diameter to view an event that occurred in the past at the given location. The exact moment in time to be viewed is determined by the spellcaster. The chance of viewing the desired moment is equal to her Control score x 3 percent. If she knows the exact date and time of the event she gains a 20% bonus to this check.

Curse of Lethargy

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	50 +	2 hours	n/a	Touch	2d Control

Components: Rune drawn with an ink mixed from blood of a creature of the same species as the victim, 50 g of silver dust and 50 g of flint dust, all consumed. Caster must be able to touch victim to activate spell.

For every 50 power points used beyond the initial cost of a *Circle of Lethargy* the victim is slowed down 1 Action – which means that creatures who only have 1 Action per round now only get an Action per second round, etc. For the victim, life seems to accelerate while she lags behind.

Dance of the Chameleon

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	20	30 minutes	10/hour	4 m radius	n/a

Air	20	10 minutes	2/round	Touch	n/a
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Components: Rune drawn from ink mixed from water, and at least one drop of blood from an animal with camouflage abilities, all consumed.

Dance of the Chameleon constitutes a rune scribbled on someone's forehead to trigger a powerful form of camouflage. While the spell is maintained the skin, clothes and equipment of the target assumes the patterns, textures, and colours of the objects around her, rendering the target practically invisible. Bystanders with reason to suspect her presence may spot her on a succeeded Alertness check.

Dead Voices

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	20 minutes	2/question	Touch	2d Control

Components: Rune drawn on corpse in ink mixed from black dye and 20 g of tissue from a creature that hibernates, all consumed.

Dead Voices lets a spellcaster communicate with a dead body, temporarily summoning its spirit or ghost from the void. The spellcaster may ask questions of the deceased but there is no promise that the departed soul will want to be helpful. In case of unwilling spirits a saving throw can be called for.

There is a 1% risk per week the deceased has been dead that either the deceased herself or another vengeful ghost will decide to haunt the spellcaster from now on, as per the Ghost creature sheet.

Deathwatch

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	20	1 hour	n/a	Touch	2d Control

Components: Rune drawn on target in ink mixed from ground bird feather, 2 drops of the spellcaster's own blood, and 5 g of tissue from the target, all consumed.

Deathwatch summons a bird associated with death or ill omen – typically a raven or crow – to follow the target and stay with her until her time of death by whatever cause, at which point the bird returns to the spellcaster who then may conclude that the target is deceased. The bird is for all intents and purposes a regular bird except that it refuses to stop following the target. The bird can be killed, in which case the spellcaster will be aware that her watcher has been lost.

Doll Curse

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	50	20 hours	n/a	Touch	2d Control

Components: Curse prepared on effigy which is not consumed. Spellcaster must touch victim in order to activate the spell.

A *Doll Curse* is cast on an effigy of the victim of any size, containing a piece of tissue from the victim. The physical likeness of the effigy does not need to be spot on; the spell will work as long as there is a basic resemblance. Once the enchantment is complete everything that happens to the doll also happens to its victim unless a saving throw is succeeded. If the effigy is destroyed or the spellcaster is killed the curse instantly expires.

Dry Path

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	20	2 minutes	2/hour	10 m radius	n/a

Components: Rune is painted on the spellcaster's own brow with water from the body of water that will be affected by the spell.

Dry Path allows everyone within the spell's radius to travel safely across moors, swamps and other waterlogged surfaces (but not to walk on water) without getting their feet wet.

Fertile Soil

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	100	1 hour	n/a	100 m radius	n/a

Components: Circle painted with dye mixed from water and 1 litre of blood from a creature associated with fertility – rabbits jump to mind (see what we did there?) – all consumed.

Fertile Soil ensures a good crop harvest when cast on a field or orchard at the time of sowing; the spell does not expire until the crop has been harvested (or destroyed). Even meager and barren soil will produce well while affected by this spell.

Fire Aura

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	20	1 Action	2/10 minutes	Self	n/a

Components: Rune is painted on the spellcaster's own brow with ash from a fire, all consumed.

Fire Aura creates an illusion of fire around the spellcaster. While pleasantly warm this fire does no damage and cannot ignite flammables. The colour of the flames is decided on by the spellcaster during casting.

Fire-B-Gone

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	20	10 minutes	2/round	2 m radius	n/a

Components: Rune is painted on the spellcaster's own brow with ash from the fire that will be affected by the spell, all consumed.

Fire-B-Gone extinguishes natural fire. When cast fire within the affected area fades away. Within d4 minutes any surface previously on fire is pleasantly cool to the touch. If used against a fire larger than the spell's radius it must be maintained to prevent surrounding fire from reigniting the flames.

Fire Sprite

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	10	10 minutes	2/minute	Sight	n/a

Components: Rune is scribed with red ink on paper or other flammable material which is thrown into the parent fire during spellcasting.

Fire Sprite animates and controls a small flame from a natural, pre-existing fire. The sprite is just 5-8 cm tall and moves about quickly as directed. It is not intelligent and cannot manipulate matter but will dance, leap, and jump as the spellcaster desires – or even set something on fire. In this regard, the *Fire Sprite* has the same flame

starting ability as a matchstick. If the parent fire goes out the *Sprite* instantly dissipates.

Flame Vision

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	10	10 minutes	1/minute	Sight	n/a

Components: Rune is scribed with red ink on paper or other flammable material which is thrown into the fire during spellcasting.

Flame Vision alters the colours of natural fire to a point where a spellcaster can create detailed imagery in the flames.

Fog

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	50	10 minutes	2/hour	100 m radius	n/a

Components: Rune is scribed with blue ink on the spellcaster's brow.

Fog creates a peaspouer in its area of effect, clouding all kinds of vision – even infravision is affected. The spellcaster alone retains normal vision. The fog itself is not magical in nature, just very, very thick.

Freeze Water

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	50	10 minutes	2/m ²	Sight	n/a

Components: Rune is scribed with blue ink on the spellcaster's blow, ink is consumed.

Freeze Water drops the temperature of natural water, causing it to freeze over. The surface temperature of water is lowered below zero, creating an icy surface capable of supporting up to six times the spellcaster's weight in a given location.

Gale

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	100	1 hour	2/minute	100 m radius	2d Physique

Components: Rune is scribed on spellcaster's forehead with dye mixed 100 g dust of aquamarine or turquoise gemstones and blue dye on the spellcaster's brow, ink is consumed.

Gale chants up a powerful storm in a small area, proving quite dangerous to ships or flying objects. Complete with lightning and dramatic effects this storm may ravage a tract of land, throw ships far up on shore or out to sea, and even collapse stretches of coastline. Characters and objects get a saving throw for the storm trying to lift them off their feet and toss them about. The storm moves with the spellcaster.

Gargoyle

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	150	24 hours	n/a	Touch	2d Control

Components: Statue is placed inside circle drawn with ink mixed from blue dye, 10 drops of the spellcaster's own blood, 10 drops of the victim's blood, and 30 g of gold dust. Ink is consumed, victim and statue are not.

Gargoyle animates a state of clay or stone, turning it into the spellcaster's obedient servant. The statue must be humanoid of proportions. Such a servant is animated with the soul of a self-aware creature which is trapped inside it. The statue will carry out instructions and orders to the best of its ability. *Gargoyles* typically gain d10 points to Strength, lose the same amount from Agility, and have a base Defense of 70%.

Because *Gargoyles* are animated using a living soul they tend to be resentful of their owners and will try to break free of servitude whenever they can. Whenever a *Gargoyle* is given an order or instruction it may attempt to disobey on a 3d Discipline check. When a *Gargoyle* is slain its soul is free to move on, or return to its original body if still alive.

Gather the Rocks

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	50	2 hours	n/a	100 m radius	n/a

Components: Rune is traced in the field to be affected.

Gather the Rocks allows a spellcaster to gather and remove rocks, stones and boulders from a tract of land. Removed rocks are transported as if by invisible workers and stacked neatly just outside the spell's area of effect.

Gills

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	20	2 minutes	2/hour	Touch	2d Control

Components: Rune is scribed with blue ink on the spellcaster's blow.

Gills allows a spellcaster to breathe underwater. Her neck sprouts gills which allows her to extract oxygen from the water around her as long as she keeps moving. The spell can be saved against in case a target does not want gills. If cast on someone not submerged in water the spell has little effect besides a pair of cosmetic gills.

Hearthbond

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	100	10 minutes	n/a	Touch	2d Discipline

Components: Rune is scribed on plate or cup in a dye mixed from water from a natural stream and 2 g of any dust capable of responding to magnetic forces. Ink is consumed, plate or cup is not.

Hearthbond is cast upon a plate of food or drink which the target then must consume in order for the spell to take effect. Once cast, anyone who eats from the enchanted dish are affected and may save against the spell. *Hearthbond* induces home sickness – a strong desire to go home and make sure everything is in order and stick around for a while. Characters will travel home as fast as humanly possible and stay at home for at least two days before the spell wears off. Home is defined as a character's permanent place of residence. If no such address exists, *Hearthbond* induces characters to seek out their place of birth.

Heat

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	2	1 minute	1/10 minutes	Touch	n/a

Components: Rune is scribed on item or container of item (which is also heated) with water from a natural stream. Items are not consumed.

Heat raises the temperature of any single item no larger than the spellcaster's own body by thirty centigrades. It's a handy way to heat water, dry out clothes, or preparing leftovers.

Illusion Piercing

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	20	30 minutes	2/round	Touch	n/a

Components: Rune is traced on spellcaster's brow in salt water.

Illusion Piercing sees through illusions and similar supernatural deceptions. The spellcaster is not made aware of the presence of illusions, she simply sees what's really there.

Imbuement

Sphere	Cost	Casting time	Maintenance	Range	Save
All	50 +	12 hours +	n/a	Item	n/a

Components: Rune is scribed on receiving item in ink mixed from dye of any colour and 100 g of silver dust, consumed. Rune must be scribed with a quill taken from any bird associated with magic or the supernatural. Quill and receptacle are not consumed.

Imbuement captures spells and preserves them inside objects until needed. The *Imbuement* spell must be cast first in order to prepare an item to store the arcane energies; then the spell to be captured is cast on the item next, whether by the spellcaster herself or another sorcerer, to finalize the enchantment. In order to add multiple charges the captured spell can be cast multiple times before the *Imbuement* is sealed; similarly, power points can be added to an *Imbuement* to cover maintenance of a spell for a given period of time.

Imbuement can be cast on any trinket or item that can be held in one hand. A trigger effect is required in order to release the stored spell. Classic examples include breaking a small stick, speaking a specific word, uncorking a bottle, or pouring out its contents. Once the captured spell has been released the rune of the *Imbuement* fades from the item.

Imbuement can only be used in combination with spells that are learned and cast; it cannot capture Talents or Innate powers.

Kiss of Suffering

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	20	10 minutes	n/a	Touch	2d Control

Components: Rune is painted on the spellcaster's palm in an ink mixed from red dye and 2 drops of the spellcaster's own blood, all consumed. To effectuate the spell the spellcaster must press her palm against the target's skin, transferring the rune.

Kiss of Suffering transfers normal regeneration of health and power from one character to another, allowing one to benefit from additional regeneration and causing the other to not regenerate at all. The spell lasts for as many

days as the spellcaster has points in Control or until terminated by the spellcaster.

Lightness of the Hummingbird

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	50	10 minutes	10/round	Touch	2d Control

Components: Rune is traced on the spellcaster's palm with water, then pressed against the skin or surface of the target.

This spell affects the weight of any creature within its area of effect, effectively reserving gravity for them. Creatures and items will fall upwards at the same speed as they'd fall downwards from higher up. And of course, once the spell expires or no longer is maintained, what goes up must eventually come back down.

Little Spring

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	20	10 minutes	10/hour	Touch	n/a

Components: Circle is drawn in blue dye, consumed.

Little Spring draws up fresh water from any natural surface below which water is found naturally, i.e. most outdoors environments. A small brook quickly starts to bubble from the centre of the spell circle as cool, fresh water trickles forth at a rate of 4 litres per minute while the spell is maintained.

Midwifery

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	20	5 minutes	2/minute	Touch	n/a

Components: Circle is drawn in blue dye, consumed.

Midwifery takes its name from a common use for the spell but can be used with any injury or trauma. The spell works as an anaesthetic, removing the pain, and also prevents complications due to a non-sterile environment if maintained for 10 minutes or longer.

Mirror Lake

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	20	10 minutes	2/hour	10 m radius	n/a

Components: Rune is drawn on spellcaster's forehead in water from the body of water to be calmed.

Mirror Lake calms any any natural surface of water within its area of effect. The surface of even the most turbulent white-water river remains calm and serene, allowing for easy crossing.

Mistscapes

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	50	20 minutes	5/minute	100 m radius	2d Discipline

Components: Rune is drawn on the spellcaster's forehead in ink mixed from water from a natural stream and blue dye, all consumed. Spell area of effect moves with the spellcaster.

Mistscapes creates a dense fog which may take on any form that the spellcaster desires, creating any land- or

cityscape shrouded in mists that she desires. Targets who are unaware that they are being affected by a spell will not be able to tell the difference between the shapes, shadows and lights of this peasouper and those of a natural fog (unless, of course, the spellcaster creates a landscape that cannot pass for natural). While *Mistscapes* cannot in itself harm targets it can most certainly be used for misdirection, leading them to walk into danger.

Motherlode

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	50/m ³	1 hour	1/minute	2 m radius	n/a

Components: Rune drawn on spellcaster's brow in ink mixed from water from a natural stream and 10 g of the ore or metal desired, consumed.

Motherlode reveals valuable ores in the earth up to two meters down from where the spellcaster is standing, allowing her to know how deep to dig and how much ore can be found. The spell's area of effect moves with the spellcaster.

Mind over Matter

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20	15 minutes	n/a	Touch	1d Physique

Components: Rune drawn on target's brow in ink mixed from water from a natural stream and 10 g or drops of food or liquid associated with wakefulness or combating fatigue, consumed.

Mind over Matter allows its beneficiary to feel no hunger, thirst or fatigue for 24 hours after which normal consumption resumes. While the spell is in effect no health or power point regeneration takes place, making the spell unattractive for long term use.

Obfuscate Rune

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	30 minutes	n/a	Touch	n/a

Components: Rune is drawn on top of existing spell rune in ink mixed from juice of a hallucinogenic plant and water from a natural stream, ink is consumed.

Obfuscate Rune adds a chaos rune to an existing rune, changing its spell. Occasionally a hazardous affair, this can be a means to negate the magical runes of others or pass by them with only minor effects. To determine the new effect of an *Obfuscated* rune the Master rolls an Audiovisual fumble on the Magic Gone Wild tables. This effect becomes the rune's new spell effect if by any means possible; if not, the effect will accompany the rune's original spell effect when triggered.

Because the existing rune must be touched in order to draw the *Obfuscating* rune on top of it, *Obfuscate Rune* is not recommended for runes that are triggered by touch.

Obscuration

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	10 minutes	n/a	Touch	2d Control

Components: Rune is painted on spellcaster's palm in ink mixed from 10 g sand and black dye, both consumed. Target rune must be touched to trigger spell (can be an issue with runes that are triggered on touch).

