

ABLATIVE ARMOR POINT SYSTEM

Version 7.0

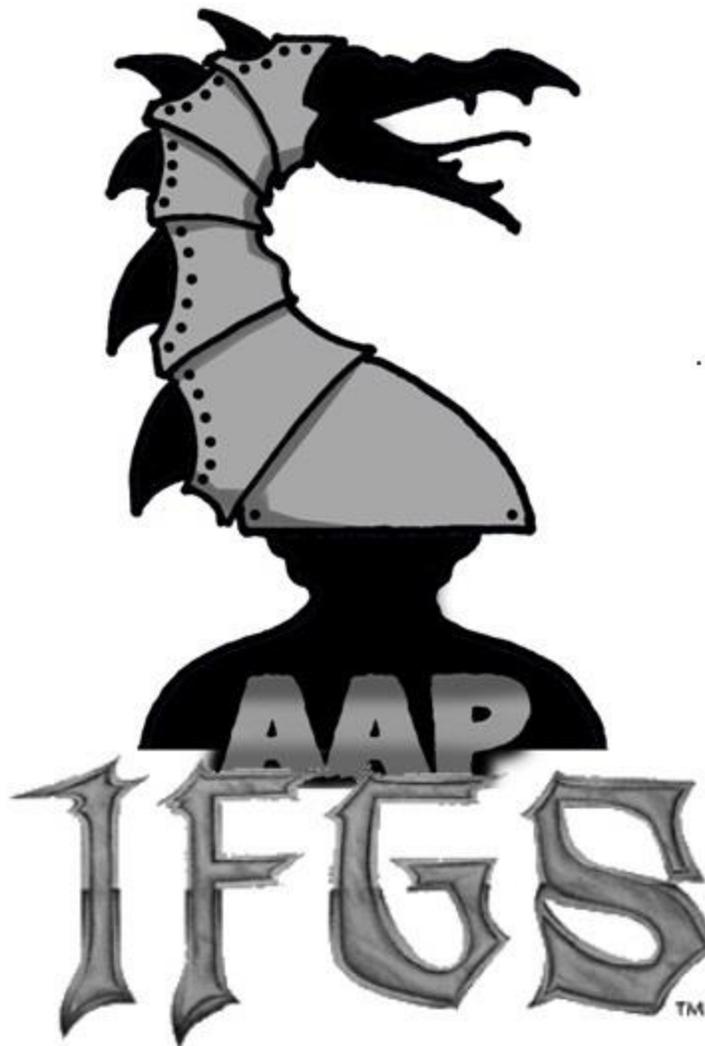


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Chapter 1: Getting Started in Games

IFGS games are played in a variety of settings with full-size foam weapons, mock armor, and costume. In an IFGS game, you have the opportunity to become a different person. The creativity and imagination you pour into the character is what can make the game the most fun. This chapter is designed to give you some idea of what is involved in live-action fantasy role playing games and how to get started in them.

Creating a Player Character (PC)

Creating a character begins with your imagination. The first thing to decide when starting a new Player Character (PC) is what Character Class to be. It is best to start by reading the chapter that defines each class and details the abilities each class possesses. A summary of each class is provided below.

Clerics

Clerics and their spells are strong in three areas: healing, information, and effectiveness against undead creatures. No other class can heal as well as a Cleric. A Cleric's closeness with his god gives him unique informational abilities and the ability to deal with the undead.

Druids

Druids are in tune with nature. With their spells and abilities, they can control the elements. Druids have a wide variety of abilities that aid both the group and themselves. They also have some spells to attack their foes with both magical and physical damage.

Fighters

The strength of a Fighter is in his skill with weapons and armor, his ability to take damage, and his capacity to heal his own wounds. No other class can do as much damage in melee. In terms of skill with hand-to-hand weaponry, the Fighter is unparalleled.

Knights

Knights are strong, courageous, and honorable, and their abilities are based on their code. All that they do relies on their courage. For feats of strength, no other class can match the Knight, and in courage and valor, they are supreme.

Magic Users

Magic Users rely on magical spells for most things: protection, doing damage, and aiding their team. Of all the classes, they are able to do the most damage. Their skills in combat are based in the arcane abilities they possess. Most of the protections a Magic User has can only be used on himself.

Monks

Meditation is the power that sets Monks apart from other characters. Through physical training and mental discipline, Monks can perform feats that may seem miraculous. Because of how they obtain their abilities, most of what they can accomplish, they can only do for themselves.

Rangers

A Ranger's skills make him at home in the wilds. Rangers are hunters and trackers. The Ranger is best with the bow and has many different skills using arrows. Rangers can gain valuable information from their surroundings and can often sense things in the physical world that others miss.

Thieves

Thieves have skills that can be picked up on the streets and back alleys of life. They are experts on detecting, bypassing, and setting traps. In combat, they specialize in the surprise attack. They are perhaps the least gullible, and most convincing, of the character classes.

Character History

After you know what class your character is, you should determine who the character is. Now is the time to put some thinking into your character and establish his background. Determine how your character will act in any given situation. Give some thought to why the character is adventuring. Is it for fame and fortune? Does he have something to prove? Use your imagination and be as creative as you like.

A character's roots can be as detailed or as superficial as you care to make them. You can learn a lot about the character from a small amount of information. You can get bogged down in trivial matters if you strive for too much detail. Experience will tell you when to keep going and when you know enough. Some of the points below might give you a place to start.

Examples: Age, place of birth, size of family, number of siblings, type of childhood, views on life, reasons for adventuring, fears, hates, likes, loves, goals and ambitions, weapons preferred, where he trained, etc.

Some choose to give their characters interesting personality quirks. These can add depth to the character and fun to the role playing. Quirks could include simple fears such as fear of water, fear of people of the opposite sex, or a fear of fighting. Your character can have odd allergies or an old curse. Consider also that you can make your character a little more distinctive by playing a nonhuman. A little makeup, props, or part of a mask can create an elf, ogre, or wolf-man.

It is important that you separate your own feelings from those of your character. When things happen to your character in a game, they are not directed at you personally, so don't take them as such. Stay in character and let the game follow its course no matter what the fate of your character. Even if your character should die, when the game is over, you will still be very much alive.

Character Alignments

Alignment can be an important part of your character's personality. For IFGS, alignment is defined as the following: the personal psychological or moral bearing of an individual or an item (as in the case of some magical objects). The definition is intentionally broad. Some idea of your character's alignment is helpful in determining how your character will react in various situations. Alignments are optional.

Alignment is commonly divided into two groups: social alignment and legal alignment. The social alignments are good, evil, and neutral. The legal alignments are lawful, chaotic, and neutral. The combination of the two yields nine distinct alignment classes: lawful good, lawful neutral, lawful evil, neutral good, neutral neutral (true neutral), neutral evil, chaotic good, chaotic neutral, and chaotic evil. The tendencies represented by these alignments could be defined by any number of other methods, but these are used for simplicity. Some of the tendencies of these alignments are:

Legal Alignments

Lawful - given to a code or set of beliefs, tend to keep their word.

Neutral - tend to seek a balance between lawful and chaotic.

Chaotic - not given to a code, tend to resent authority, like to be "free form".

Social Alignments

Good - tend towards seeking others' well being, try not to deceive others.

Neutral - balance between good and evil.

Evil - tend to seek own benefit, tend to be uncaring about others.

Alignments are optional and can be chosen by the PC when the character is created. If a GM determines that a PC has a certain alignment based on his in-game actions, the GM may impose an alignment change on the PC, including a change from "no alignment."

Usage of some magic items will in some cases also dictate a PC's alignment (this notification should be made in secret and generally no one but the player and record keepers will be informed of the assignment).

Role Playing

Role playing involves acting or playing a role trying to think, feel, move, and act like another person. IFGS adventures are fantasy role-playing games. Role playing is a form of improvisational acting. It is for you to decide what your character will say and how your character will behave, move, and dress. Try to imagine yourself actually being the character you have created, and act accordingly. Any reasonable action is allowed, as long as it falls within the rules. IFGS games are typically based on the medieval era. Most players try to avoid using present day slang words or expressions; references to modern machinery and automation are avoided. Players imagine themselves living in a fantasy world with dragons, magic, and sword play. For effective role playing, they act accordingly.

Some players choose to design characters completely different from their own personalities. Role playing gives them an opportunity to be someone else for a while. They can be the hero, scholar, or brave Fighter. Other players are more comfortable making a character who is similar to their own persona. In either case, role playing is the fun part of the game. It establishes the atmosphere, and allows you to experience things that you might never be able to any other way.

Role playing is an individual effort and everyone has a different approach to it. The following are a few suggestions that can help to create a richer atmosphere.

Staying in Character

Staying in character means the players only talk about their adventuring and their character's history, not yesterday's football game or other non-game happenings. Try to become the character you are playing. You will be surprised at how easy it is to forget the real world, and it will help the enjoyment of other players if you do.

Combat

When your character is engaged in combat, role-play the damage you receive. When one of your limbs is disabled, play it realistically. If your arm is now useless, drop whatever you are holding in that hand and don't attempt to use it again until you have been healed. If your leg no longer functions, you can still stand, but only with all your weight on the other leg. Don't bend the injured leg up at the knee and hop around. Think about how you would move, maneuver, attack and defend with a damaged limb. Play it correctly. If you take enough damage to die, don't be a ham. A short cry or even no sound at all is far better acting. Dead characters should lie still and stay out of the way.

Magic

In fantasy games, magic must be treated as real. When a spell or an item's effect is called out on you, believe it and act it. If you get hit with a **Dead Eye** or a **Lightning Bolt**, role-play it. Yell, cry out in pain, or double over. If a caster turns you into an animal, have a good time and role play that animal. IFGS games are for fun.

Costuming

Costuming is an excellent way to enhance your role playing. The simple act of dressing as your character will help you escape into that persona. With a jerkin, breeches, and boots or accessories you look the part, and it is only a short time until you feel the part. Most recommendations on the subject of costuming are common sense and not firm rules. The next chapter discusses the restrictions on costume colors.

First decide what effect you want to achieve. A Cleric may want a robe or ceremonial vestments. A ranger might wear the practical garb of someone who spends a lot of time out of doors. Your costume does not need to be elaborate. A simple tabard or shirt with a pair of pants or a long skirt will be enough to help you play the role. With stage makeup, you create a new face. Please avoid the use of crosses, pentagrams, and other similarly recognized religious symbols. It is not the intent of the IFGS to insult other people's religions, and we would not want to do so accidentally.

Design your character's costume for practicality as well as atmosphere. Make sure you can wear it for long periods in the outdoors. Pockets, belts, and pouches are useful for carrying all your necessary items.

Uniforms of a military nature dating after 1700 A.D. are not allowed in any IFGS event. Don't worry if some of the things you need to bring with you seem out of place or anachronistic, for they will usually be ignored. For example, eyeglasses have been around since at least the 13th century, so don't feel unrealistic if you need to wear them.

Spell casters may carry spell books that contain a list of spells that they can use, along with their incantations, and any other information the caster wants quick access to during the game. They are not required.

Getting Into a Game

After you have put thought and craft into your character, it is time to play in a game. There are several different types of games, each with its own rules.

Draft Games

In a draft game, there is a player draft held before game day. It is good to hold this at least a couple of weeks before game day to allow for any adjustments needed to teams. At the player draft, teams are selected and formed for an upcoming adventure.

Before an adventure, flyers are distributed announcing the adventure. The flyers usually contain the following: a little hint of what the game is about, the date(s) on which it will occur, who the people responsible for it are, who the people leading the teams are, how much it will cost to play, the level of difficulty of the game, and the length of the game. Each flyer includes a registration form. In order to play, you must be registered by the date given on the flyer and pay the registration fee. This date is before the player draft.

Just registering for a game doesn't guarantee you a place on a team. You should come to the player draft, held before the game. At the draft, the Lore masters (LMs), selected leaders for each team, choose the players to compose their team. If you can't make it to the draft for some reason, you can give your proxy to someone else who will be attending the draft. Game Producers (GPs) will try to accommodate all people who want to play in their game.

At the draft, each LM is asked, in a specific order, to choose one player at a time for his team. If the LM asks you to play, you have two options. If you accept the offer, you are a member of that team for the upcoming adventure. If you refuse, that LM must ask someone else. You may say no to each LM only once during the draft and that LM cannot ask you again.

If you are a new player, it may appear that you don't have a very good chance of being chosen for a team if no one knows you. The IFGS has a Novice Rule to prevent this from happening. The Novice Rule requires every team for most major low-level games to have at least one or two people who have never played in a major game before. Some Game Writers also write games for novice players only.

After you are chosen for a team, your LM may want to get the whole team together and schedule a team meeting(s). Make every effort to attend all of these meetings. At these meetings, teams discuss strategy, practice fighting, go over game lore, and discuss individual abilities, strengths and weaknesses.

Invitational Games

Some games don't have a player draft. These are called invitational games. The GD chooses the LMs and lets them invite players to form their teams, rather than choosing from a pool of registered players. The best way to get on these teams is to find out who the LMs are for a game and contact the LM with whom you wish to play. Most chapters publish newsletters announcing dates of games, Game Producers, and usually the LMs for each game.

Open Registration

In this registration type, all characters that want to play may do so. There is not a limit to the number of players that can participate. Open games can limit the number of characters a single player may play over the duration of the game. This method is quite common for room games.

A variation of this registration is the Limited Open. In this method, the first X number of players who want to play may bring characters into the game. If the game is a team game, then the teams are either built by the Game Producer or Game Staff, or randomly assigned. Usually this type of registration is used for non team or Solo games.