An *Obscuration* is a simple rune added to an existing runic enchantment or circle to deflect or nullify the effects of detection type spells such as *Detect Magic* or *Detect Illusion*. When used on an existing spell, *Obscuration* hides enchantments from detection type spells. *Obscuration* itself may still be detected on a successful saving throw from the spellcaster using the detection spell, who may become aware that something has been obscured but will not know what.

Obfuscate Senses

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	20	10 minutes	2/round	Touch	2d Intelligence

Components: Rune is painted on spellcaster's palm in ink mixed from 10 g sand and black dye, both consumed. Target must be touched to trigger spell.

This spell messes up a target's sensory input, seriously tampering with the way she perceives her surroundings. A sense – sight, taste, hearing, smell, or touch – to be obfuscated must be decided when the spell is cast. The spellcaster has no direct control over what the target experiences, and a successful saving throw indicates overcoming the obfuscation.

Obfuscated sight messes up the target's depth visions and balance; her surroundings appear skewed and twisted, and even simple tasks such as walking becomes difficult in a wildly wobbling reality.

Obfuscated hearing tampers with the target's hearing, causing her to hear some things as small whispers while other noises are amplified into thunderous roars, not to mention hearing a whole lot of things that probably aren't there at all.

Obfuscated touch twists the way things feel – silk may feel like cragged rock, heat may feel cold, the edge of a razor may feel like a feather's touch, etc.

Obfuscated taste switches around the taste of things; anything consumed will taste randomly like anything else, not necessarily edible.

Obfuscated smell switches odors; any smell or scent will be completely random; manure may smell like perfume, perfume may smell like fried herring.

Preserve Specimen

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	20 +	10 minutes	n/a	Item	2d Control

Components: Rune is painted on specimen (or on container or petri dish in case of very small specimens) in ink mixed from black dye, 2 g of ground steel and 2 g of diamond dust, all consumed.

Preserve Specimen allows a spellcaster to preserve an organic specimen or object no larger than she can hold in one hand; while the spell is in effect the specimen in question will not suffer decay as a consequence of time passing. The spell costs 10 power points per 24 per day the specimen is to be affected, determined and paid for at the time of the spellcasting.

Purification

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	30/dm ³	30 minutes	n/a	Touch	2d Power

Components: Rune painted on matter to be purified in water from a natural stream, consumed.

Purification removes all organic matter from the spell's area of effect regardless of state; all organic matter down to the molecular level is incinerated. Creatures larger than the area of effect take 5d10 points of health damage unless succeeding their saving throw in which case the cleansing flame passes them by.

Purify Liquid

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	10/dm ³	30 minutes	n/a	Touch	2d Power

Components: Rune traced on surface of liquid to be purified, consumed.

Purify Liquid removes all organic matter from the spell's area of effect regardless of state; all organic matter down to the molecular level is dissolved. Creatures larger than the area of effect take 5d10 points of health damage unless succeeding their saving throw in which case the cleansing flame passes them by.

Raise Animal

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	12 hours	n/a	Touch	n/a

Components: Rune is painted on the corpse in ink mixed from black dye, 10 g of the target's tissue and 10 drops of blood from a creature associated with magical regeneration or renewal, typically a vampire or similar.

Raise Animal is similar to *Raise Dead* but for the fact that it only affects the corpses the size of cats or smaller.

Raise Dead

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	150	24 hours	n/a	Touch	n/a

Components: Rune is painted on the corpse in ink mixed from black dye, 10 g of the target's tissue and 10 drops of blood from a creature associated with magical regeneration or renewal, typically a vampire or similar.

Raise Dead allows a necromancer to raise the corpse of any dead, self-aware creature that died less than three days previously. A corpse thus raised has no sense of self or memory of its past life, though skills are retained. It is completely obedient to the spellcaster but if left without instructions it will seek to tirelessly continue doing whatever its main occupation was in life; a woodcutter will chop wood, a blacksmith will work at the furnace, etc. The corpse confuses easily and requires short and simple instructions; it cannot be made to cause direct harm to itself. The spellcaster may allow the corpse to return to rest at any time.

A spellcaster may have as many corpses under her control through use of this spell as she has points in her Control score. If the limit is exceeded the oldest corpse will gain free will first, and return to doing whatever it did in life. The attention span of these raised dead is too short for spellcasting or even a proper conversation, free willed or not.

Ram

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	50	10 minutes	n/a	Touch	n/a

Components: Rune is painted on weapon in ink mixed from water from a natural stream, 10 g of sulphur, black powder or other explosive, and salt, consumed.

Ram is a rune painted on a staff, mace or other blunt object; when the enchanted weapon is used next on any non-living surface a detonation of considerable size occurs. A *Ram* enchanted weapon may destroy doors, bridges, furniture, or even knock holes in solid walls. Bystanders, the weapon's wielder included, are likely to take d10 points of damage from the blast and flying debris. If used against armour, the armour takes 10d10 points of damage and may very well end up destroyed.

Read Body

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	100	10 minutes +	5/minute	Touch	2d Power

Components: Rune is painted corpse or tissue in dye mixed from salt, water, and animal blood, consumed. Spellcaster must consume at least 10 g of the corpse's tissue.

Read Body taps into the knowledge of any dead body as long as just bits of tissue remains. Specific knowledge can be sought but is likely to be a mess of personal fears and grudges, as well as irrelevant thoughts and memories. If nothing specific is looked for, the spellcaster will gain a firm impression of the last few minutes of the deceased individual's life, including her dying moment; this knowledge, in contrast, will be clear and concise. The spell has a saving throw in case somebody decides to use it on undead creatures – who, given the spell's component requirements, are not likely to be cooperative.

Read Object

Sphere	Cost	Casting time	Maintenance	Range	Save
All	30	30 minutes	n/a	Touch	n/a

Components: Rune is painted on object to be read in ink mixed from water, 2 g of gold dust and 2 g of the spellcaster's own blood, all consumed.

Read Object reveals facts about the item it is cast upon; its previous owners, its age, its maker, any enchantments, and its purpose, all in general terms.

Rehome Dead

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	400	12 hours	n/a	Touch	2d Discipline

Components: Rune is painted on the body in ink mixed from black dye, 10 g of the target's tissue and 10 drops of blood from a creature associated with magical regeneration or renewal, typically a vampire or similar.

Rehome Dead is a spell frowned on by most ethical people; it lets a spellcaster imbue the body of a self-aware creature with the soul of another, deceased self-aware creature, effectively killing the first. The soul which is to be rehomed must belong to someone who died no more than 24 hours previous to the spellcasting. If the saving throw is failed, the body's owner's soul is pushed out, killing her, and the other soul takes residence in its place.

Remove Rune

Sphere	Cost	Casting time	Maintenance	Range	Save
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All	100	1 hour/ rune	n/a	Sight	2d Control
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Components: Rune is painted next to existing rune in ink mixed from 100 g of gold dust, 200 g of ash from the corpse of a scavenging animal, black dye or tar, and water from a natural stream, all consumed.

Remove Rune removes magical runes and thus, their enchantments and spell effects. The spell can only be used on runes that have a set spell effect to be triggered when a certain condition is met – such as somebody entering the radius of a *Rune of Petrification*.

The rune to be removed has a saving throw rolled against the Control score of the person who initially created it.

Restore Life

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	50	24 hours	n/a	Touch	2d Physique

Components: Rune is painted on dead body in an ink mixed from water, 20 drops of animal blood, 20 drops of the spellcaster's own blood, and at least 100 g of tissue from a plant or animal associated with healing or regeneration, all consumed.

Restore Life attempts to summon back the soul of someone who departed her body no more than 48 hours previous and restores it to 1 health point; the smart healer will make certain that trauma or medical condition does not kill the patient again right away.

The spell can be saved against if used on an unwilling spirit. If cast on undead, *Restore Life* requires a saving throw which, if failed, causes the undead to take 5d10 points of health damage and otherwise remain unaffected. If the spell is successful, however, the undead is restored to life for d4 days before their curse once again consumes them. Undead who are thus restored to life lose all abilities and powers from undeath. In case of undead who do not have free will, this is restored temporarily while they are thus 'alive'.

Reverse Rune

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	30 minutes	n/a	Sight	2d Control

Components: Rune is painted next to the original rune in an ink mixed from water and 5 g of tissue from an air breathing creature associated with water (typically waterfowl or whales).

With *Reverse Rune*, a spellcaster adds to an existing rune in order to reverse its intended effect. If, for example, is cast on a *Rune of Fire*, that rune might now cause a bucket of water to drop on the target's head when triggered, as opposed to its normal blast of fire. If cast on a *Rune of Petrification*, anyone triggering the rune might find themselves under the influence of a *Double Actions*-spell for a while.

The spell can only be used on runes that have a set spell effect to be triggered when a certain condition is met – such as somebody entering the radius of a *Rune of Petrification*. The original spell gets a saving throw which is rolled against the Control score of its maker.

Reverse Time

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	50	1 hour/ year	n/a	Touch	2d Control

Components: Rune is painted on target in ink mixed from water, sand, and 5 drops of tissue from a creature associated with healing or regeneration, all consumed.

With *Reverse Time*, any object or creature can be moved a number of years backwards on its personal timeline, though not as far back as to become unmade or unborn. For every year the spell moves its target backwards the spellcaster ages a day. The spell gets a saving throw for unwilling targets.

Rune of Animation

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	6 hours	1/day	Touch	2d Control

Components: Rune is painted on body in ink mixed from water, blood or tissue from the body in question, and 5 g of tissue from a creature associated with rebirth or the undead.

Rune of Animation animates a dead body imperfectly; the resulting zombie-like creature is capable of understanding and carrying out simple orders but has no cognitive processes, personality or agenda of its own. Decomposition is paused while the body is animated. A body thus animated has the same stats as it did in life except that Physique and its sub-Attributes are halved, as are all Physique skills. The body stays animated while the spell is in effect. When the spell is no longer maintained the body remains controlled for an hour per point the spellcaster has in Control, after which it collapses and natural decomposition resumes.

Rune of Binding

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	50	1 hour	n/a	5 m radius	2d Control

Components: Rune is painted on object in ink mixed from water, 10 drops of the spellcaster's blood, and 4 g of tissue from a mandrake or other plant associated with magical properties, all consumed.

Rune of Binding creates a spirit trap out of an item no larger than the spellcaster can hold in one hand, able to capture spirits or ghosts within 5 m range of itself; using a communing type spell to lure spirits to the item is a well tested and tried approach. Spirits who fail their saving throw are trapped within the item for as many days as the spellcaster has points in Control, and must place any magical powers or Innate abilities at their master's disposal and carrying out her commands. Because spirits often resent being thus enslaved, expect them to carry out instructions to the letter and finding every loophole possible. When the spell expires the spirits are free to leave and most likely will.

Rune of Cleansing

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	30	30 minutes	1/hour	20 m radius	n/a

Components: Rune is drawn on caster's brow in ink mixed from salt water and 5 drops of blood from a non-self aware, predatory creature, all consumed.

No non-self aware creatures can enter the field created by a *Rune of Cleansing*, and any that are present at the time of casting will immediately leave. The *Rune* also affects creatures that are self aware but do not have free will. The spell moves with the spell caster.

Rune of Concealment

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	50	1 hour	20/hour	Touch	2d Control

Components: Rune is traced on target's brow in ink mixed from blue dye and 5 g of spider web, all consumed.

A Rune of Concealment protects its beneficiary against detection spells such as *Dragonsight* or *Truesight*. The *Rune* causes its target to be completely invisible to detection type spells. The person casting the detection spell is likely to suspect that something is amiss all the same if they can see the spellcaster with normal vision while any kind of magical vision does not reveal her presence.

Rune of Decay

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	30	6 hours	2/year	Touch	n/a

Components: Rune is traced on item in ink mixed from ash and water, all consumed.

This rune ages any item on which it is cast by a minimum of ten years, quite likely taking away from its durability (but coming in handy for aging wines or creating authentic looking treasure maps!).

Rune of Disenchantment

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	50	30 minutes	2/minute	10 m radius	2d Control

Components: Rune is traced spellcaster's brow in ink mixed from water from a natural stream, salt, and sand, all consumed.

This rune creates a sphere inside of which magic does not work. All enchanted items lose their magic (with 10% chance of this becoming permanent). The spell has a saving throw which applies to magical creatures who may not want to temporarily lose their powers. The spell moves with the spellcaster.

Rune of Displacement

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	1 hour	10/charge	Touch	2d Power

Components: Rune is traced on door or entrance in ink mixed from rock salt, water, and 10 drops of blood from a winged creature, all consumed.

This rune is inscribed on a doorway or entrance that requires touch to be opened, including doors and portcullises. During the spellcasting the spellcaster lists all who may pass through unhindered by name (it is possible to pass the rune by sharing a name with someone on the list). Anyone who is not on this list trying to pass the doorway or entrance later on must succeed a saving throw or be teleported d100+20 metres away in a random direction. Teleportation will not place victims inside solid objects, nor will they be placed up into the air only to plunge to their deaths.

Rune of Endurance

Sphere	Cost	Casting time	Maintenance	Range	Save

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	20	1 hour	n/a	2 m radius	2d Control

Components: Rune is traced on item or surface in ink made from 20 g of granite dust and white dye, all consumed.

This rune fortifies the strength of a natural surface, slowing down wear and tear and resisting damage. When the spell is cast on an item it gains a health pool of 5d10 health points. Every time the item takes damage this is subtracted from its magical health first, preserving its natural existence. When cast on a weapon, the spell ensures that if a weapon normally would break (typically from a critical fumble), it instead loses 3d10 points of this health pool. Once all magical health is lost, the item is returned to normal durability.

Rune of Flight

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	40	10 minutes	20/hour	Touch	n/a

Components: Rune is drawn on the target's brow in ink mixed from 5 g mercury, 5 drops of aether or any essential oil, and blue paint, all consumed. Rune must be drawn with a bird feather, which is not consumed.

A *Rune of Flight* grants its target the ability to fly at a speed similar to running but without growing tired. The target rise as many metres into the air as the spellcaster has points in Control and can carry a weight equal to her own weight or less.

Rune of Forever

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	150	30 minutes	n/a	Touch	n/a

Components: Rune is drawn on existing spell rune in ink mixed from water, earth, and 10 g of diamond dust.

A *Rune of Forever* turns a spell permanent. It can be used in combination with any spell that has a maintenance cost (but not with spells that have a set number of charges). *Runes of Forever* can only be used on Hedge magic spells. Spells affected by *Runes of Forever* does not count towards active spells in a spellcaster's array – once an enchantment becomes permanent it no longer resides at the back of a spellcaster's mind.

Rune of Fresh Water

Sphere	Cost	Casting time	Maintenance	Range	Save
Water	20	10 minutes	1/litre	Container	n/a

Components: Rune is drawn on container in fresh water.

A *Rune of Fresh Water* turns salt water or polluted water into clean drinking water.

Rune of Good Winds

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	30	10 minutes	2/hour	100 m radius	n/a

Components: Rune is drawn on spellcaster's brow in ink mixed from 5 g of pollen, 5 g of ash from a burned feather of a natural bird, and water from a natural stream, all consumed.

A *Rune of Good Winds* invokes a fresh wind that can move a sailing ship or turn a windmill. The spell moves with the spellcaster.

Rune of Fire

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	70	1 hour	n/a	Touch	2d Agility

Components: Rune is drawn in ink mixed from 50 g of brimstone or sulphur, 10 g silver dust, 20 g charcoal, all consumed.

A *Rune of Fire* booby traps any surface and is triggered on touch. The explosive fire blast triggered by the *Rune* does d8 points of health damage to anyone failing their saving throw.

Additional charges can be added to a *Rune of Fire* at a cost of 50 power points each.

Rune of Many Stupid Minions

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	6 hours	n/a	Touch	2d Control

Components: Rune is painted on body in ink mixed from water, blood or tissue from the body in question, and 5 g of tissue from a creature associated with rebirth or the undead, all consumed.

Rune of Many Stupid Minions is the evil cult leader's version of *Rune of Animation* but differs slightly from the original; control is transferred to an item and the raised minions have no skills whatsoever. Minions last until destroyed.

Control of the raised minions is focused on an item, typically a ring or other piece of jewellery, that the spellcaster can hold in one hand; whoever wears the item controls the minions. Anyone holding the item can add more minions to it, making it perfect for groups of necromancers.

Rune of Pain

Sphere	Cost	Casting time	Maintenance	Range	Save
All	50	15 minutes	n/a	Item	2d Control

Components: Rune is drawn on spellcaster's brow in ink mixed from 5 g of pollen, 5 g of ash from a burned feather of a natural bird, and water from a natural stream, all consumed.

A *Rune of Pain* can be painted on any melee weapon or missile (the arrow, not the bow) to invoke additional damage to its target. The rune is triggered on impact, doing d10 points of additional health damage. Additional damage or charges can be put into a *Rune of Pain* at a rate of 30 power points per die or charge.

Rune of Petrification

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	40	1 hour	n/a	Touch	2d Strength

Components: Rune is drawn on surface or item in ink mixed from 10 g of granite dust and red dye, all consumed.

A *Rune of Petrification* is a magical trap painted on a surface or item, triggered when touched. The spell places its victim in suspended animation, giving them

a statue-like appearance. While thus trapped victims perceive the world around them but cannot act or speak, or cast spells that are not Innate powers. Victims do not age and require no sustenance. The spell lasts as many days as the spellcaster has points in Control or until the spellcaster decides to release the victim.

Additional charges can be added to a *Rune of Petrification* at a cost of 20 power points per extra charge.

Rune of Precision

Sphere	Cost	Casting time	Maintenance	Range	Save
All	40	2 hours	n/a	Item	n/a

Components: Rune is drawn on weapon in ink mixed from water from a natural stream, 10 drops of the spellcaster's own blood and 10 drops of blood from a creature associated with speed and cunning strikes (cobras come to mind), all consumed.

A *Rune of Precision* is cast on a melee weapon in order to negate all bonuses and penalties from specific hit locations for that weapon. Using a weapon thus enchanted makes it harder to hit an enemy's legs, but substantially easier to hit her head (which is potentially more damaging).

Rune of Projection

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	50	1 hour	n/a	2 m radius	2d Intelligence

Components: Rune is drawn on surface on which illusion is to appear in ink mixed from bird blood, blue dye, and 10 g of dust from a blue gemstone or crystal, all consumed.

A *Rune of Projection* creates an illusion of a creature or item no larger than the spellcaster which she herself has seen previously. The illusion appears when the spell is triggered and carries out any instructions previously imprinted into it during the spellcasting, including speaking short messages. The illusory creature expires after as many minutes as the spellcaster has points in Memory; if it runs out of instructions before that, or has none, it simply sits there. The illusory creature or item cannot interact or otherwise affect its surroundings.

The *Rune* can be set to be triggered when anyone not the spellcaster comes within its radius.

Rune of Purpose Knowing

Sphere	Cost	Casting time	Maintenance	Range	Save
All	100	4 hours	10/use of item learned	Touch	n/a

Components: Rune is painted on item studied in ink mixed from water and 20 g of tissue from a creature associated with hidden things and secrets, all consumed.

Rune of Purpose Knowing allows a spellcaster learn how a given object that can be held in both hands or less is meant to be used. The spellcaster learns of any enchantments and how to trigger them, as well as any normal, non-magical use for the given object. If command words or trigger conditions exist these are also learned. A Control check must be rolled for each ability or use; failure means that no knowledge is gained. Learning that an item can be used with a given skill or spell does not equate gaining that skill or learning that spell.

Rune of Reading Disability

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	1 hour	n/a	Touch	2d Memory

Components: Rune is drawn in text in ink mixed from water and 5 g of tissue of a creature associated with stupidity or denseness, all consumed.

A *Rune of Reading Disability* is typically concealed within a text and triggered when the text is read. Its victim becomes unable to read or write; all forms of text become gibberish. The effect lasts for as many days as the spellcaster has points in Memory.

Rune of Sharpness

Sphere	Cost	Casting time	Maintenance	Range	Save
All	50/point	1 hour	n/a	Item	n/a

Components: Rune is drawn on weapon in ink mixed from 10 of crystal dust, 10 g of tissue of predatory creature associated with ferocity, and water, all consumed.

A *Rune of Sharpness* is a weapon enchantment used to increase the damage done. For every point a *Rune* has, the weapon does 1 point more of health damage permanently or until the weapon is destroyed or disenchanting.

Rune of Stray Magic

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	30 minutes	n/a	Touch	2d Control

Components: Rune is drawn next to existing rune or circle ink mixed from water from a natural stream and 10 g of ground pepper, all consumed.

Runes of Stray Magic are added to existing circles or runes, to obfuscate or misdirect them. When the spell upon which the *Rune* has been placed is triggered the *Rune* causes it to automatically fumble, calling for a fumble rolled on the Magic Gone Wild tables.

Even when the fumble states that the spell works normally no effect occurs. For fumble effects that affect the spellcaster, this is presumed to be the caster of the *Rune of Stray Magic*.

Rune of Strength

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	10 + 1/hp	1 hour	n/a	Touch	n/a

Components: Rune is drawn on armour in ink mixed from water and earth and 1 g of ground crystal dust. Ink is consumed, armour is not.

Runes of Strength increase the health pool of armour, allowing it to exceed its normal health maximum. Once spent, surplus health points are not regenerated.

Rune of the Alert Sentry

Sphere	Cost	Casting time	Maintenance	Range	Save
All	30	30 minutes	n/a	10 m radius	2d Control

Components: Rune drawn on floor or surface in ink mixed from water and 5 g of tissue of an animal associated with alertness or watchfulness, all consumed.

Rune of Alert Sentry guards an area of effect and lasts until triggered by any self-aware creature entering this. It alerts the spellcaster to the intrusion by setting off

a silent alarm that only she can hear, regardless of the distance.

Rune of the Card Shark

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	30	1 hour	10/deal	Touch	n/a

Components: Rune drawn in dye mixed from water and 2 g of material from nightshade or other hallucinogenic plant, consumed.

Rune of the Card Shark lets a spellcaster draw a tiny rune on one card of a deck of playing cards or similar, allowing her to control what cards are dealt onwards, and to whom (though no cards can be added or subtracted – if person A is given the Queen of Hearts, person B cannot also receive it). The *Rune* does not expire but costs 10 power points to activate whenever cards are dealt from the enchanted deck.

Rune of the Foreigner

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	20	10 minutes	2/minute	Sight	2d Control

Components: Rune drawn on spellcaster's brow in ink mixed from water from a natural stream and 3 drops of juice from a hallucinogenic plant, all consumed.

Rune of the Foreigner allows the spellcaster to map the basic personality of other self-aware beings as she looks into their eyes for at least 30 seconds. The spellcaster becomes aware of the person's mood, main motivation at the time being, and current most pressing concerns.

Rune of the Forest Floor

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	20	10 minutes	2/minute	Touch	n/a

Components: Rune drawn on spellcaster's brow in ink mixed from water from a natural stream and 2 g of tissue of a plant of which the medical properties are known to the spellcaster, all consumed.

Rune of the Forest Floor helps a spellcaster determine whether any natural plant touched is edible and informs her of its medical or magical properties (if any exist).

Rune of the Silken Tongue

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	30	10 minutes	2/minute	Touch	n/a

Components: Rune is traced on target's brow in ink mixed from water, 2 drops of the spellcaster's own blood and 5 g of tissue from a creature associated with cunning or lying, all consumed.

Rune of the Silken Tongue generates a d10 point temporary bonus to its beneficiary's Authority or Charisma score (spellcaster chooses which).

Rune of the Traveller

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	20	10 minutes	2/minute	100 m radius	2d Control

Components: Rune drawn on spellcaster's brow in ink mixed from water from a natural stream and 5 g of tissue from a plant associated with insight or hallucinations, all consumed.

Rune of the Traveller detects aggression before intent becomes action, alerting the spellcaster to anyone with hostile intent, regardless of target of said intent. The spell does not penetrate solid walls.

Rune of Tongues

Sphere	Cost	Casting time	Maintenance	Range	Save
All	20	10 minutes	2/minute	Touch	2d Control

Components: Rune drawn on spellcaster's brow in ink mixed from water from a natural stream and 2 drops of the spellcaster's own blood, all consumed.

Rune of Tongues allows a spellcaster to perfectly understand and speak the next language she hears while the spell is maintained.

Rune of Truthful Weakness

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	30	30 minutes	10/minute	Touch	2d Control

Components: Circle is traced in soil in ink mixed from water from a natural stream and salt, consumed.

Rune of Truthful Weakness detects the weakness of enemies engaged in melee combat; if an enemy takes extra damage from holy items, fears the daylight, is super flammable, or otherwise susceptible to a particular danger, the spellcaster gains knowledge of this.

Rune of Unpredictability

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	30 minutes	n/a	10 m radius	2d Control

Components: Rune is drawn on ground or surface in ink mixed from water, earth, and a drop of blood from five different species of creature, all consumed.

Rune of Unpredictability generates a field inside of which all spellcasting automatically goes wrong as all Control checks fail – only the *Rune's* maker is not affected, making this an obvious defensive spell hidden under the carpet of an archvillain's secret lair. The Rune is triggered by touch, and further charges can be added at the time of spellcasting, at a cost of 20 power points per charge.

Rune of the Warrior

Sphere	Cost	Casting time	Maintenance	Range	Save
Law	20	10 minutes	2/minute	Touch	n/a

Components: Rune traced on target's brow in ink mixed from water and one drop of the target's blood, consumed.

Rune of the Warrior bestows extraordinary battle skill upon its beneficiary. Whenever the target lands a melee hit she automatically does maximum damage with her weapon, and is immune to the effects of illusionary spells such as *Invisibility* (either) or *Displacement*.

Save Crop

Sphere	Cost	Casting time	Maintenance	Range	Save
Light	20/100 m ²	1 hour	n/a	Sight	n/a

Light 20/100 m² 1 hour n/a Sight n/a

Components: Circle is traced in soil in ink mixed from water from a natural stream and salt, consumed.

Save Crop does exactly what it says on the tin. The spell is used to restore to health crops that have been damaged by rain or hail, attacked by insects and locusts, flooded, infected with fungi, or otherwise damaged by natural, non-magical means. If used on a crop that has not suffered damage, that crop will yield a bountiful, healthy harvest.

Scapegoat

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	100	1 hour	n/a	Touch	1d Physique

Components: Rune is drawn on designated scapegoat in ink mixed from salt water and blood from creatures of the group the scapegoat will be suffering for, all consumed.

Scapegoat designates one creature out of a group to receive all poor fortune and damage. A favourite spell of shepherds, *Scapegoat* redirects sickness, ailments, injury and sheer bad luck to the chosen unfortunate one who suffers in place of the rest. Anyone and anything can be a *Scapegoat* as long as it can be identified as a member of a group, but some limiters are advised. While cows are a group, a *Scapegoat* suffering for all cows would survive for seconds at best. A *Scapegoat* taking all the misfortune of the flocks of a small village upon itself, on the other hand, is a viable option.

Scapegoat cannot be cast on self-aware creatures. *Scapegoat* lasts until the scapegoat is dead or the spellcaster lets the spell expire.

Simple Minds

Sphere	Cost	Casting time	Maintenance	Range	Save
All	30	10 minutes	2/round	Touch	2d Intelligence

Components: Rune drawn on palm in ink mixed from water and 5 g tissue of an animal associated with stupidity, all consumed. Rune is triggered when pressed against victim's skin.

Simple Minds lowers a victim's Intelligence score by d10 points while the spell is in effect.

Spices

Sphere	Cost	Casting time	Maintenance	Range	Save
All	20	10 minutes	n/a	Touch	n/a

Components: Rune drawn on underside of plate or bowl in which the food is served in an ink mixed from water and 5 different spices, all consumed.

Spices causes food that has gone slightly off to appear and taste delicious. The spell does not prevent food poisoning or other consequences of eating spoiled food. The spell lasts until the food is eaten or for as many hours as the spellcaster has points in Control.

Stalker

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	1 hour	10/question	Touch	2d Control

Components: Rune drawn on spellcaster's brow in ink mixed from water and 10 g of tissue from the deceased, all consumed.

Stalker can only be cast at a site where a self-aware creature died within the last 72 hours. The spell summons spirits of at least average intelligence to help reveal the cause of death and the events that transpired at the time.

Starlight

Sphere	Cost	Casting time	Maintenance	Range	Save
Fire	30	1 hour	n/a	Touch	n/a

Components: Rune drawn on item in ink mixed from water, ash or soot, and 10 g of melted candle wax, consumed.

Starlight imbues any item the spellcaster can hold in one hand with a soft light, burning for 2d6 hours. The light cannot be extinguished; to reinstate darkness the item must be covered up. The item is not warm to the touch.

Steal Knowledge

Sphere	Cost	Casting time	Maintenance	Range	Save
All	100 / d10 points	1 hour / d10 points	n/a	Touch	2d Intelligence

Components: Rune drawn on skin of victim in ink mixed from milk, animal blood and 5 of tissue of an animal associated with theft, consumed.

Steal Knowledge transfers points of a skill had by its victim to the spellcaster, regardless of whether the latter already has points in this skill or not. The skill in question is specified during casting and points are transferred at a rate of d10 points an hour. Points gained by the spellcaster are lost from the victim.

Stone Vision

Sphere	Cost	Casting time	Maintenance	Range	Save
Earth	50	5 hours	1/minute	Touch	n/a

Components: Rune drawn on stone in ink mixed from salt water and 5 g of crystal dust, consumed.

Stone Vision enchants a rock or stone no larger than the spellcaster can hold in one hand to allow the spellcaster to see through it from any distance. The stone can be left at a potential scrying site until the spellcaster activates it, after which she sees and hears anything occurring in 10 m radius of the stone as long as the spell is maintained.

Thunderclap

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	5	2 minutes	n/a	Self	n/a

Components: Rune drawn on paper in any ink.