Chapter 2: General Rules and Information

IFGS Registry

The Registry in a chapter keeps the records of each character's magic items, treasure, etc., and keeps the Experience Point totals for all the PCs. The Registry distributes gold or IFGS currency to players before each game and is present at the end of each game to collect the gold. Players do not keep the gold between games. All new characters start the game with the equivalent of 100 gold pieces.

IFGS currency usually consists of small, colored stones, paper scrip, or metal coins, representing differing amounts of gold pieces (gp). Be careful that you don't accidentally lose any gold in the game. If you lose it somewhere in the game, then your character is also considered to have lost the gold.

Players gain gold as a part of their treasure in their adventuring. Gold can be found on the bodies of monsters, in locked chests, and other similar places. The amount of gold available in a game is dependent upon the length and difficulty of each game. A PC is not allowed to borrow money from the Registry, but a PC may attempt to get another PC to lend them money. PCs are also not required to bring all their gold into a game. They can tell the Registry how much of their character's gold they wish to take into each game.

Counterfeiting is not allowed. If a player knowingly passes counterfeit gold pieces, the player could be expelled from the game.

At the end of the adventure, any special or magical items a PC acquired during the adventure must be checked in with the Registry. You will then find out if you can keep the representation of the item or if you must return it and make your own. Any item you do not want the other members of your team to know about must still be checked in to the Registry, although you may be discreet about it.

Because the local Chapter Registries only have a finite amount of gold piece representations, money must be returned at the end of each adventure. Anything that you do not check in with the Registry at the game's end will not be shown to be in your possession for any future events.

For further details about Registry, please see the IFGS Registry Handbook.

Game Personnel

Running an IFGS game requires the contributions of many people. The following section describes the responsibilities of those people. For more information on these positions, contact either your Chapter's local Sanctioning Committee, or the Society Sanctioning Committee (SSC).

Safety Officer (SO)

The Safety Officer's job is to ensure that a game runs as safely as possible and follows the IFGS guidelines for safety. The SO's duties include checking all weapons before a game to ensure that they meet IFGS standards, administering first aid, and ensuring that combat sites are as safe as possible. In the matter of safety, the SO is the final authority and cannot be overruled by other game personnel; however, anyone may decline to do anything they consider to be personally dangerous for them. The Safety Officer may not take any other role that prevents them from carrying out their primary safety duties. If they do have another role in the game, such as Registry Representative or Game Aide, that role must be considered secondary to their Safety Officer job, even if it means the whole game is delayed while the Safety Officer deals with a safety issue.

Watchdog (WD)

When a game is sanctioned by the governing sanctioning committee, a Watchdog will be selected for the game. The WD is responsible for ensuring that the game runs as sanctioned. The WD has final say over ensuring the game runs according to script. The WD also has the sole authority on game day to approve or reject any proposed changes needed to ensure that ratings and flavor of the game remain as sanctioned. The WD represents the Chapter Sanctioning Committee during the running of the game and

he or she may not be overruled by the GM or the Game Writer/Producer in these areas. It is recommended that the WD not be a GM for a team or take an NPC role that might be involved in controversy since if the GM and the WD are the same person, players have no one to appeal to if they disagree with a GM ruling.

Game master (GM)

The Game master is the head judge who typically accompanies a team of adventurers through the game and fields all player questions. The GM has a copy of the game script and should be briefed before the game by the Producer. The GM may make rules interpretations during the course of the game and the GM's decision in regard to the rules is final on course. The GM also makes decisions as to the facts of any event during the game, such as setting off traps, spell ranges, etc.

Game Producer (GP)

The Game Producer puts together an IFGS game in the same way a theatrical producer puts together a play. The Game Producer is responsible for ensuring that site, staff, cast, props, players, and budget all come together on game day. Although a good producer will delegate many of the details to game staff, the Game Producer is often the busiest person on the game course. If changes need to be made on game day it is the Game Producer's responsibility to clear those changes with the Watchdog.

Game Writer (GW)

The Game Writer is the person who creates the adventure using the IFGS fantasy rules system. Although the Game Writer follows the IFGS fantasy rules in writing a game, occasionally the nature of the game will require something not covered by the rules. Therefore, a Game Writer can alter the rules within their game. However, neither these rule changes, nor items that carry the effects of these rule changes, can leave that game.

Game Designer (GD)

A Game Writer who produces their own game is known as 'Game Designer'.

Game Aide (GA)

In order for a game to run successfully, a Game Producer often relies on the assistance of many people, called Game Aides. Game Aides can have a variety of roles in making the game happen, such as editing the game script, recruiting NPCs, organizing setup of the game course, and building props.

Registry Representative (RR)

Historically this position has been called the Bank Representative. It is the Registry Representative's job to prepare all record and evaluation forms for participants before the game starts, and complete them at the end of the game. The Registry Representative will usually supply players' representations for any gold that they are carrying into a game.

Scorekeeper (SK)

Scorekeepers assist the Game master with keeping track of the players' statistics, such as Resilience and Spell Points. They also serve as the Game master's extra eyes and ears. Score keeping is a good role for people new to IFGS, as the duties are light and they get to see the entire game from start to finish.

Loremaster (LM)

The Loremaster is an individual who is challenged by a Game Producer to assemble and lead a team of adventurers into a game. The Loremaster is usually an experienced player.

Player Character (PC)

A Player Character is an individual who is playing the game. The player decides upon his or her character's class, personality, history and attitudes.

Non-Player Character (NPC)

A Non-Player Character is an individual who is acting in one or more of the roles in a game. The actions, personality, and history of the NPC are written into the game script by the Game Writer. An NPC could be a kindly old sage, a marauding orc, a small child, or a knight on a quest.

Game Definitions

Sanctioned Games

Sanctioned games are games that have been reviewed and approved by a designated IFGS sanctioning committee. The purpose of a sanctioning committee is to judge a game for fairness, safety, consistency, playability, and cost. The IFGS only recognizes games that have been sanctioned by an approved committee. People only receive Experience Points in sanctioned games, and only sanctioned games are covered by the IFGS insurance policy. The following lists some of the more common types of games. Variations on these types exist, and these game types can be combined.

Line Course

A Line Course is the most common type of IFGS game. A line course has set encounters that the players encounter in a predetermined order. Typically several teams play one of these games, going through the encounters sequentially. When multiple teams are playing in a Line Course, they rarely meet.

World Course

A World Course is a game where the players are free to move around at will; there is no predetermined order to the locations the Players may visit. A World Course can have one or more teams, or the players can arrive as individuals, forming and breaking teams within the game as they desire.

Room Game

A Room Game is a game that takes place in or about a single structure. Historically these were called Bar Games. However in keeping with IFGS policy, no real alcohol is served. Players typically arrive at room games as individuals.

Down Time

Down time is a period of out-of-game time planned into longer games; during this time in-game effects are suspended. It lasts eight hours during a given 24 hour period. In longer games, this gives players and staff time to sleep, eat, and collect their wits. Under unusual circumstances, short game breaks may be called during a game, and the Game master will inform the team as to the start and end of these periods.