Thunderclap is a toy spell, typically inscribed on a piece of paper which is then torn in half to invoke the spell effect – a loud rumble of thunder and flash of lightning. *Thunderclap* does not damage property or people; the effect is pure illusion.

Towards the Light

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	50	1 hour	n/a	Touch	2d Intelligence

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	50	1 hour	2/question	50 m radius	2d Control

Components: Rune is drawn in centre of area to be investigated in ink mixed from black dye and 10 g of silver dust, all consumed.

Towards the Light lets a spellcaster attempt to gather information about a haunted site, typically in order to determine what might help a lingering ghost move on. While the spellcaster needs to ask questions, answers from ghosts and other lingering spirits are typically vague and take the form of wordless sensations and emotions. For each question asked there is 1% risk of a not so favourable ghost or spirit being summoned and possibly haunting the spellcaster.

Wall of Illusion

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	40	1 hour	n/a	Touch	2d Intelligence

Components: Rune drawn on surface to be concealed by wall in ink mixed from blue dye, water, and 10 g of ground incense, all consumed.

Wall of Illusion is exactly that; the spell lets a spellcaster create an illusionary wall up to 15 metres wide and 4 metres tall. The spellcaster retains complete control of the wall's appearance, likely preferring for it to match its surroundings. The wall does not have to go in a straight line. Any kind of wall can be created, from a brick wall in a house to a rugged cliff wall cutting off a cave entrance. The illusion only affects sight; other senses are not affected. The illusion lasts for twice as many hours as the spellcaster has points in Control.

Wanderlust

Sphere	Cost	Casting time	Maintenance	Range	Save
Fate	50	1 hour	n/a	Touch	2d Discipline

Components: Rune drawn on spellcaster's palm in ink mixed from road dust and fresh water, consumed. Spell is triggered by rune being pressed to victim's skin.

The *Wanderlust* curse forces the afflicted character to keep travelling because she is unable to sleep in the same bed twice as long as the spell is in effect; she may lie down but no health or power point regeneration will take place in a place she has ever slept before. The spell lasts for 5d10 days or until the spellcaster lets it expire.

Weather Prediction

Sphere	Cost	Casting time	Maintenance	Range	Save
Time	10	20 minutes	n/a	Location	n/a

Components: Rune drawn on ground in ink mixed from water and soil from the location, all consumed.

Weather Prediction offers an accurate prediction of what the weather will be like in a given location for three days ahead, assuming that no one else magically tampers with it.

Whirlwind

Sphere	Cost	Casting time	Maintenance	Range	Save
Air	10	5 minutes	n/a	Item	n/a

Components: Rune drawn on spellcaster's palm in ink mixed from road dust and fresh water, all consumed. Spell is triggered by rune being pressed to victim's skin.

Whirlwind is cast on a bottle or container which then must be carefully sealed. Once opened the bottle releases

a small whirlwind or dust devil which, while too small to pose any real danger, will make a remarkable mess of any room or location. The whirlwind dissipates after d10 minutes.

Magic gone wild

Whenever spells are cast there is a risk of the arcane energies not acting as the spell caster intended. Spell casters with low Control scores are more prone to magical mishaps, but all mages will find themselves showered in butterflies—or tons of bricks—on occasion.

The magical fumbles are divided into three categories. When a spell caster fails a check or a magical fumble otherwise is called for, the Master determines which category is appropriate and uses that table. To determine which category a spell falls into, the Master must consider what the spell was intended to do.

Some fumbles are highly dramatic. If you need something more low key, quietly make them less so. Whenever a fumble description states that it affects so and so many of the nearest creatures this always includes the spell caster.

The fumble categories

Self-affecting spells are all spell effects intended to affect the spell caster. This may include but is not limited to shape-changing, healing, spells that alter perception, and other magic that affects only the spell caster.

Offensive spells are all spell effects used to cause direct harm to others. Similarly, defensive spells are spell effects used to hinder someone in causing harm to the spell-caster.

Audiovisual spell effects are spell effects that create a visible effect or don't fall into the other two categories. Most illusions are audiovisual as are many dramatic spells.

Does the spell work?

Fumble descriptions always make mention of spells not going off. The fumble occurs simultaneously with the spell unless the description specifically states that the spell has no effect—in which case only the fumble effect takes place.

	Self-affecting spells	Offensive/defensive spells	Audiovisual spells
01	The spell caster suffers a silencing effect for 2d4 hours after completing the spell. During this time she cannot produce any noise or sound of any fashion.	The spell caster develops a strange indisposition towards steel and iron, lasting 2d4 days during which she takes double damage from weapons made from such.	During the next d10 minutes, 3d10 wild animals show up as if magically summoned. What they actually do depends entirely on what is done to them.
02	The spell caster's aura turns visible for 3d10 minutes, and burns with a bright white light.	The spell caster's Defence score is lowered by d20% for d4 hours.	Three blind mice run in, sing a song, and run off again.
03	The Alertness score of any of the nearest 10 self aware creatures is lowered or raised by 50% for 2d10 hours. The score cannot drop below 1% nor rise above 99%.	Lightning strikes, impacting 2d10 metres from the spell caster's feet.	The spell caster is transformed into a member of the next species she comes into physical contact with, regardless of whether it is self-aware or even remotely similar to herself in form. The change reverses after d4 days. The spell has no effect.
04	The right hand of any of the nearest 10 self aware creatures withers to a stump, rendering it useless. The effect wears off in 3d10 minutes after which the hand returns to normal.	The next attack made by the spell caster automatically fails and a critical fumble must be rolled. The spell has no effect.	The spell caster's feet turn green; flowers and ferns sprout from the ground she walks on, even if she keeps her boots on. The effect lasts for 2d10 hours and affects even artificed surfaces such as concrete.
05	All spell effects, including casting time, area of effect and other variables, are doubled. Cost is not affected.	For 2d10 days ahead the spell caster feels a strong urge to dish out one-liners and generally be a smartypants. Bonus points for Dirty Harry quotes. The spell has no effect.	A ghostly shade of a person of the spell caster's species appears for d4 minutes, beckoning for her to follow and then fading from sight.
06	The spell caster is struck dead by lightning, or at least so everyone else thinks. For d4 hours ahead the world goes on as if she was dead. She cannot make anyone see or acknowledge her. The spell has no effect.	The nearest d4 self-aware creatures perceive everything the spell caster says as hallucinations for d10 hours. As soon as she makes a statement it becomes untrue; if, for example, a fox crosses the path ahead and the spell caster mentions it, everyone's memory is rewritten so that there never was a fox. The spell has no effect.	To the eyes of the spell caster lightning springs from her fingertips, killing everyone within 20 m radius. During the next d4 hours she experiences the world as if these people were dead; she cannot see or hear them and if they obstruct her movements reality alters itself to accomodate her misconception—"Oops, I keep stumbling, you'd think someone invisible kept tripping me!" The spell has no effect.
07	The spell caster switches body with another creature as if a <i>Timeleap</i> spell was in effect; for 2d4 hours ahead her soul dwells in the body of a random creature in another time and place, and vice versa.	The next mechanical device operated by the spell caster irrevocably breaks.	The spell caster is followed around for 2d10 days by a harmless and ordinary pet for no apparent reason.

08	For the next d10 hours the spell caster sees the world through the eyes of the nearest feline. As the nearest feline is not necessarily close to the location of her abandoned and unconscious body, the experience may prove disconcerting. The spell has no effect.	The spell caster and the closest d4 self-aware beings suddenly find themselves standing outside the last door that the spell caster walked or was carried through. <i>Gate</i> spells counts as doors. The spell has no effect.	Any of the nearest 4 self aware creatures suddenly see others as they wish they were for d4 hours. The house cat suddenly appears a fierce lion; the wallflower suddenly is queen of the party, and the old accountant is a conquering barbarian hero. The effects are pure illusion.
09	All spell effects are doubled. All of the spell caster's power points—save that last precious one—disappear, and must be regenerated in the normal fashion.	Any of the nearest d4 self-aware creatures do only minimum possible damage on attack rolls during the next d6 rounds of combat. The spell has no effect.	For 2d4 days ahead the spell caster's reflection in mirrors and smooth surfaces appears to have a life of its own, moving when the spell caster does not and occasionally wearing different clothing.
10	All spell variables except cost are cut in half.	A <i>Lullaby</i> -like effect affects all characters within 3d10 m. The spell caster herself is not affected.	A bird lands on the spell caster's shoulder and plucks off one feather which it then presents to her as tribute.
11	The spell caster becomes the epicentre of her own personal rain cloud, causing it to rain in a 3d10 km radius around her for 3d10 days. The cloud visibly moves with the spell caster. The spell has no effect.	Any of the nearest d10 self-aware creatures is paralysed for d10 rounds during which she cannot move or retaliate to attacks. The spell has no effect.	A random person or creature with a Power score of at least 15 is summoned to the site of the spell casting within d8 hours. The target knows that it is being summoned and by whom (the spell caster) but not why. The spell has no effect.
12	In d4 hours the spell caster is approached by a reclusive character or talking animal who provides a short answer, typically one sentence. This may prove confusing given that the spell caster does not know the question. The spell has no effect.	The spell affects any of the nearest d4 creatures except the intended target. In case of spells that require triggers, the intended trigger is altered so that the spell will occur when something else happens. The Master determines what the new trigger will be, without telling the spell caster's player.	The spell caster's eyes turn feline-like. Though she now sees very well in the dark others may find her vertical-slitted yellowish green eyes a little disturbing. The effect can only be removed with a <i>Restore Natural State</i> spell or similar.
13	Roll again; the resulting fumble becomes permanent regardless of its normal duration. The spell has no effect.		
14	The spell caster revises one of her until now core beliefs, realising that she was mistaken all along.	The next attack roll made by the spell caster with a melee weapon invokes a <i>Silver Sabre</i> -like effect. The spell has no effect.	The next d4 wishful statements made by the spell caster come true. The spell has no effect.
15	All effects of the spell are at maximum, rendering as beneficial as possible for the spell caster.	The armour, if any is used, of one of the nearest d4 self-aware beings turns to sack cloth. The spell has no effect.	The next criminal the spell caster encounters develops a sudden urge to confess, even brag of her crimes to the spell caster.
16	The spell caster gains <i>Truesight</i> for 2d10 hours. The effect cannot be controlled or turned off.	One of the spell caster's craft skills is raised or lowered by 2d10%. The skill cannot drop below 1%.	The d4 nearest self-aware creatures develop a mild rash lasting d10 days.
17	The spell caster becomes able to tell living from undead for 2d10 hours; if her gaze falls on an undead creature she instinctively perceives its unnatural condition.	The weapon, if any is used, of any of the nearest d4 self-aware creatures turns to lead. Well, lead pipes are a weapon too. The spell has no effect.	The next building or structure entered by the spell caster is affected by a building-wide <i>Whirlwind</i> spell the instant she leaves it.
18	The spell caster sees through illusions for 2d4 days ahead without even growing aware that they exist.	The spell caster's primary weapon skill is raised or lowered by 2d10%, with a minimum of 1%.	The next wishful statement made by the spell caster comes true in the worst imaginable fashion.
19	The spell caster reads as undead to spells such as <i>Truesight</i> or protection spells for 3d10 days ahead.	The health point regeneration rate of any of the nearest d4 self-aware creatures is doubled for d8 days. The spell has no effect.	For d10 days ahead the spell caster has a terrible effect on music and musicians; instruments played near her break, singers lose their tune, and so on.
20	The spell caster and the creature closest to her are completely healed of all injuries and their health and power points are restored to their natural maximum.	The spell's target is considered to automatically have failed her saving throw against the spell, if one applies.	The Authority score of any one of the nearest d10 self-aware creatures drops to 1 for d10 days, causing few people or creatures to take her very seriously.
21	The spell caster is placed under an <i>Aura Charm</i> spell for d6 days where the nearest self aware creature is concerned.	A flash of light appears at the spell caster's location, appearing to her as if she is struck by lightning that miraculously does no health damage. The spell has no effect.	The spell caster gains a brief glimpse of the future, typically the face of someone she soon will meet or a place she soon will see.
22	A strange tattoo appears out of nowhere on the spell caster's body in a place she usually keeps covered. Others may not notice but she certainly will—and it's permanent.	For d6+2 days all body fluids of the spellcaster turn into blood—even when not crying her eyes appear unnaturally red and working up a sweat is going to look quite disturbing. The spell has no effect.	Something in the spell caster's aura causes new acquaintances to instantly dislike her for 2d4 days ahead. Once the effect wears off, these acquaintances may revise their bad impressions of her.
23	The next item that the spell caster expresses a desire to possess becomes hers. Just how this happens is left to the Master but usually occurs within very short time. The previous owner may not be happy about it. The spell has no effect.	The next spell cast within 50 m radius of the spell caster automatically fails, calling for a fumble to be rolled up regardless of its spell caster's Control score.	For d4 days ahead ravens or other ominous birds circle over the heads of anyone who was present at the site of the spell casting whenever they are outdoors, waiting for them outside when they are not. The spell has no effect.

24	The spell caster comes under what can best be described as a Pinnocchio effect for 2d4 hours. Every time she deliberately lies or makes a false statement a dramatic effect occurs—such as her nose growing. The effects are illusionary and vanish when the effect expires.	A clone of one of the nearest d4 creatures comes into existence, sharing stats, abilities, spells and equipment of its original. It attacks any living creature closest to it and fights until either it or the creature is dead. If defeating its foe the clone attacks the next nearby creature, and so on. It will only cease trying to kill when destroyed or killed.	The next creature—not a self-aware entity—to look upon the spell caster irrevocably falls in love, or at least lust with her. For 2d10 days ahead it will follow her around, begging for her attention, crooning in delight at every kind word, and humping her leg whenever possible.
25	All mice within 200 m radius come running, hoping for food handouts. They may be shoed but refuse to leave for 2d4 hours.	The spell caster feels extreme hunger for d4 hours ahead, likely trying to gorge herself on any food available. The spell has no effect.	Any one of the d4 nearest self-aware creatures inexplicably attracts spiders from everywhere for d4 hours ahead.
26	Ghosts and undead find the spell caster highly attractive and want to be near her for the next 3d10 days.	The spell caster ceases to exist for d4 hours as if under the effects of a <i>Continuity Break</i> spell.	The next bladed weapon or object touched by the spell caster gains a permanent d4 damage bonus.
27	The spell caster is aged or rejuvenated d10 years, or her species' equivalent of d10 years.	The next percentile check rolled by the spellcaster automatically counts as a roll of 00.	The next percentile check rolled against the spell caster automatically counts as a roll of 00.
28	One of the d4 nearest self-aware creatures gain a permanent d4 points raise of a randomly chosen Personality score, and permanently loses a similar number of health points. The spell has no effect.	The next wound purposely inflicted on the spell caster does not heal over time and health points are not regenerated. Healing the injury will require spells such as <i>Circle of Healing Hands</i> or <i>Restore Natural State</i> .	Any one of the nearest d10 self-aware creatures suffer an embarrassing wardrobe malfunction, typically a matter of broken belts or flying shirt buttons. The spell has no effect.
29	The spell caster loses one randomly chosen quirk and gains another, also randomly chosen quirk to replace it.	The next living creature touched by the spell caster must roll a Physique check or die from cardiac arrest.	A shower of sparkles explode into the air around the nearest d4 self-aware creatures, causing them to sparkle like angst teenage vampires for d10 hours.
30	The spell caster develops a fascination with the next strange, curious and likely irrelevant piece of paraphernalia she encounters and will attempt to collect more like it for the next 2d12 days.	Next time the spell caster enters a natural body of water a predatory creature of that water will try to eat her. This may be a problem in case of a shark or crocodile while the local frog pond's inhabitants might not prove a lethal challenge.	The spell caster stubs her toe only to discover that she was stepping in a small box or purse containing coins or gems of at least enough value to purchase food and beds at a high class inn for a few days ahead.
31	The spell caster suffers a depression for the next 2d4 hours during which she refuses to participate in activities, hold conversations or even eat or drink. The spell has no effect.	The spell is accompanied by colourful lights, smoke and an orchestrated score worthy of John Williams. The effects are harmless illusions.	Any one of the nearest d10 self-aware creatures suffer from vivid dreams of being a cat hunting in the dark for d10 days ahead. The spell has no effect.
32	The spell caster develops an annoying habit such as twirling her hair, burping loudly when eating, whistling to herself all the time, and so on.	One of the nearest d4 self-aware creatures gains a 1 point permanent raise of one of her Personality scores.	For d4 days ahead lights and fires go out when the spell caster attempts to light them and vice versa. The spell has no effect.
33	The spell caster develops a severe phobia of something at the site of the spell casting, typically spiders, snakes, or even open skies. As far as cures go, the phobia is not a disease but a magical effect. The spell has no effect.	The next d10 times the spell caster touches another living creature her hands do d4 points of healing, possibly allowing the creature to temporarily exceed her normal health pool maximum. Undead take damage instead.	The spell caster becomes obsessed by the urge to write and publish. She will seek to put her thoughts down on parchment or paper compulsively for 2d10 days ahead after which she may reconsider her potential writing career.
34	The spell caster develops a passion for music or another artform she never previously cared for. The spell has no effect.	A <i>Rune of Petrification</i> with d8 charges appears under the spell caster's feet. Hijinks ensue.	Regardless of the spell caster's actual Control score she becomes perceptive to magic being used as if her Control score was 30 for 2d10 days ahead.
35	The spell caster gains a foe intent on revenge. Whether the spell caster is even aware of the situation or not, the foe feels slighted by her and will go to drastic means to get the justice she feels she deserves.	The next d4+4 spells cast by the spell caster with the intention of causing physical harm to somebody automatically fumble their Control checks regardless of her score.	The nearest d4 self-aware creatures develop an eerie obsession with chocolate, lasting 2d4 hours during which they are likely to indulge their cravings and refuse to consume anything else.
36	The spell caster's presence enrages all natural animals for 2d10 rounds. Even the most timid of animals within 20 m radius will attack her on sight.	The next percentile check rolled by the spell caster automatically becomes a roll of 13.	The next clock or timepiece that the spell caster touches instantly stops. The spell has no effect.
37	Next time the spell caster arrives at a dramatic site such as an creepy swamp, a haunted manor, or a dark and murky wood, a raven circles above her head, cawing thrice before flying off in ominous silence.	The next creature physically attacking the spell caster is struck by lightning—even if indoors—taking 4d10 points of damage (doubled if metal armour is worn). The spell has no effect.	The nearest d10 self-aware creatures come down with a severe case of man-flu, making them thoroughly miserable for d4 days ahead each. The spell has no effect.
38	One of the spell caster's limbs turns numb for 2d12 hours. While she can use it as normal she receives no sensory input from it.	The spell caster automatically fails her saving throw against the next spell cast directly upon her with harmful intent.	The next Luck check rolled by any of the nearest d10 self-aware creatures is considered to automatically be a success. The spell has no effect.

39	The spell caster 'steals' a spell from the memory of the next spellcaster who comes within 2 m distance of her. The spell is added permanently to her memory regardless of whether she has the ability, the sphere access, or the power points to cast it. She is able to cast this spell in the future, if she can scrape up the required power points to do so. The previous owner of the spell forgets it completely, and hopefully keeps a journal for backup.	The next corpse touched by the spell caster miraculously returns to life in perfect health, suffering none of the effects of decomposition regardless of how long it was dead for. A self-aware creature thus resurrected has intact memories of its past life—including what killed it.	A helpful bystander notices the spell caster dropping her wallet or purse containing quite a bit of money and valuables as well as evidence that it belongs to the spell caster in the first place. The bystander insists on returning the wallet or purse to the spell caster who has never seen it before in her life. The purse or wallet and its contents disappear within 2d4 hours.
40	The spell caster's hands are discoloured in a hue that strongly clashes with her normal skin colour. The discolouration lasts for 2d10 days and cannot be removed by natural means.	The next time spell caster touches a creature that has any kind of enchantment on it, this enchantment is transferred to the spell caster for better or for worse.	For d10 days ahead any one of the nearest d4 self-aware creatures are followed around by colourful singing birds that show no fear of her touch.
41	The next wish or statement of a wish-like nature made by the spell caster comes true—in the worst possible way for her.	The spell appears to work as intended but all effects are pure illusion.	Horses and other prey animals show irrational fear of the spell caster for d10 days ahead, refusing to let her touch them.
42	The spell caster loses her ability paint or draw for 2d10 days during which pens and brushes seem to refuse working for her. For Hedge mages this may limit spell casting.	All enchantments on the spell caster's person and gear disappear for 2d4 days. Weapons with less than 10% bonus to attack or +2 to damage lose their enchantments permanently.	The spell caster and all of her belongings carried on her person at the time of the spell casting develop a reek of oranges and green apples that permeates everything for 2d10 days ahead.
43	The spell caster develops a strange sensation that she owes a given somebody a favour or service, as well as a strong desire to pay off such debts.	The spell caster, rather than the intended target, is affected by the spell. If the intended target was the spell caster, someone else is affected instead.	Any one of the nearest d4 self-aware creatures develop an obsession with counting and numbers, maniacally counting everything for d8 hours ahead.
44	The spell caster gains access to a new sphere. The spell has no effect.	All metal on the spell caster's person turns to silver or lead. Enchanted objects are not affected.	A small spirit takes a shine to the spell caster, trying to chat her up and tell her what to do for d4 days ahead.
45	The spell caster loses her ability to use magic for d8 days ahead. Magic in this regard is anything that expends power points. The spell has no effect.	The spell caster's Luck score is permanently switched with that of one of the d4 nearest other self-aware creatures.	The next skill check made by any of the nearest d4 self-aware creatures is considered an automatic success.
46	The spell caster develops a severe case of stinging lasting 2d4 days. Prices which previously seemed reasonable now appear extreme, and nowhere can she get a cup of tea without paying through her nose.	Next time the spell caster attacks with a bladed weapon a <i>Silver Sabre</i> -like effect takes place—and affects her similarly to its intended target.	An unseen voice comments loudly and dismissively upon every action the spellcaster undertakes for 2d6 hours ahead. The spell has no effect—loser.
47	The spell caster unwittingly 'steals' 2d10 power points from the next spell caster she touches. The stolen points may allow her to temporarily exceed her normal power point maximum.	The spell caster's voice becomes distorted for 2d10 days, sounding weirdly like a parody of a member of the opposite sex speaking.	Any one of the d4 nearest self-aware creatures grow obsessed with their looks and appearance for 2d12 days ahead during which they fuss more over their mirrors than any teenage girl.
48	The spell caster's next skill check is automatically considered a success.	The hair, eyes or skin of the spell caster turns silver or white for 2d10 days.	All dairy within 20 m radius turns sour.
49	The spell caster's Luck score is permanently raised or lowered by d4 points. The score cannot drop below 1.	The spell caster understands birds for d4 hours ahead. Most bird talk revolves around nesting, keeping eggs warm and how delicious worms are.	Sandwiches drop from the sky in a 10 m radius around the spell caster, providing lunch for everyone. No bologna.
50	The spell caster rerolls her chance of possessing a Talent as if she was a new character. Existing Talents are not affected. The spell has no effect.	A raven or other bird of ill omen lands on the spell caster's shoulder, stays for d4 minutes unless shooed away earlier, then takes off to return to whatever it was doing before.	Every rat within 100 m radius comes running towards the spell caster, departing only once they have found something to eat or have been fed.
51	The spell caster feels a strong craving for attention for the next 2d4 hours, needing to be the centre of everything going on and likely acting quite selfishly.	A stranger turns up within a couple of hours, claiming that the spell caster is her oldest, truest friend—but the spell caster has never seen this person before in her life.	Next time the spell caster is outdoors at night with a clear sky she and others may notice an unusually high amount of shooting stars all seeming to fall towards where she is standing.
52	The spell caster enters a state of euphoria in which the world is wonderful, everyone loves her, and life is fantastic. This effect lasts for 2d4 hours.	Orders and requests spoken by the spell caster work as if a <i>Command</i> spell was used for 2d10 hours ahead. The spell has no effect.	Mystical-looking runes dance and flicker on the spell caster's skin for 2d6 hours ahead. The runes are unintelligible and seem designed for appearance rather than meaning.
53	The spell caster develops a strange enmity towards one randomly determined element. She permanently takes double damage from all attacks caused by that element.	The spell caster's eyes turn so black that light seems to be absorbed into them. The effect lasts for 3d10 days.	The nearest d4 self-aware creatures develop an obsession with their health and well-being that lasts 2d8 hours each. Suddenly whey, fad diets, and cleansing seems very important.
54	The spell caster loses the ability to commiserate for 2d10 days; if it didn't happen to her personally, it wasn't important.	For the next 2d10 nights ahead the spell caster has vivid, dramatic dreams that appear prophetic in nature—but aren't.	For d4 days ahead the spell caster sees words in spider webs everywhere. No one else does. The spell has no effect.
55	The spell caster loses her sight for 3d10 days.	The next steel or iron object of 100 g or less that the spell caster touches turns to gold.	Every left sock the spellcaster owns disappears—including the one on her foot.

56	Every fifth spell that the spell caster casts from now on is automatically fumbled. This effect is permanent and can only be removed with a spell such as <i>Restore Natural State</i> .	A flash of light explodes from the spell caster's hands, blinding anyone within 10 m radius for d4 minutes, including the spell caster. The spell has no effect.	A small creature nearby suddenly decides that the spell caster is dinner. Typically a fox or cat, this creature will try to drag off the spell caster or eat her on the spot. Nothing short of death will convince it that the spellcaster is not kitty kibble.
57	The spell caster suffers complete amnesia for 2d10 days ahead. The spell has no effect.	The next piece of armour the spell caster touches crumbles to dust. Armour worn at the time of the fumble is not affected.	Any of the nearest d4 self-aware creatures is struck by anxieties and self-doubt, curling up into a ball and being unable to do much else for 2d4 hours ahead.
58	The next time the spell caster touches a sick or injured self-aware creature, that creature is instantly cured or healed to perfect health. The spell has no effect.	The most improbable outcome of the spell being cast that the game master can think of, happens.	A small rain cloud gathers over the spell caster's head, moving with her even indoors, and keeping her drenched, for 2d10 hours.
59	An ingenious but annoying spirit decides to follow the spell caster around for 2d10 days ahead. If it feels appreciated it may decide to stay around longer. The spell has no effect.	The most valued possession carried by any of the nearest d10 self-aware creatures vanishes. The item is not necessarily valuable but has a high emotional value to its owner. The spell has no effect.	Every single piece of clothing worn by any one of the d6 nearest self-aware creatures turns black—except black clothing which inexplicably turns pink instead. The spell has no effect.
60	Any one of the nearest d4 self-aware creatures are affected by the spell same as the spell caster.	A <i>Chak'hai</i> -like effect is invoked, affecting the spell caster's next die roll.	Everyone within 10 m radius of the spell caster falls asleep and stays asleep for 2d12 minutes.
61	The nearest well or natural spring dries out. The spell has no effect.	The next object of gold or silver and less than 100 g in size touched by the spell caster turns to lead.	A random plant within 20 m radius of the spell caster suddenly grows to triple size.
62	The next magical or enchanted item touched by the spell caster instantly loses all enchantments.	The next stone floor that the spell caster walks on collapses as if a <i>Brittle Rock</i> spell had been applied to it.	A ring of mushrooms sprout around the spell caster's feet regardless of whether she is indoors and what surface she is standing upon.
63	The spell caster does not regenerate power points for 2d10 days ahead. The spell has no effect.	No spell cast or magical power used by the spell caster will have any effect at all for d8 days ahead. The spell has no effect.	A white hind appears near the spell caster, making sure everyone sees it before taking off in flight in a random direction. The spell has no effect.
64	Anything that the spell caster tries to write for d4 days comes out as pure gibberish and bizarre doodles. The spell has no effect.	The next natural plant or plant seed the spell caster touches grows to its maximum size within d10 rounds.	For 2d10 days ahead the spell caster easily wins any game of chance she participates in, whether she wants to or not.
65	The spell used vanishes from the spell caster's mind and is replaced by another, random spell from the same sphere, regardless of whether the spell caster is able to cast the new spell or not. The original spell can be relearned from a spell journal or similar. The spell has no effect.	The spell caster's weapon develops a passionate hatred of an enemy of the spell caster (likely one who was present at the time of spellcasting). Until that foe is dead the weapon grows audibly whenever the foe is near. The weapon has a +20% to attack and +2 damage towards this foe. The weapon knows its person and will not be fooled by disguises or illusions.	The spell caster is partially transported elsewhere. Her body remains but her sensory perception comes from somewhere else. She sees her surroundings as those of the other place, talks to people only she can see, eats invisible food and uses items not present, and so on. The effect lasts for 2d10 hours after which the spell caster's senses are reunited with her body.
66	Anything the spell caster says for d4 days ahead comes out perfectly legible—in a language that she is not familiar with. The spell has no effect.	An <i>Ovation</i> -like effect is applied to the next order or suggestion emanating from the spell caster. The spell is maintained for 2d4 minutes.	The temperature of the air drops d20 centigrades in a radius of 50 m around the spell caster, lasting d12 hours.
67	The spell caster's presence seems to calm animals. For d4 days ahead no animal will harm her, and besides, they'd rather nap.	The spell caster develops a strong preference for any fruit or vegetable, finding all other food unappealing for 2d10 days.	The nearest d4 self-aware creatures lose the ability to understand their native language—spoken or written—for 2d12 hours ahead.
68	The spell caster loses her voice for 2d10 hours ahead. The spell has no effect.	For 2d4 hours ahead the spell caster sees invisible creatures as if they were visible, unaware that she is not supposed to see them.	Every fire, from candles to forest fires, within 10 km radius of the spell caster suddenly goes out.
69	The spell caster has no need for sleep or sustenance for d10 days ahead.	The next foreign language the spell caster hears becomes understandable to her for d6 days ahead.	The gender of any of the d4 nearest self-aware creatures is swapped for 2d12 hours ahead.
70	The spell caster's hair is lit on fire. The chance is 50% that the fire is an illusion; if not the spell caster takes d4 points of health damage per round until the fire is put out.	The spell caster is transformed into a vampire, with all the stats changes and Innate powers inferred by her undead state. The condition lasts for d6 days unless the character tastes blood from a self-aware being, in which case it becomes permanent.	The nearest piece of artificial glass—typically a drinking glass or a window pane—to the spellcaster explodes violently, though no actual damage is done to people nearby.
71	The spell caster cannot bring herself to harm another living creature for 3d10 days ahead. Eating meat counts as harming some poor porker.	The next question posed to the spellcaster she will answer with a loud and firm YES!—whether or not that is an appropriate answer.	The nearest door or portcullis to the spell caster opens and shuts five times in rapid succession for no apparent reason.
72	The spell caster faints dramatically—bonus point for heaving bodices—and is lost to the world for 2d10 minutes during which nothing at all can rouse her.	A small spirit follows the spell caster around for 2d6 days ahead, commenting loudly on everything she says and does. It will offer no helpful information though it may certainly pretend to be doing so.	Cracks form on the spell caster's skin and light seeps out from them as if she was on fire within. The effect is pure illusion and does no harm but lasts for 2d12 hours ahead. The spell has no effect.