Game Day

A game day typically extends from the start of the game until game end or planned down time, whichever comes first. Game Writers can also designate that a new game day starts or ends at other times, if they so desire.

Safety and Comfort

Above all else, safety is the goal of the IFGS. You will see this repeated many times through out this book. Everything that is done in the IFGS, from designing an adventure, to building a weapon, to making a costume, needs to be done with safety in mind. Safety doesn't detract from the fun of the game. It doesn't take any more time, and in the long run it adds to the pleasure that everyone experiences. Everyone is responsible for safety and everyone benefits.

For safety reasons, real weapons are banned from IFGS events. The only exception to this rule is the survival-type pocket knife that should be carried in the outdoors; the knife should be hidden from view and brought out only if necessary.

Time Stop

Time Stop may be called in a game by the GM for game reasons or by anybody on course for safety reasons. It may NOT be called by characters for any other reason. When time stop is called, all action should stop and the GM shall either give instructions, or the person calling the time stop will explain the safety problem to the GM.

There may be times when an effect or rule is not clear between two participants. In these cases the participant who is clear on the effect or rule may, as a courtesy, wish to take a step back and explain to

the other person the exact nature of the effect. In most cases, these types of problems can be handled between two participants without stopping an encounter for everyone else. There is a variation on Time Stop called Time Freeze (See Glossary).

Costuming and Dress

Dress for the weather. In the mountains of many states, it may be 60o F and sunny in the morning and get down to 10o F with possible snow by the end of the night. In the warmer states, temperatures can reach extreme heat during the afternoon. Occasional deluges of rain have also occurred. A simple way to deal with this problem is to carry a backpack in which you may stow garments until needed. The following suggestions might help you be more comfortable in a game:

Feet - You may walk many miles during the course of a game, and nothing will make you more miserable than cold feet, blisters, or sore feet. Wearing old, worn out shoes, new shoes that aren't fully broken in, or sandals can be uncomfortable. Sturdy tennis shoes work well, but you may not want to wear them in the longer games or in rugged terrain. Wearing cotton socks against your skin and wool socks over these can keep your feet warm in the cold and cool in the heat. Your shoes may not be quite what you wanted to complete your overall costuming effect, but your feet will thank you for being practical.

Legs - Having a pair of long underwear in your pack could be useful, especially for an overnight adventure.

Body - During cooler days, wearing layers of clothing rather than one or two heavy pieces can be more efficient in keeping you warm. You can peel them off if you don't need them and you will be better insulated if you do need them. Wool, though sometimes uncomfortable, is far superior to cotton for keeping you both warm and dry.

Head - Wearing a hat or headpiece in keeping with the style of your costume can keep your head warm or protect it from sunburn.

Hands - Though you may play your best when your hands are uncovered, a pair of gloves may keep your hands warm.

Practicality - Design your character's costume for utility. Have a multitude of places to carry things. This type of costume can be modern or fantasy style clothing, but hopefully it will also add to game atmosphere.

There are many other factors to consider when outfitting and costuming yourself for outdoor adventures. It is the responsibility of each individual to know what to bring for a safe, good time in the wilds. All of these things are suggestions only. Actual decisions are the responsibility of the individual.

Disguises

PCs and NPCs are not allowed to use physical disguises to hide their character's identity, with the exception of the Thief Disguise ability. Physical disguises are considered to include things that will change the physical appearance, such as wigs, false beards or mustaches, fake ears, or masks (note that this does not apply to characters who actually have pointed ears, etc.).

Since many participants may use actual physical disguises as props to better represent their characters physical appearance, such as an elf having pointed ears, the use of physical disguises, for the purposes of deception, becomes impractical. It is important to be able to tell if the person in encounter 15 is playing the same role as they were in encounter 3. This is easily achieved through the use of physical disguises and costuming.

Costuming and Color Schemes

The color white is often used for GMs and SKs, as well as being used to indicate that an item or person is invisible, so predominantly white costumes are restricted. GMs and SKs can also wear black-and-white striped shirts or jerseys. Note: some local chapters may have designated a color other than white for

game personnel. You should always ask what color is being used for game personnel when checking into a game in a chapter other than your own.

Items Allowed

Weapons, costuming, and armor are up to the individual players to design using the safety guidelines set forth in this volume. Players may bring rope, hooks, mirrors, candles, containers, paper, writing tools, or any other mundane device that is reasonable for a character in the game world to have. If you have a question about an item, talk to your GM or the GD for the game. Remember that safety is important. Carrying around a large grappling hook would not be considered safe. None of these items have any gold piece cost. They are considered to be items available to the average adventurer for minimal cost.

Some characters choose to come into a game fully equipped with almost every item imaginable. Others choose to come into a game with just their weapons and lunch. What items you bring is your choice and can enhance your role playing opportunities. Be aware that you are expected to have reasonable representations of any particular mundane item your character is carrying on course. If you do have an item with you, you may use it in the game and it may serve to your advantage.

Magic items, magic weapons, and treasure that were not procured in another sanctioned IFGS game may not be brought into an adventure. If a character finds a magic item during an adventure, they will be informed whether or not they may take the representation of the item. If they can't take the item (it may be needed for the other teams on the course), then they must make or obtain a copy of the item for use in future adventures.

Physical Representations Required

Players must carry whatever weapons they are going to use into a game, and if they are using a bow they must carry a physical representation of the bow. With respect to other items, if you claim to have them, then you should have some representation of them. Items such as a mirror or a candle are small enough to carry into a game, but if you are claiming to have a 50 foot length of rope, a 50 foot representation of cord may be adequate. However, you should discuss this with your GM before the game to make sure it is acceptable. Also, any magical items, scrolls or potions that you may have acquired in previous games must have a physical representation or they are considered to be "off course" and unusable for that game.

Many skills and spells require physical components such as a flag or a piece of duct tape. If the physical component is not present, the skill, spell or ability does not function.

Between Game Actions

When your character is "between games", what they are allowed to do is very limited. Spells, Skills, Abilities, and Magic Items cannot be used between games. Gold and treasure may not be traded, sold, or acquired. Between game actions are for role playing purposes only (for example, Boral meets Sir John and they become fast friends), and between game actions cannot generate in-game effects or benefits.

Resilience

The amount of damage a character can take before going unconscious is her Resilience. When a character takes damage, it is subtracted from this pool. When something returns points of Resilience, whether it is healing or repairing of armor, it adds points back into this pool.

Maximum Resilience

This is the upper bound that the character's Resilience can be restored to. Maximum Resilience is base Resilience (determined by class and level), plus any SAS and items which adds to Maximum Resilience. When a character's maximum Resilience goes up (from **Enhance** for example), the character's current Resilience goes up by the same amount. When maximum Resilience goes down (from **Enhance** going down for example), the character's current Resilience goes down by the same amount. This can cause the character to go unconscious (by ending up at 0 Resilience) but since it does not count as taking damage, it will not cause death. A character's Resilience can never go below 0 or above their Maximum Resilience.