73	The spell caster feels particularly violent for 3d10 days ahead, likely picking fights and letting her fists do the talking.	All lead carried on the spell caster's person suddenly and permanently turn into gold. The spell has no effect.	The next d4 horses or similar animals the spellcaster touches turn an unusual for them but naturally occurring colour—palomino, albino, coal black, etc.
74	An illusion resembling the spell caster appears, following her around for 2d4 hours and commenting loudly on her every action.	For d10 days ahead the spell caster's voice echoes hollowly as if she was speaking from beyond the grave.	Lightning strikes from a clear blue sky, setting the nearest house or dwelling on fire. The spell has no effect.
75	The spell caster turns semitransparent for 2d10 hours plus 1 hour per power point spent. She appears spectre-like and near-invisible in the dark. She still touches, eats, and breathes in the normal fashion.	The next oath or promise made by the spell caster is affected by an <i>Honour Bond</i> ("Cross my heart and hope to die!"). If the oath or promise is not fulfilled the spell caster will indeed die; she retains a foreboding sensation that this one might be worth fulfilling.	All doors, drawers, locks and similar within 20 m radius open—including secret doors, portcullises and anything else that isn't physically prevented from opening.
76	The spell caster's number of Actions are halved for d4 rounds ahead.	The spell caster loses the need for oxygen for d4 days ahead, breathing only in order to speak.	A <i>Shaer'Tal</i> -like effect is invoked, lasting for 2d4 Actions with the spell caster as its focal point.
	The spell caster's skin toughens and serves as leather armour against normal attacks. This 'armour' has a health pool of 20 and the effect expires when they are spent. Nothing is visible to the eye.	The spell caster gains an ominous religious vision; she suddenly sees not the Celestial Scarab pushing the Sun across the Egyptian skies, but also the giant bird about to swallow said divine insect.	A white outline resembling the spell caster in form and shape slips from her chest and into the nearest inanimate object which then glows softly for 2d8 days ahead.
78	The spell caster's body gives off a horrible reek as long as the spell is maintained or otherwise in effect.	The next flammable material touched by the spell caster combusts and burns with abnormal speed.	The nearest church bell or similar alarm system starts to toll all on its own. The spell has no effect.
79	The spell caster feels a powerful attraction to any random self-aware creature nearby. This budding love affair lasts at least until a <i>Restore Natural State</i> or similar spell is used.	The next stone surface touched by the spell caster combusts and the fire can only be put out by means of a <i>Restore Natural State</i> or similar spell. Only the area that the spell caster physically touched burns.	The weather abruptly changes in a radius of 2 km around the spell caster, taking a turn for the worse and lacking nothing in dramatic effect. The spell has no effect.
80	Any one of the nearest d10 self-aware creatures is affected by a random spell of the same sphere as the spell currently being cast. This other spell operates at Control 15, with minimum possible effect and up to 1 Action of maintenance.	The spell caster's hands drain the life force of other living things when touched for 2d4 days ahead, as if an <i>Energy Drain</i> spell was in effect. The drained health points are added to her own, allowing her to heal and possibly temporarily exceed her normal health pool maximum.	Any of the nearest 10 self-aware creatures must succeed a 4d Control check or drop dead instantly. The unlucky target wakes up from her death-like coma a few minutes later, having suffered no ill effects.
81	For 2d8 hours ahead the spell caster is compelled to make every statement rhyme—poetic talent is unfortunately not a given.	For d4 hours ahead the spell caster perceives all statements made towards her as threatening and rude.	The d4 nearest self-aware creatures attract ducks for 2d12 hours ahead; everywhere they go they are accompanied by happy quackers.
82	The spell caster is deprived of all hearing for 3d10 days. The spell has no effect.	Next time the spell caster enters a church, temple or other site of worship, all fires, candles and other lights immediately go out.	Next time the spell caster enters a church, temple or other site of worship a <i>Thunderclap</i> effect is invoked.
83	The spell caster develops an obsession with a skill she previously took no interest in for 2d10 days ahead, feeling that mastering it is a matter of vital importance.	For d4+2 nights ahead the spell caster is haunted by very vivid dreams of a sinister entity or being pursuing her through unfamiliar terrain.	The spell caster finds a slip of parchment, a clay tablet or other message in her pockets, containing a cryptic piece of (not necessarily good) poetry.
84	A strong gust of wind sweeps through the location of the spell casting, throwing items around and causing a ruckus. The spell has no effect.	The next instruction or order put forward by the spell caster comes across to others as the exact opposite of what she intended.	A globe of darkness 10 m wide centres on the spell caster, turning everything pitch dark for 2d10 minutes ahead.
85	The spell caster's appearance changes to the eyes of anyone who meets a criteria specified by the game master. She may appear like an elf to any person whose name begins with an S, or like a walking scarecrow to any character with blue eyes. The effect is illusionary but lasts until a <i>Restore Natural State</i> or similar spell is used.	The spell caster's weapon catches fire and weapon burns with a bright flame that does not affect the weapon or the spell caster but does damage to everything it touches and may set targets on fire as well. If the spell caster does not have a weapon wielded, the effect is delayed until the next time she draws one.	A small spirit or similar entity amuses itself by pretending to be one of the spell caster's weapons or items having come alive—complete with made-up magical powers and a quest! The spirit will go away if ignored long enough.
86	The spell caster enters a state of paranoia for 2d4 hours during which she is convinced that everyone else is out to get her. The spell has no effect.	For 3d4 days ahead the spell caster appears to be shrouded in shadow; light suns her, leaving her in a haze of dark gloom. Her Authority score is raised to 25 while this effect lasts.	Any of the nearest d4 self-aware creatures are suddenly convinced that she herself has been turned into a member of a species considered evil or hostile, preferably some form of monster. She will act according to her conviction for d4 days ahead.
87	Any random piece of equipment on the spell caster's person is teleported 2d10 km in a random direction.	The spell caster suddenly turns colourblind, seeing everything in black and white for d10 days ahead.	A glowing pentagram appears at the spell caster's feet, fading away after d4 rounds.
88	The spell caster operates as if wounded for 2d10 hours.	The next wish the spell caster makes upon a shooting star actually comes true.	Wolves howl loudly in the distance, regardless of location or time of day.
89	The largest animal within 100 m radius suddenly is convinced that the spell caster is its worst enemy. It will do anything within its power to kill her.	The spell caster turns noncorporeal (but not invisible) for 2d10 minutes.	Any one of the d4 nearest self-aware creatures has a random Personality score raised permanently by 1 point. The spell has no effect.

90	The spell caster develops fangs and a strange urge to howl at the full moon. The effect wears off in 3d12 days.	During the next night the spell caster observes a full moon with a red ring of clouds around it. Everyone else sees the moon as it actually appears that night.	A remarkably beautiful rainbow spans the heavens. The spell has no effect, nor is there a pot of gold at the end of the rainbow.
91	Unless directly threatened, no birds or animals react to the spell caster's presence for 3d10 hours ahead.	The next natural animal that the spell caster touches is convinced that she is its long lost mother.	Every light, fireplace and candle within 50 m radius of the spell caster suddenly lights.
92	The spell caster catches a glimpse of her future, though not necessarily an important one; she may just see herself tying her shoelaces tomorrow morning. The spell has no effect.	The next d10 spells cast by the spell caster or in her presence come out with the opposite effect of what was intended.	The nearest statue or figurine comes alive, utters something ominous to the spell caster and her companions, then runs away at top speed.
93	The spell caster instinctively perceives when creatures or people are about to hit her for 2d4 hours, during which she always gets a defensive roll at no penalty. The spell has no effect.	The spell caster develops a strong dislike for the next food or drink she takes, growing sick for 2d10 days ahead if she attempts to ingest it after all.	The well spring or river nearest to the spell caster's current location turns blood red for 2d8 hours ahead. Though crimson, it's still water, though.
94	A small spirit is convinced that the spell caster has died and must be escorted to the afterlife. It follows her around for 2d10 days, trying to convince her to lie down and do her part.	The next 2d4 litres of water touched by the spell caster is turned into wine—or vice versa. The spell has no effect.	Every horse or similar mount within 100 m radius of the spell caster instantly lose their shoes and tack; saddles and bridles fall off, ropes break, etc. The spell has no effect.
95	The effects of the spell do not appear until next the spell caster casts a spell, at which point they appear simultaneously with the effects of this other spell.	The spell caster suffers from extreme klutziness for 2d4 hours ahead, failing all attempts to do anything that requires dexterity or nimbleness.	Every liquid within 50 m of the spell caster suddenly freezes solid. The spell has no effect.
96	The nearest supernatural creature suddenly decides that it owes the spell caster a favour and will seek to pay its debt. If the creature is not self-aware it will simply will follow the spell caster around, trying to protect her for d10 days.	The spell caster gains an <i>Invisible Shield</i> -like effect with d100 power points to spend. Unless she knows the spell herself she cannot terminate the spell until it has spent its power, making it impossible to eat and drink.	The d10 nearest self-aware creatures are plagued by horrible nightmares for 2d6 days ahead, causing them to wake up screaming, sweat-drenched, from dreams hailing the end of the world and their sanity.
97	The next weapon used by the spell caster breaks on impact. A firearm or bow breaks when fired.	The spell caster experiences a <i>Displacement</i> -like effect, lasting 2d10 rounds.	The musical instrument nearest to the spell caster permanently loses the ability to carry a note.
98	The spell caster loses 50% of hearing for d10 days, lowering her Alertness score by 5d10%.	The spell caster suffers from very noisy body functions for 2d8 hours ahead.	The nearest d6 self-aware creatures develop a nasty cold that puts them to bed for 2d4 days.
99	No magical spell or power used by the spell caster for d8 days ahead have any effect. The spell has no effect.	The contents of the next glass or container of liquid sampled by the spell caster instantly turns to fruit juice, chicken broth or other unexpected liquid food.	Every cockerel within 500 m radius of the spell caster decides that dawn has arrived and start enthusiastically crowing for a couple of minutes.
00	The next attack roll made by the spell caster is automatically considered a critical success.	The spell caster turns invisible for 2d10 rounds. The spell has no effect.	The spell caster's sensory perceptions are messed up for 2d10 hours during which she perceives hot as cold, dry as wet, etc.

Magical items

And now for the fun parts: Enchanted doo-dads, useful and otherwise. Every self-respecting fantasy campaign has a number of enchanted things that sometimes prove useful to the adventurer, and sometimes turn out to be obstacles in her path.

Magical and enchanted items are divided into three general categories, namely minor (household spells, utility items, and fun trinkets), major (powerful spells and enchantments), and magical artefacts – enchanted items that can be quite powerful and may prove to be game changers.

When an item's appearance is not specified the Master should feel free to improvise; no two random magical items should look the same, and players should not normally be able to guess at an item's use from its general appearance (unless where obvious – a weapon was likely created to hurt somebody with).

When nothing else is specified enchanted items generally start working when worn and stop working when removed or destroyed. Spells are rarely limited to a specific kind of jewellery or amulet as long as the same general type of item is the same; an *Earstud of the Brute* would work just as well as the *Ring*.

Minor enchantments

Objects and trinkets in this category tend to be small spells designed for domestic use, utility items to make life easier for the craftsman or the travelling adventurer, and small items created to amaze and amuse.

Bard's Charm

This small amulet is tied or glued onto a musical instrument in order to increase the musician's skill; it offers a 3d10% bonus to any music skill had.

Bottle of Preservation

This is a container, typically a glass bottle, holding up to one liter of liquid, powder, or other material that can be poured into it. While the material is inside it does not decay; the *Bottle* preserves it in the exact condition it was in when poured in, including temperature and form.

Boots of Dry Path

These boots have been imbued with a permanent Dry Path spell, affecting only their wearer.

Bracelet of Feline Favour

This is a bracelet or other small piece of jewellery which causes felines to like the wearer. Cats of any size simply enjoy her company.

Brooch of Invulnerability

This is any piece of jewellery containing an *Invisible Shield* spell worth 30+3d10 points of health damage. Points are not regenerated once spent.

Charm of Avian Attraction

This is a small piece of jewellery cast in the shape of a bird. The charm causes normal, non-magical birds to not fear the wearer, and quite likely even be attracted to her side. The wearer of the charm is not able to command or otherwise direct these birds.

Cloak of Disappearing

This is a piece of clothing, typically a cloak, which has been Imbued with a *Continuity Break* spell which is activated by putting the item on. The *Cloak* typically has d4+2 charges.

Deck of the Card Shark

This is a deck of playing cards that have been imbued with a *Rune of the Card Shark*. The deck can typically be used d6 times before the enchantment wears off.

Dust Devil

This is a feather duster which, if shaken in a room, animates and flies through the air to clean away dirt, dust and normal traces of use. The *Dust Devil* works at the same pace as a skilled housemaid

Dragon scales

Not magical in themselves, these are d10 small scales from a magical creature, quite likely reptilian in nature. They can be used in spellcasting as a substitute whenever a Hedge magic spell calls for ingredients from a magical creature or plant.

Everfull Pipe

This is a pipe of any sort that has been enchanted so that it never runs out of good quality tobacco. The pipe cannot be emptied; the tobacco does not come out of it in any fashion until it has been smoked and thus reduced to ashes.

Fruit of Healing

These are typically grapes or other small fruit imbued with a *Cure Disease* spell each which both keeps the fruit from rotting and turns it into valuable medicine. Fruit enchanted in such a manner typically has 50+5d10 points to spend on healing, and the spell is triggered by eating the fruit.

Gem Finder

This is a small stick, enchanted with a spell that lets its owner sense the location and direction of the nearest valuable precious stone. Not very useful in cities or if wearing jewellery. Typically comes with d10 charges

Gentleman's Pen

This is a pen of quality make which never runs dry of ink and writes beautifully, with proper spelling. The pen only works for someone capable of reading and writing as is.