Wounding Limbs

Every character has a "Threshold" which is determined by the character's class and level. Whenever the character takes damage equal to or more than his Threshold in a single hit to a limb, that limb becomes disabled. Damage from multiple sources, even if simultaneous, that do not individually match or beat the Threshold do not disable the limb. A disabled limb can still take damage as normal.

When a limb is disabled, it is not severed. The character must role play having no use of the limb until it is healed. All weapons or objects must be dropped, and any strapped on items (such as shields) must hang limply to one side, and may not be voluntarily moved.

Severing limbs can only be done out of combat on an immobilized victim who is bound, unconscious, magically slept, paralyzed, or magically held, or by game design. If a character is faking unconsciousness, the character is considered immobilized and the limb will still be severed. Note that the head is not considered to be a limb and therefore cannot be severed.

The category of severing a limb is broad and includes any single blow (for an undefined amount of damage) that is done with the intent to sever a limb. Armor and magical protections do not protect against severing a limb. The limb may only be reattached by twice the character's Threshold in healing at one time. This does not restore any lost Resilience and must be done in the same game day in which it was severed. When the limb is reattached, it will be fully functional, additional healing may be needed to recover Resilience. Only the character's original limb may be reattached. If the limb is not reattached during the same game day, only a clerical Regenerate Limb spell will restore the limb.

Unconsciousness

When a character's Resilience drops to zero, the character goes unconscious. Resilience never drops below 0 points. The character is down on the ground, unable to move or fight and is totally unaware of what is going on. Similarly, if all of a character's limbs are disabled, the character's Resilience immediately drops to 0. The character is not dead. Once unconscious, the character should begin silently counting to 300 seconds (5 minutes). Without healing, the character will die after having been at 0 Resilience for 300 seconds. Once the character is at 1 or more points of Resilience, she is again conscious.

Death

A character can die in three ways.

- First, by having "bled out" after 300 seconds of being at 0 Resilience without healing.
- Second, by taking damage past 0 Resilience of 8 or more points. Example, Kelvyn, who has a 2 Resilience, takes 10 more points of damage, and dies immediately. This damage must come from a single source, since characters never go below 0 Resilience. Please note that loss of maximum Resilience does NOT count as damage, and thus will not kill a character (i.e. an **Exalt** spell going down) although if the character ends up at 0 Resilience, it can cause unconsciousness.
- Third, a character can also die by an intentional killing blow once the character is unconscious (or held, bound, etc): this is a throat slit and is dealt with later in this section. Often, NPCs and monsters will die when their Resilience total reaches zero.

Healing of Damage

Characters may have their wounds healed and armor restored by spells, potions, scrolls, and other similar devices. SAS's which heal or repair all just restore Resilience: there is no functional difference between repairing armor and healing wounds.

To make a disabled limb usable again, the character must either use an SAS or other special ability (like a Binding) or must receive healing equal to his Threshold (in a single application). Each amount of healing that equals the character's Threshold will restore the use of one limb. If the character has lost

three limbs, for example, and received eight points of healing (with a Threshold of 4), the character could choose two limbs that would be restored to usefulness. It is up to the healed character to choose which limb, if any, is restored to usefulness. This healing would also restore lost Resilience in addition to enabling limbs. Healing can restore use of limbs even if it is not needed to restore lost Resilience. For example, if a character is missing 2 points of Resilience, has a Threshold of 4, and is healed for 4 points, only 2 points of Resilience will be regained, but a limb can be restored to usefulness. Note that the points gained from raising maximum Resilience (from **Exalt** for example) are not considered healing and will not restore limbs.

Characters who are dead may only be brought back to life by use of powerful magics such as **Life Spark** or **Raise Dead** that specifically resurrect a character, or by game design. Depending on the game design, it may be possible for players to carry out the body of a dead comrade and have their friend restored to life at a future date.

Resting

There are two different kinds of resting in IFGS, an Overnight Rest and a Short Rest.

Overnight Rests

An Overnight Rest is a period of at least 8 hours where characters can sleep, do mundane maintenance tasks on armor and equipment, and generally prepare for the next day. Characters are restored to full Resilience after an Overnight Rest, and all disabled limbs return to full function. The character's Bindings reset (see below) as well.

Short Rests

A Short Rest can be taken during any period of about five minutes where the characters are not under time pressure or in imminent danger. They must have space to catch their breaths, sit down, etc. and must not do anything more strenuous than eating, drinking, reading, and tending to wounds. A Short Rest can only be taken once between each encounter and final determination of whether characters can take a Short Rest is up to the GM. During a Short Rest, a number of things happen:

- The character regains Resilience equal to her Threshold. This means that the character can regain use of one disabled limb.
- Short Rest SAS may be used (such as **Restful Grove**).
- The character's allotment of Spikes refresh.
- The character's armor points refresh, giving them a new allotment of Spike counters.

Bindings

Every character may benefit from two bindings each game day. A binding is represented by a strip of cloth that must be tied around a wounded character much like a bandage. A binding can be used to either return use to a disabled limb, without restoring Resilience, or to bring an unconscious character back up to 1 Resilience. A character may also expend the ability to benefit from a Binding in order to bring herself to 1 point of Resilience, but this can only be done after the character has been at 0 Resilience for 180 seconds (3 minutes). Using a Binding this way does not require tying the binding on. It is just the body recovering on its own, but it still counts as the character benefiting from a binding. If the character has already benefitted from two bindings, this is not an option.

Subdue

Subdue is used to render a character unconscious, and may only be done on an immobilized victim who is bound, slept, paralyzed, or magically held. If a character is faking unconsciousness or is naturally asleep, the character is considered immobilized and the Subdue is still effective. To perform a Subdue, role-play striking the character on the head and call out, "Subdue." DO NOT touch the head physically. The character will become conscious after fifteen (15) minutes pass or when after the character receives healing equal to his Threshold (which does not need to be at one time). The **Awaken** spell or the **White Flower of Avalon** will reverse a Subdue. **Knight's Resist Death** does not prevent a Subdue.

Throat Slits

Throat Slits are used to kill a character, and may only be done on an immobilized victim who is bound, unconscious, magically slept, paralyzed, or magically held (this is for safety reasons). If a character is faking unconsciousness, the character is considered Immobilized and the Throat Slit will still be effective. To perform a Throat Slit, role-play drawing a weapon across a player's throat and call out "Throat Slit." Do not touch the throat physically. Throat Slits are the only form of dispatch recognized - calling out decapitation or something similar, as a more extreme Throat Slit, is not within the rules.

The category of Throat Slits is broad and includes any single blow, with the intent to dispatch a victim, to the neck with a hand-held weapon (again, do not touch the throat physically). Throat slits do not require an edged weapon. Armor and magical protections do not protect against Throat Slits. **A Throat Slit must be healed within one minute with a number of points of healing equal to twice the character's Threshold; otherwise the character is dead.** This healing does not all have to come from a single source or at one time. Healing done to heal a throat slit will not also bring limbs back to usefulness, nor restore Resilience.

A character that has been Throat Slit cannot perform physical actions, including walking. They cannot cast spells, read scrolls, or do anything else that requires speech; however they may wave their arms for help if they are conscious. Throat Slit characters cannot take any offensive actions. Potions may be used if they are administered by a person other than the character which has been Throat Slit. Characters who are Throat Slit may place a red flag over or around the throat or dangle a red flag from their mouth to indicate they have been Throat Slit. A creature that is naturally asleep will be awakened by a Throat Slit, but one who is magically slept will not.

Experience Points

Experience Points (EP) are one of the rewards you receive for participation in IFGS events, and are a reflection of your experience in the IFGS. The IFGS Society Registry is responsible for determining the guidelines for scoring and how individuals will be scored in a game, and the Sanctioning Committee is responsible for determining how many hours the game will be worth. For further details see the IFGS Registry Handbook. There are several classes of EP:

Players receive EP for every adventure they complete. EP are dependent upon the sanctioned hours of the game. Total EP determine a character's level. They are part of a player's total, but are only applied to the character who earned them. Loremasters earn extra CAP (see next paragraph) as a bonus for the effort of organizing the team, holding team meetings and being sure the team shows up for the game.

Character applicable points (CAP) are the points you earn whenever you participate in a game in any other role besides a Player Character. These points will be based upon your position in the game and the time required to fulfill those responsibilities.

The number of Experience Points that you have applied to your character determines its levels, and thus its special abilities and access to spells:

Level	Experience Points
1	0-2,999
2	3,000
3	7,000
4	14,000
5	25,000
6	42,000
7	70,000
8	115,000
9	190,000
10	310,000

Character Applicable Points (CAP)

CAP are the points you earn whenever you participate in a game as any role other than a Player Character. The number of CAP you earn is based upon your role(s) in the game and the amount of time you spent in said role(s).

CAP may be used to increase a Player Character's Experience Point total, increase a Player Character's Gold Piece total, invoke the "Fate Point Option" (As described in Chapter 5), or any number of other uses a Game Writer may place within their game.

To apply CAP to a Player Character's Experience Point total you must declare you are doing so at the beginning or end of a game and record the number of CAP spent on your Character Record Sheet. CAP may be applied to a character's Experience Point total on a one for one basis with the restriction that you must play the character at least once at each level other than first.

Example: Mary's Knight, Bronwyn, is currently 3rd level with 13,000 XP. Mary wants to play Bronwyn in the game next week, but the minimum level for the game is 4th. Mary goes to the game and at the beginning of the game tells her GM that she is applying 1,000 CAP to Bronwyn's Experience Point total thus bringing Bronwyn's Experience Point total to 14,000 which is enough to be 4th level.

To apply CAP to a Player Character's Gold Piece total you must declare you are doing so at the beginning or end of a game and record the number of CAP spent on your Character Record Sheet. CAP may be applied to a character's Gold Piece total on a ten for one basis (10 CAP for 1 Gold Piece) with two restrictions: you may not exceed a Total Treasure value equal to 75% of your Experience Point total and you may only use up to 10,000 CAP per character level per game.

Example: Mary's Knight, Bronwyn, has just made 4th level (14,000 XP) and she wants to buy some better equipment to help her survive the higher level games. Mary calculates Bronwyn's Total Treasure value by adding her gold piece value to the value of all her gear arriving at a Total Treasure value of 7,000 gold pieces. 75% of 14,000 is 10,500 and so Bronwyn is below the 75% limit. At the end of the next game Mary attends she tells her GM that she is applying 20,000 CAP for gold thus giving Bronwyn an additional 2,000 gold pieces.

Note: Local chapters may have additional restrictions on using CAP for gold. Please check with your local Registry Chair for details.

Playing Down

While it is not encouraged, sometimes you may wish to play a character at a level lower than the character's current level. To do so you must first gain the permission of the Game Producer (GP). Once you have their permission you may bring that character into their game at the specified level with the restriction that, regardless of your character's actual Experience Point total, your character is considered to have an Experience Point total of exactly half way between the minimum Experience Point total required for the level you are playing at and the minimum Experience Point total for the next higher level. Any level based affects that affect your character will be based on the level you are playing at.

Example: Mary is excited about an upcoming game because the story line really fits her Knight, Bronwyn. The only problem is that Bronwyn is currently 8th level and the maximum level for the game is 6th. So Mary tells the Game Producer why she would like to bring in Bronwyn and asks them if she can play down. The producer allows Mary to play Bronwyn at 6th level. While her actual Experience Point total will not change, for that game Bronwyn will be considered to have 56,000 XP (half way between 6th and 7th level). This affects both her ability to use items under the MILL rule (Chapter 9, Magic Items) and the Total Treasure value Bronwyn will be able to bring into the game (Chapter 9, Magic Items).

Example: While playing Bronwyn down to 6th Mary has to be Life Sparked. Although Bronwyn is really 8th level she is playing at 6th and so would only lose 3 permanent life points.

PC Fairness Rule

By default, the PC Fairness rule is in effect for all games, although it can be waived by gamecopy. In a game with PC Fairness, any PC who is attacked, killed, robbed or otherwise directly harmed or assaulted by another PC has two options: 1) he may call PC Fairness within one hour of the discovery of the offending action. If the Player invokes the Fairness rule, then the action is negated and conditions would be set such that the event never occurred, including all PC knowledge of the action. 2) She may waive the Fairness Rule and seek in-game, in-character resolution. In such an event, the PC that instigated the original event may NOT call PC Fairness against actions that were precipitated by their offense. In effect, if a PC harms another PC, and that PC waives PC Fairness, the rule "turns off" with respect to the offending PC for any and all repercussions, excluding those carried out by another PC. The harmed PC must inform the GM that PC Fairness is being waived before taking any action, otherwise Option 1 is assumed. Disagreements with the ruling of the GM may be submitted for appeal, following the procedure defined in the IFGS Rules..

The fact that the PC Fairness Rule is available in a game should be clearly indicated on every registration form and flyer. However, the default is for the rule to be in effect unless otherwise advertised. The PC Fairness Rule may be eliminated from a game if the registration form clearly advertises the rule will not be in effect.

Protests

This section deals only with PC initiated protests. Registry or Chapter challenges to treasure or benefits gained by a PC must be handled by procedures set up by the Society Sanctioning Committee. For non-PC initiated protests, consult either the game sanctioning committee, your chapter sanctioning committee, your chapter board, the Society Sanctioning Committee or the Society Board for assistance.

Fortunately, protests are not a common occurrence in IFGS games. However, when a situation arises during an adventure where you as a PC have a serious disagreement with the outcome of some major event, such as the death of a character, the disposition of an item, or the outcome of an encounter, the protest mechanism allows you the chance to have your views known and possibly have the results of an action changed.

The first thing you should do to protest is to tell the GM at the encounter what your protest is. Wait until the encounter is finished and then be brief. Interrupt the continuity of the game as little as possible and be

tactful and unemotional. Simply state what action you are protesting and why. The GM has the authority to change the ruling on the spot if you can give a short, articulate presentation of information that the GM feels warrants such a change.