Good Mug

The *Good Mug* is a mug or large cup that has been enchanted so that any liquid consumed from it always tastes the best possible for that kind of liquid. The tea is sweetened just right, coffee is exactly as strong or weak as you like it, even chamomile tea seems kind of nice.

Gossip

A *Gossip* is a small china figurine of the sort you'd expect to find on a mantelpiece, typically depicting a human of some kind. When the *Gossip* is held up to one ear the listener picks up a random piece of gossip from the nearest group of at least four people – whether that's the village market, the nearby castle, or the neighbours having people over for tea. A *Gossip* can be used to acquire information but most of what it offers revolves around who was wearing what, the price of turnips, what they said about Our Susan, and the grocer overcharging for his apples. Useful tidbits may appear but it is up to the listener to sift through all the random garble to uncover them. If no new rumours are available the *Gossip* stays quiet.

Gourmet's Dish

A *Gourmet's Dish* is a piece of silverware or china enchanted so that food served upon it always appears fresh and palatable, regardless of its true state. Side effects from consuming spoiled food, however delicious-tasting, are still suffered.

Grandpa's Good Socks

A pair of warm, comfortable socks that never tear and never get cold or wet. Handy on those chilly winter days!

Farrier's Charm

A beloved trinket of farriers and unskilled riders, a *Farrier's Charm* is a small, horse shaped figurine made from clay or wood. While kept on one's person horses touched do not spook, bolt, or act aggressively towards the charm's owner. The *Charm* does not work on trained horses who are carrying out their trained behaviour, such as war horses aiding their rider in combat.

Jewellery of Starlight

This may be any piece of jewellery or finery, imbued with a permanent *Starlight* spell.

Kindling of Campfire

This is a small piece of kindling or firewood imbued with a *Campfire* rune. Such kindling is typically found in bundles of d4 pieces.

Lady's Little Helper

A small kit or pouch for make-up items, enchanted so that make-up stored within will always look perfect when applied and never smear or smudge during use. Handy for those hot ballrooms when you don't want sweat trails in your powder or runny mascara.

Lazy Tailor's Needle

This is a silver needle which performs normal repairs to clothes regardless of whether the person holding the needle has any skill. Repairs are always fine quality and will last, providing that suitable materials were used.

Lozenge of Long Naps

This is a small candy typically given to babies to induce sleep. The *Lozenge* does not force sleep, it merely make sleep come easy to those suffering from insomnia for whatever reason, granting them a restful sleep during which health and power points are regenerated as

normal. *Lozenges* are typically found in quantities of d10 at a time.

Lucky Die

A common die used for gambling, the *Lucky Die* is enchanted to add a minus 2 bonus to all Luck checks rolled by its owner when using the *Lucky Die* in a game of dice.

Mace of the Ram

A mace or other blunt weapon enchanted with a permanent *Ram* rune. Use with caution!

Madame Maude's Cure-All

This foul-smelling tea cures any normal, non-magical ailment such as cold, frostbite, or measles. Typically encountered in jars with enough tea left for d10 cups.

Madame Maude's Everburning Candle

This is an ordinary candle but for the fact that it never burns down. As a bonus of a sorts the candle is scented, typically with a pleasant aroma of roses, lilacs, lemongrass, pine, lavender – or bacon.

Madame Maude's Good Spice

This is a small pouch of an undeterminable spice which does not do much in terms of actual taste but causes spoiled food to no longer be spoiled. A pouch usually contains d10 doses which each restores one plate of food to freshness.

Madame Maude's Lovely Tea

This is a pouch of tea that reduces fatigue, restoring d4 power points per cup drunk. The pouch typically contains enough tea for d10 cups.

Madame Maude's Odorous Ointment

When applied to a fresh wound this foul-smelling oil stops the bleeding immediately and causes the wound to at least partially heal, restoring d6 health points immediately. The *Ointment* is typically found in small pots of d4 doses each.

Madame Maude's Other Good Spice

This spice makes any food, spoiled or otherwise, taste like freshly fried bacon. A pouch typically contains d10 doses which each turn an unappealing plate of food into bacony goodness.

Miner's Charm

This charm typically consists of a small figurine of a canary or finch. While carried on a person the *Charm* will peep to warn its owner if the air around her is turning toxic or otherwise damaging to her health.

Sailor's Last Missive

This is typically a small piece of paper sealed in a waterproof envelope, containing up to 100 words. In case of the death of the person carrying the *Missive* upon their person at the time of death, the *Missive* is magically delivered to their next of kin right away; if no next of kin exists the *Missive* will be delivered to the person nearest to her place of birth. This may prove confusing if the *Missive* was not written for the deceased. When happening upon such a *Missive* there is 70% chance that it has not already been filled in.

Skunk Oil

Named for its distinctive qualities, *Skunk Oil* is a foul smelling magical oil which, once applied to a surface, cannot be washed off. The stink goes away on its own over d10 days; to cleanse it prematurely a *Restore Natural*

State or similar spell must be used. A pot typically contains enough oil for d4 uses.

Smoke Stick

Aptly named for its function this is a small stick which, when broken, causes a sizable plume of coloured smoke to rise into the air from where the stick was broken. The colour of the stick likely but not always corresponds to the colour of the smoke, and the sticks are typically used as signals to others who are not within hearing distance

Trader's Guard

A *Trader's Guard* is a small figurine resembling a canine or other bitey animal. Kept in a purse or money pouch it ferociously bites the fingers of would-be thieves trying to pilfer coins, thus alerting the *Guard's* owner. *Trader's Guards* consider whoever carries a purse or money pouch to be its rightful owner and hence aren't very useful against cutpurses

Twelve Inch Rope

A *Twelve Inch Rope* is an enchanted piece of rope or string that, when pulled on, becomes far longer than it should be. While not in use, the *Rope* retracts to a short string but it can be expanded to a length of 5d10 metres. If the rope is cut it does not recover the missing length

Vampire Hunter's Kit

While not technically magic per se, this is typically a carpetbag or small suitcase containing a mallet, stakes of rowan wood, dried garlic, as well as an assortment of holy items such as crucifixes or vials of holy water, or their equivalents. Everything you need for a night of Transylvanian crypt spelunking!

Water Pot

This is a clay pot and a stick which together have been imbued with a *Little Spring* spell. Whenever the rod is placed in the pot a small stream of water trickles forth. When no more water is desired, simply take the stick out of the pot

Weapon of Pain

This is a melee weapon or missile (typically an arrow) imbued with a *Rune of Pain* of d4 charges

Whirlwind

A bottle or container imbued with a *Whirlwind* spell. Release with caution!

Major enchantments

Major enchantments include powerful spells and effects that may hold considerable impact. Most combat oriented enchantments belong in this category. Major enchantments tend to be quite valuable to highly valuable and should not be made too easily available; they work better as rewards or adventure hooks. And, of course, the classical arch-villain has a number of them, which is why your players are struggling to defeat him in the first place!

Amulet of Burning the Midnight Oil

The wearer of this trinket does not need to sleep – nor can she. While the *Amulet* is worn the wearer does not experience tiredness or fatigue, nor the need to sleep, but also does not regenerate health or power points

Amulet of Daylight

An *Amulet of Daylight* is a piece of jewellery that has been imbued with a permanent *Sphere of Daylight* spell that activates when the jewellery is worn.

Amulet of Empathy

An *Amulet of Empathy* is any piece of jewellery imbued with the *Empathy* spell, activated when the jewellery is worn.

Amulet of Light

An *Amulet of Light* is a piece of jewellery that has been imbued with a permanent *Sphere of Light* spell that activates when the jewellery is worn.

Amulet of Magic Ablation

An *Amulet of Magic Ablation* redirects magic away from its wearer, subtracting 1 die from all saving throws against magic and hence making them easier to succeed.

Amulet of Precision

An *Amulet of Precision* is a piece of jewellery that gives its wearer a 5% bonus to attack rolls when worn, increasing her chance of rolling a critical success.

Amulet of the Spheres

This amulet, typically a small charm or necklace, is imbued with a permanent *Block Access* spell; the exact sphere is randomly determined. The spell has a radius of 10 metres and moves with the person wearing the *Amulet*.

Amulet of the Sweet Talker

This amulet increases a character's Charisma score by d4 points when speaking with someone whose sexual preferences allow her to be attracted to the wearer. The amulet does not incite sexual interest; it merely increases the likelihood of its wearer making a good impression.

Birthstone

Imbued with the *Birthstone* spell, this is a gem the size of a coin bestowing d4 points of Luck as long as it is kept on person; the Birthstone only works for a character who is born within its corresponding month (see the spell).

Bracelet of Regeneration

This simple bracelet doubles its wearer's normal health point *or* power point regeneration rate, determining randomly which is the case.

Bracers of Misfortune

These are any piece of jewellery enchanted to emit a Jinx-like effect to everyone within 10 metres' radius of the spellcaster (but not the spellcaster herself).

Brain Inna Jar

This amulet, typically cast in the classic shape of a brain in a mason jar, subtracts one die from all Intelligence checks made by whoever has it on their person.

Brooch of Body Heat Obscuration

This brooch renders its wearer invisible in the infrared spectrum, causing her flesh to feel like room temperature.

Brooch of Illusion Piercing

This piece of jewellery allows its wearer to see right through illusions whenever worn. Because the wearer is not made aware that illusions exist she may find herself perceiving a different reality than others around her.

Brooch of the Closed Mind

This piece of jewellery has been imbued with a *Close Mind* spell which is activated whenever the item is worn.

Burglar's Cloak

This is any piece of clothing enchanted with a permanent *Coral Reef* spell which is triggered whenever the item is worn.

Charm of Silence

This item, typically a small piece of jewellery, causes its wearer to create no sound regardless of what she is doing; speaking, walking, or even banging sticks against large brass pots, it all takes place in complete silence. Obviously the character cannot have a spoken conversation while wearing a *Charm of Silence*.

Charm of the Gentleman Adventurer

While this small amulet is worn on person its owner effectively becomes dirt resistant; even when dunked in mud she will emerge clean and neat with her clothes in perfect order.

Cloak of Snuggly Warmth

This is a cloak, blanket or coat of any kind enchanted to keep its wearer warm and comfortable regardless of how cold her surroundings.

Elvenbow

This is a bow of any kind but crossbow which has been enchanted in a fashion so that arrows fired from it always hit their target and always do damage, regardless of any magical protection of the target. The archer must still succeed her attack roll.

Everfull Cup

An *Everfull Cup* is a glass, cup, waterskin or other container that slowly regenerates water. When emptied, water is regenerated inside at a rate of d4 litres a day.

Flute of Wistful Dreams

This is a flute or other small musical instrument imbued with a *Lullaby* spell. When played all creatures within spell range are affected. The *Flute* typically can spend 100+5d10 power points a day.

Gamblers' Dice

Two matching ivory dice that always roll the exact result that their owner wants. Repeat use may seem suspicious.

Gate Charm

Typically a small stick, this can technically be any small item that can somehow be triggered to release a *Gate* spell with a fixed location. Unfortunately it is not possible to tell the destination of the *Gate* spell except by walking through it.

Glasses of Shadow Sight

While technically any form of eyeglasses, *Glasses of Shadow Sight* are imbued with a *Truthful Shadow* spell which is activated whenever the glasses are worn (and only the wearer can see the spell's effects).

Gloves of Disenchantment

These are any pair of gloves enchanted so that other enchantments within 10 metres' radius of them are temporarily negated (but not removed). The anti-magic field is triggered by putting the gloves on, and affects Innate powers as well as regular enchantments.

Gloves of the Spider

A pair of ordinary gloves that bestow the effects of an *Adhesive Touch* spell to their wearer.

Gloves of Speed

These are a pair of gloves or gauntlets enchanted to give their wearer a 2 points bonus to Agility.

Golden Quill

Made to resemble a phoenix' feather this metal quill reduces the casting time and power point cost of Hedge magic spells by 50%. To benefit, the spell must have a requirement of writing or drawing.

Golden Gills

This is any small piece of jewellery with a permanent *Gills* spell that comes into effect whenever the jewellery is worn.

Good Glasses

These are a pair of eyeglasses, pince-nez or similar that have been imbued with a *Mind Read* spell that is activated by wearing the glasses and looking at someone. The glasses typically have 100+3d10 power points to spend per day.

Hunter's Bow

A Hunter's Bow is any bow enchanted to offer a 2d10% bonus to Attack rolls made with the bow.

Lucky Rabbit's Foot

While kept on person the owner of this charm gains d4 points of Luck, allowing her to exceed 10.

Mage's Quill

This is a quill of a swan, enchanted to allow a mage to copy spells into a journal or spellbook at double speed.

Melioch's Monocle

While technically any form of eyeglasses, *Melioch's Monocle* is a monocle imbued with a *Truesight* spell that can be activated whenever the monocle is put to use. Melioch was probably a pretty paranoid fellow.

Necklace of Gills

This is a necklace or other jewellery imbued with a permanent *Gills* spell granting its wearer the ability to breathe underwater as long as she keeps moving.

Necromancer's Amulet

An amulet that has been the focal point of a *Rune of Many Stupid Minions* spell, controlling 2d10 quite mindless undead.

Owl Figurine of Awareness

This small pocketable stone figurine increases the Alertness and Intuition scores of whoever keeps it on their person by 2d10% each. There is a small chance (10%) that such an item interferes with power point regeneration, meaning that in order for pp to regenerate the *Figurine* must be put away somewhere not on the spellcaster's person.

Palfrey's Bridle

An enchanted bridle that causes any horse, however fierce or spirited, to turn as docile and easy to ride as a noble lady's palfrey or pleasure pony. A horse or other mount wearing such a bridle will be completely obedient and attentive to its rider and will never buck or spook, regardless of what happens around it.

Pen of Kept Promises

This is a writing utensil upon which an *Honour Bond* spell has been permanently imbued. Whenever this pen is used to sign an agreement the terms of the agreement (and failure to meet it) are voiced, and the spell is triggered. Both people signing will be aware of the conditions of the spell.

Petrification Trap

This is typically a book or box which, when opened, contains a *Rune of Petrification*.

Prugelknabe

This is a small wooden figurine which, when kept on its owner's body, absorbs d6 points of the damage the owner otherwise would have taken in melee combat. Every time the figurine's powers are called upon the chance is 1% that it breaks and no longer works. The effect applies every time the person carrying the figurine is struck by a melee or ranged weapon.

Ring of the Brute

A *Ring of the Brute's* enchantment allows its wearer to always inflict maximum melee damage with her weapon whenever engaging in melee combat.

Ring of Invisibility

This is a ring or other small piece of jewellery that has been imbued with an *Invisibility to Mortals* spell that is activated when the item is worn.

Ring of Speed

A *Ring of Speed* grants its wearer the chance of 1 or 2 more Actions per round, increasing her maximum number of Actions (without increasing their Physique score which normally determines how many Actions a character can have per round).

Ring of Strong Hide

This ring gives its wearer a 4d10% Defense bonus when not wearing armour of any sort.

Ring of the Sorcerer

A *Ring of the Sorcerer's* enchantment causes all spell damage done by the wearer of the ring to inflict maximum damage at all times.