If the GM does not change the outcome you are protesting or if you discover the cause of the protest after the game, the second thing you can do is send a typed account of your protest to the Chapter which sanctioned the game. Along with your protest include a \$5.00 check, made out to the sanctioning Chapter, as a processing fee. This letter must be postmarked no later than ten days after discovering the problem and, in all cases, no longer than 60 days after the event. Include in your account all the information you feel is pertinent. Include a description of the events, other players and NPCs involved, the GM, and anything else you think is needed to reach a decision. Organize it logically and make it easy to read and understand.

Following your submission, the Chapter Sanctioning Committee will rule on your protest and notify you of that decision. If the committee decides that changes are appropriate, any changes and adjustments necessary will be made. If the committee rejects your protest, you may appeal to the Chapter Board of the chapter that sanctioned the game. If rejected there, the final route of appeal is to the Society Board, which will refer the question to the Society Sanctioning Committee (SSC) for investigation. The SSC will provide the results of its investigation and any recommendation it may have to the Society Board, which will then make its decision. There is no further route of appeal available.

Chapter 3: Weaponry.

Any system that involves combat must have some sort of weapons with which the combat is fought. The IFGS gaming system is no exception, but it has the added restriction that the combat must be safe for the participants. Above all, IFGS weapons must be *as safe as possible*. IFGS weapons consist of some sort of lightweight solid or hollow core, covered with foam and wrapped in cloth. This is only a brief description of the kind of weapons used in IFGS games, but it should be clear that no real weapons are used in the fighting that occurs during a game. A general description of the allowable weapon sizes is given in this chapter. For a more detailed look at how IFGS weapons are constructed and the correct materials to be used, consult Chapter 20.

Only weapons approved by an IFGS safety officer, or an official designated by the safety officer, are allowed in an IFGS event.

In the IFGS gaming system, there are three classes of weapons: handheld melee weapons, propelled missile weapons, and thrown missile weapons. . If a player's weapon physically breaks or otherwise becomes unsafe in the course of the game, the player must continue the rest of the game without a weapon, unless he has a spare or can borrow a weapon for the duration of the game. Players can bring as many safety approved weapons on course as they wish.

Hand-Held Melee Weapons

Hand-held melee weapons include Great swords, short swords, great axes, battle axes, hand axes, staves, spears, and others. For details on the weapons available to a class, refer to the chapter for each class. Note that mundane or non-enhanced weapons can be "broken" in game by anyone outside of combat (this is for role playing purposes - the actual weapon should not be broken).

Great weapons - Great swords have a blade length between 36 and 48 inches, with a handle length of no more than 24 inches. The total length of the weapon may not exceed 72 inches. Great axes have a handle of between 24 and 48 inches in length, with a blade that is between 12 and 24 inches in length. The weapon cannot be greater than 72 inches in total length. Only the blade of an axe does damage; hits with the shaft have no effect. By default, greatweapons add +1 to a character's Spike Damage.

Swords - Short swords have a blade length between 18 and 37 inches, with a handle length of no more than 12 inches. The total length of the weapon may not exceed 48 inches. Note that a weapon with a blade between 36 and 37 inches long can be counted as a great or short sword but must be declared one way or the other at the beginning of each game.

Axes - Hand axes have a handle length of between nine and 24 inches, with a blade length of between six and 12 inches. The total length of the weapon may not exceed 36 inches. Only the blade of an axe does damage; hits with the shaft have no effect.

Staves - Staves have a length of between 24 and 84 inches. If a staff is "lost" during a game, a character may be able to find another usable one in the woods for replacement (obviously this does not work if you have actually lost your staff). This is dependent upon the GM.

Spears - Spears are single-hand weapons that are shorter than a polearm ~~(a 7 foot spear is categorized as a type of polearm)~~. They are between 48" and 62" inches long and must have a spear-tip between 12 and 18" long. Spears only do damage with the spear-tip and never with the haft regardless of padding. Because they are often used primarily for stabbing, they should have a very safe, very approved stabbing tip.

Maces - Maces are any single handed blunt weapon such as clubs. They must be between 18 and 48 inches long and must have a strike-legal surface at least 18" long. and the entire padded area will do damage. Generally, they have a weighted end. GMs may allow characters to fashion replacement clubs in-game.

Pole Arms - Pole arms must have a blade of at least 12 inches. Unpadded handle can be no longer than 1/3rd the total length of the pole. The total length of the weapon must be at least 60 inches and may not exceed 84 inches. Any portion of the weapon that is safe for striking (as per GSO approval) may do damage when striking a target. By default, polearms add +2 to a character's Spike Damage.

Daggers (Cannot be used in Melee!) - Daggers have a blade length of nine to 12 inches, with a handle length of less than six inches. The overall length of a dagger must be less than 18 inches. Daggers (weapons less than 18 inches) cannot be used in melee. The small size of a dagger and the general method by which it is used is a safety hazard in melee.

Other Weapons - Other weapons are possible. If you decide that you want a weapon that is not listed here, you may determine its damage and length restrictions by consulting the guidelines below. In all cases, the Safety Officer, a Gamemaster, or the Game Producer for a game may disallow or reclassify any weapon if he feels it is in the best interest of the game.

In designing a new weapon, compare the weapon to the weapons listed above. If there is a weapon to which it is particularly similar, it shall be treated as that weapon with all the benefits, damage, and restrictions of that weapon. In general, new weapons may not be in excess of 72 inches total length or shorter than 24 inches, and may not have a blade greater than 48 inches in length (where applicable).

Lanyards and Lanieres - Straps that attach the weapon to any part of the player's body are not allowed on weapons. This includes lanyards and lanieres. The hilt of your weapon must be constructed so that if your hand is opened the weapon will fall to the ground. A weapon that can be attached to a character's body during combat is considered unsafe and will not be allowed on course. A sheath for a weapon is not considered an illegal attachment.

Propelled Missile Weapons

This classification includes bows, crossbows, slings, blowguns, and the like. Only Fighters, Knights, Rangers, Thieves, and Monks can use propelled missile weapons. Characters are required to carry physical representations of their weapon on course; cardboard or foam representations are recommended. By default, these representations cannot be used as a melee weapon. Propelled weapons are never actually fired during an IFGS game. For more information on "archery" (which covers all propelled missile fire), see Chapter 4.

Thrown Missile Weapons

This classification of weapons includes throwing knives and stars, acid, flaming oil, holy and unholy water, rocks, and the items produced by the Druid spell *Seeds of the Elements*. Damage enhancements can only be added to throwing knives and stars and to *Seeds of the Elements*. See Chapter 10 for more details regarding stacking of enhancements.

Any class can use bean bags, except where otherwise indicated (a spell, for example). Each thrown weapon and the Monk's **Physical Attack** is represented by a bean bag of a specific color; the construction of these bean bags is discussed in the chapter on weapons construction. In general, bean bags must be at least two inches by two inches and no larger than four inches by four inches.