Ring of the Warrior

This ring has been enchanted so that its wearer always gains the first attack in a combat round. If, somehow, multiple characters share this benefit, they roll Attack Rank between themselves.

Ring of Truth

This ring has been imbued with a permanent *Sense Lie* spell from which its wearer benefits.

Sap of Convenient Memory Loss

This is a sap or halfbrick-inna-sock that has been *Imbued* with a *Wipe Mind* spell which is triggered when the sap is used. Not only does the victim pass out, they also forget what happened! To determine how much memory is removed, the wielder of the sap's Power score is used.

Shirt of the Night

During daytime there is nothing extraordinary about this shirt though it registers as enchanted to the appropriate spells. At night or in dark rooms, however, the shirt turns its wearer invisible to a point where she cannot even be detected by magical means.

Silver Horseshoe

This is a horse shoe seemingly crafted from magical silver. Even the oldest nag shod with such a shoe runs with the speed of a fine racing horse and never stumbles or falls.

Thief's Coin

This is a coin of middling value which magically returns to its owner 2d10 hours after it was spent. A Thief's Coin must be deliberately given away or sold in order to change owners; otherwise it will simply return to its owner in due time.

Thief's Cloak

This is a cloak or coat imbued with the effects of a *Shadowform* spell that activates at will when the cloak is worn.

Throwing Weapon of Returning

This is any small weapon designed for throwing – typically a throwing knife – enchanted with a permanent *Boomerang* effect causing it to always reappear in the rightful owner's hand when thrown.

Weapon of the Condottiere

A *Weapon of the Condottiere* is any melee weapon that has been imbued with *Rune of Battle* and *Rune of Forever*, applying their benefits to the weapon's wielder. Most such weapons are high quality, leading to a +2 damage bonus.

Weapon of Negotiable Harm

A *Weapon of Negotiable Harm* is any melee weapon that has been enchanted to inflict 10 points extra health damage when striking an opponent. While this sounds alluring to some, the person carrying (not necessarily having drawn) the weapon also becomes susceptible to damage from steel or iron; whenever an attack causes such to come into contact with his blood stream (typically due to a melee hit) the wielder takes double damage from that injury.

Weapon of Lightning

A *Weapon of Lightning* is any melee weapon made from metal, enchanted to cause sparks of electricity to fly when striking an opponent and doing d4 points of extra damage. If the opponent is wearing metal armour the *Weapon* does d8 points of bonus damage instead. Most such weapons are high quality, leading to a +2 damage bonus as well. Not recommended for use during thunderstorms.

Weapon of Precision

A *Weapon of Precision* is any melee weapon, enchanted with a *Rune of Precision*. Most such weapons are high quality, leading to a +2 damage bonus as well.

Weapon of Sanguinity

A *Weapon of Sanguinity* is any melee weapon, enchanted to always inflict a bleeding wound when hitting a melee target. Most such weapons are high quality, leading to a +2 damage bonus as well.

Weapon of the Silver

Contrary to its name, this weapon is not made from silver. A *Weapon of the Silver* is any edged melee weapon that has been imbued with a permanent *Silver Sabre* effect, applying that spell's magical effects to attacks made. Most such weapons are high quality, leading to a +2 damage bonus as well.

Weapon of the Warrior

A *Weapon of the Warrior* is any melee weapon, enchanted with a permanent *Rune of the Warrior* spell. Most such weapons are high quality, leading to a +2 damage bonus as well.

Magical artefacts

Magical artefacts can be game changers and as such they should be approached with caution. These are items that players should work long and hard to get their grubby mitts on, if available to them at all. Entire campaigns can be written around such an item, its making or its acquisition.

Candle of Heroic Deeds

This is a tall wax candle imbued with a *Champion* spell. When lit, a prayer must be said to define what champion is desired, after which the *Champion* spell comes into effect. The candle typically has d4 charges.

Staff of Souls

This item can be any melee weapon though it is typically a staff, appearing perfectly ordinary but for the very life-like little faces carved into the wood or engraved into the metal. A *Staff of Souls* may contain 5+3d10 souls of self-aware creatures. When the number of souls contained exceeds the staff's maximum, the oldest souls are released (and will likely move on to whatever afterlife welcomes them). The *Staff* rips souls out of their bodies and contains them when used in melee combat to touch its victims, making a *Staff of Souls* a highly effective combat weapon – enemies drop dead if hit but once! Souls can be deliberately released by holding the staff and speaking the soul's name; if its body is still present and less than 24 hours has passed since the separation of body and soul, the freed soul will return to its body and to life.

Random magical treasure tables

Minor enchantments

Magical trinkets tend to have just a few uses and not too powerful spell effects. They are often utility spells and items making every day life easier for your friendly neighborhood cave spelunker.

- 1 A small jar with enough pre-made magical ink to inscribe d10 spells onto scrolls or into spell grimoires.
- 2 A jar of *Madame Maude's Odorour Ointment* with d4 doses left.
- 3 An *Everfull Pipe*.
- 4 d4 *Madame Maude's Everburning Candles*, with random scents.
- 5 A *Gourmet's Dish*. Possibly with leftovers.
- 6 A pouch of *Madam Maude's Good Spice* with d10 doses left.
- 7 A *Bottle of Preservation*.
- 8 A *Gentleman's Pen*. No more excuses not to write home!
- 9 A pouch of *Madame Maude's Lovely Tea* with enough tea left for d10 cups.
- 10 A pack of d4 *Smoke Sticks* in random colours.
- 11 A pot of *Skunk Oil* with enough oil for d4 uses.
- 12 A *Dust Devil*. Never leave your home untidy again!
- 13 A *Gossip*. Everything you never wanted to know in the first place.
- 14 A small box of *Lozenges of Long Naps*, containing d10 lozenges.
- 15 A *Lazy Tailor's Needle*.
- 16 A pair of *Grandpa's Good Socks*.
- 17 A *Farrier's Charm*.
- 18 A *Miner's Charm*.
- 19 A *Sailor's Last Missive*.
- 20 A *Lucky Die*.

21	A pouch of <i>Madame Maude's Other Good Spice</i> with d10 doses left.
22	A <i>Good Mug</i> . Possibly printed with "#1 Dad".
23	A <i>Lady's Little Helper</i> , likely containing a few make-up items.
24	A <i>Trader's Guard</i> , possibly along with a few coins.
25	A <i>Deck of the Card Shark</i> with d6 uses left.
26	A small bag of <i>Kindling of Campfire</i> with d4 pieces of firewood.
27	A <i>Bracelet of Feline Favour</i> .
28	A pair of <i>Boots of Dry Path</i> .
29	A small box or pouch of 2d10 <i>Dragon Scales</i> .
30	A <i>Weapon of Pain</i> .
31	A piece of <i>Jewellery of Starlight</i> .
32	A <i>Whirlwind</i> .
33	A scroll of <i>Adhesive Touch</i> , lasting 2d10 rounds.
34	A scroll of <i>Call Fish</i> , lasting 2d10 rounds.
35	A scroll of <i>Combustion</i> , lasting 2d10 rounds.
36	A scroll of <i>Deception</i> , lasting 2d10 minutes.
37	A scroll of <i>Detect Illusion</i> , lasting 2d10 rounds.
38	A scroll of <i>Detect Injury</i> .
39	A scroll of <i>Double Actions</i> , lasting 2d10 Actions.
40	A scroll of <i>Dry Wood</i> , for d10 kg of wood.
41	A scroll of <i>Graceful Fall</i> , lasting 2d10 rounds.
42	A scroll of <i>Heal</i> , restoring up to d100 health points.
43	A scroll of <i>Invisibility to Mortals</i> , lasting 2d10 rounds.
44	A scroll of <i>Meld Metal</i> , lasting 2d10 rounds.
45	A scroll of <i>Restore Natural State</i> .
46	A scroll of <i>Sense Magic</i> .
47	A scroll of <i>Sphere of Light</i> , lasting 2d10 minutes.
48	A scroll of <i>Steel Silence</i> .
49	A scroll of <i>Time Shift</i> .
50	A scroll of <i>Vanity</i> , lasting 2d10 hours.
51	A scroll of <i>Weapon in a Can</i> , lasting 2d10 rounds.
52	A scroll of <i>Call the Rain</i> .
53	A scroll of <i>Calm the Wind</i> .
54	A scroll of <i>Bless the Well</i> .
55	A scroll of <i>Circle of Deep Sleep</i> , lasting d2d6 hours.
56	A scroll of <i>Midwifery</i> , lasting 2d10 minutes.
57	A scroll of <i>Preserve Specimen</i> , lasting d100 days.
58	A scroll of <i>Restore Life</i> .
59	A <i>Gemfinder</i> with d10 charges.
60	A <i>Bard's Charm</i> . Possibly on an instrument.
61	A pouch of <i>Madame Maude's Cure-All</i> , with enough tea for d10 doses.
62	A <i>Charm of Avian Attraction</i> .
63	A <i>Twelve Inch Rope</i> of 5d10 m length.
64	A <i>Brooch of Invulnerability</i> worth 30+3d10 points.
65	A <i>Cloak of Disappearing</i> with d4+2 charges.
66	2d10 grapes that are actually <i>Fruits of Healing</i> .
67	A <i>Water Pot</i> .

68 A crystal enchanted with the *Awaken Crystal* hedge magic spell, its effect picked randomly.

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Major enchantments

Magical trinkets tend to have just a few uses and not too powerful spell effects. They are often utility spells and items making every day life easier for your friendly neighborhood cave spelunker.

1	A <i>Shirt of the Night</i> .
2	A <i>Charm of Silence</i> .
3	An <i>Amulet of the Spheres</i> .
4	A <i>Weapon of the Condottiere</i> .
5	An <i>Amulet of Light</i> .
6	An <i>Amulet of Daylight</i> .
7	A <i>Thief's Cloak</i> .
8	A pair of <i>Gloves of the Spider</i> .
9	A <i>Weapon of the Silver</i> .

10	<i>A Melioch's Monocle.</i>	55	<i>A Throwing Weapon of Returning</i> , typically a throwing knife or star. May disappear when used if the user is not the actual rightful owner, as per the <i>Boomerang</i> spell.
11	<i>A pair of Glasses of Shadow Sight.</i>	56	<i>A Burglar's Cloak.</i>
12	<i>An Amulet of Empathy.</i>	57	<i>A Flute of Wistful Dreams</i> with 100+5d10 power points to spend per day.
13	<i>A Ring of the Brute.</i>	58	A pair of <i>Good Glasses</i> with 100+3d10 power points to spend.
14	<i>A Ring of the Sorcerer.</i>	59	<i>A pair of Gloves of Disenchantment.</i>
15	<i>A Brooch of Illusion Piercing.</i>	60	<i>A Pen of Kept Promises.</i>
16	<i>An Owl Figurine of Awareness.</i>	61	<i>A Golden Gills</i> , typically a ring.
17	<i>An Amulet of Burning the Midnight Oil.</i>	62	<i>A Sap of Convenient Memory Loss.</i>
18	<i>A Weapon of Negotiable Harm.</i>	63	<i>A pair of Bracers of Misfortune.</i>
19	<i>A Ring of Strong Hide.</i>	64	<i>A Palfrey's Bridle.</i>
20	<i>A Weapon of Lightning.</i>	65	
21	<i>A Ring of Speed.</i>	66	
22	<i>An Amulet of Precision.</i>	67	
23	<i>A Bracelet of Regeneration.</i>	68	
24	<i>A Weapon of Precision.</i>	69	
25	<i>A Brain Inna Jar.</i>	70	
26	<i>An Amulet of Magic Ablation.</i>	71	
27	<i>A Ring of Truth.</i>	72	
28	<i>An Elvenbow.</i>	73	
29	<i>A Cloak of Snuggly Warmth.</i>	74	
30	<i>A Ring of Invisibility.</i>	75	
31	<i>A Brooch of the Closed Mind.</i>	76	
32	<i>A Brooch of Body Heat Obscuration.</i>	77	
33	<i>A Prugelknabe.</i>	78	
34	<i>An Amulet of the Sweet Talker.</i>	79	
35	<i>A Golden Quill.</i> So pretty!	80	
36	<i>A Ring of the Warrior.</i>	81	
37	<i>An Everfull Cup.</i>	82	
38	<i>A Lucky Rabbit's Foot.</i> Well, not so lucky for the rabbit.	83	
39	<i>A pair of Gambler's Dice.</i>	84	
40	<i>A Birthstone</i> , month and type determined randomly.	85	
41	d4 scrolls each containing a random Hedge magic spell.	86	
42	d4 scrolls each containing a random True magic spell.	87	
43	<i>A Necklace of Gills.</i>	88	
44	<i>A Mace of the Ram.</i>	89	
45	<i>A Weapon of the Warrior.</i>	90	
46	<i>A Petrification Trap.</i>	91	
47	<i>A Silver Horseshoe.</i>	92	
48	<i>A Mage's Quill.</i>	93	
49	d4 <i>Gate Charms</i> , typically in the form of small sticks to be broken. May be colour coded, may have their destination written on them – or not.	94	
50	<i>A pair of Gloves of Speed.</i>	95	
51	<i>A Thief's Coin</i> of middling value; enough to purchase a hot meal and perhaps even a bed for the night. Not enough to purchase the inn.	96	
52	<i>A Necromancer's Amulet</i> controlling 2d10 undead.	97	
53	<i>A Charm of the Gentleman Adventurer.</i>	98	
54	<i>A Hunter's Bow.</i>	99	
		100	

Character name:	
Race:	Age:
Gender:	Nationality:
Appearance:	
Presence:	Appearance:
Charisma:	
Authority:	
Physique:	Agility:
Strength:	
Psyche:	Intelligence:
Memory:	
Discipline:	
Potential:	Power:
Control:	
Technology:	Operation:
Construction:	
Actions:	Mass seduction:
Attack Rank:	Damage:
Health pool:	Power pool:
Defence (Base):	Defence (High):
Defence (Medium):	Defence (Low):
Luck:	Alertness:
Intuition:	
Quirks:	
Equipment:	

Skills

PRESENCE

Acting	Deception
Art	Etiquette
Chivalry	Lore

PHYSIQUE

Acrobatics	Riding
Archery / Sniping	Stealth
Blindworking	Sports
Brawling	Swimming
Drug Tolerance	Unarmed Combat
Jousting	Weapon
Off-hand	Weapon
Parkour	Weapon
Pick Pockets	Lore
Quick Draw	Lore

PSYCHE

Alchemy	Lip Reading
Animal Lore	Local History
Arcane Lore	Memorisation
Background	Military
Craft	Mimicry
Commerce	Music
Coolness	Religion
Folklore	Street Lore
Forestry	Survival
Herbalism	Teaching
Heraldry	Trade
History	Traps
Literacy	Lore
Literacy	Lore
Language	Language

TECHNOLOGY

Aircraft	Repairs
Blacksmithing	Signaling
Encryption	Vehicle
Engineering	Vessel
Forgery	Vessel
Gunnery	Weapon
Health Science	Weapon
Hunting	Weapon
Leatherworking	Weaponcrafting
Navigation	Lore
Pick Locks	Lore