Bean bags are the only weapons that may be thrown during a game. You may throw a bean bag any way you like, but be careful not to throw it with too much force; you are not permitted to hurt your target. Bean bags should never be thrown at the head or groin area. Bean bags must be approved by the Safety Officer. They should not be heavy enough to actually hurt the target. There is no limit as to how many of each type of bean bag you can carry, but a Game Producer may limit the number of any and all bean bags that a character can bring into a game.

A character may only throw one bean bag at a time. With the exception of knives, stars, rocks, and specifically designated magic items, the item represented by the bean bag is consumed. This does not indicate that the bean bag itself may not be reused, but only that the item that the bean bag represents

has been used up upon the throwing of it, and may not be reused. Acquisition of additional, similar items is required to use them again in that game.

Example: If Bronwyn had a flask of acid (a red bean bag) and threw it at a dragon, the acid would be used up whether it hit the dragon or not. If Bronwyn possesses another acid flask (red bean bag), she may use it. If she purchases or finds another flask of acid in game, she could reuse her first bean bag as a representation of the new flask.

Players can pick up their non-reusable bean bags after an encounter and store them in their backpack; putting your initials on your bean bags can help you identify the bean bags that are yours.

Different bean bags have different effects. Throwing knives, stars, and rocks can be thrown to cause damage to most creatures. Acid and flaming oil can cause damage or have a different effect on special creatures depending on how the Game Writer has defined them. Holy or unholy water affects certain creatures, but again, the effects depend on the game design. For instance, holy water can cause significant damage to undead creatures if the GD wishes it to. Flaming oil is also commonly used to destroy the bodies of creatures that may regenerate.

Although most of the bean bags only do minor amounts of damage, they can make a difference in a game. Bean bags and their effects are summarized in the following table. Damage listed in the table is the default and may be changed by game design.

Oil, flaming oil, and holy water have some unique stipulations on how they are used in the game; these are discussed in the following section.

Oil

Oil by itself does no damage and is used for role playing purposes to help lubricate or burn objects. A character cannot be saturated in oil unless the character is bound, unconscious (not normally asleep), magically held, etc. In this case, saturation with oil followed by the lighting of that oil will produce damage equal to one point per flask of oil that was used to saturate the character. This damage will be done as a whole, and the damage in this form is instantaneous upon the lighting of the oil (e.g., if an unconscious character were covered with ten flasks of oil, and the oil were then ignited, the character would instantaneously take 10 points of damage, not 1 point of damage ten times). A character cannot add Spike Damage to a flask of oil.

Flaming Oil

Oil flasks are turned into flaming oil by tying or attaching a red string or piece of cloth to the bean bag representing the oil. A character cannot add Spike Damage to a flask of oil.

Holy/Unholy Water

Holy and unholy water can be used by any class for various role playing purposes, in which cases it does no damage. It can also be used by any character class as a weapon against certain types of undead and evil creatures. The damage that holy or unholy water does when used in this fashion varies by game design, but defaults to two points of damage to the undead and no damage to the living. The damage is not modified by the base damage of the character using the holy or unholy water. Call "holy water" when throwing a holy water bean bag.

Bean Bags

Bean Bag Color	What it Represents	Damage	Reusable?
Gray	Throwing Star or Knife	1*	Yes
Brown	Rocks	1*	Yes
Red	Acid	1 point	No
Black	Oil	0 points	No
Black w/Red Tie	Flaming Oil	1 point	No
White	Holy/Unholy Water	Default 2	No
Green	Seed of the Elements	Variable – see Druids	Special
Purple	Physical Attack	Variable – see Monks	Special
Blue	Wizard's Bolt	Variable – see Magic-Users	Special

* Spikes may be used to increase this damage.

Use of Weapons

The use of weapons in IFGS games is controlled to some degree; there are areas of the body that may not be struck under any circumstances. These areas include the head, the groin area, and the throat. Physical contact in melee situations with anything besides a legal weapon (as discussed earlier) is strictly prohibited and may be cause for expulsion from the game. Similarly, hits with a legal weapon to the restricted areas can be treated in like fashion if the Gamemaster or Safety Officer decides that it was done maliciously or if it occurs by the same person on a regular basis. Attacks to other areas of the body should be done carefully and without undue force. The general guideline is to hit the person hard enough so that the individual is aware of the hit, but not so hard that it will hurt him. If you feel someone is hitting you too hard, it is your responsibility to inform him of that fact. If the person continues to do so, you should inform the GM. This applies to both PCs and NPCs.

Chapter 4: Combat

While not the prime component of fantasy adventuring, combat is a vital one. What else do you do when the ogre says “None shall pass!” There is a good deal of simulated mayhem in IFGS. However the stress is on the word “simulated.” Safety is the most important part of IFGS combat. Players and NPCs have to maintain control of themselves and their actions at all times. The risk of real injuries is too great to be disregarded, no matter what is at stake in the game.

There may come a time when a player, for safety reasons, does not perform an action and their character is harmed for it. That is one of the reasons for the GM. After melee has stopped, the player can inform the GM of the situation, and ask for a ruling.

It is a general courtesy to let someone know, PC or NPC, that you are not affected by their spell effect unless it would be disadvantageous to you for them to know you are not affected (for example, a Thief using the *Distrust* skill).

Spikes

Every character has a number of Spikes that they can use in combat. Spikes are special attacks that can do more than one point of damage. The base number of Spikes that a character can use, as well as the base damage for each, is determined by class and level. In order to use a Spike, the player must call out “Spike [damage], activated”, then call the spike damage with the next blow that hits. The next attack must use the Spike damage, and the Spike will remain active until successfully used (See Hit Acknowledgement, below). The player must continue to call “Spike [damage] active!” about every two seconds, or the Spike is wasted. If the player uses another attack (such as a No Defense Blow, or even a regular uncalled 1-point hit) the Spike is also wasted. There are a number of SAS that will both add to the number of Spikes the character can use, and add to Spike damage. A bonus to Spike damage adds to ALL Spikes, not just one. Finally, the character’s allotment of Spikes refreshes at the end of a Short Rest. A character can only deliver spikes with his dominant hand. (Some SAS allow the use of either hand). The dominant hand should be determined at character creation.

Combat Defined

The term *one combat* is used from time to time and needs to be defined. Combat begins when an action is taken by a creature (PC or NPC) with intent to cause damage or ill effect(s) upon another creature (this also includes magical attacks). For instance, drawing your sword does not initiate combat, but swinging it with the intent to hit someone does. Drawing your bow does not initiate combat, but releasing an arrow at another character does. Casting an *Enthrall* would also initiate combat. Setting off a trap or a glyph would not initiate combat. Combat can also be initiated between members of one team, but it is only considered a combat if there is a risk and intent to wound or kill. Combat ends when hostile action ceases by all involved parties.

Three basic types of melee combat exist in the IFGS rules system: hand-to-hand combat, which includes fighting with swords, staves, etc., missile combat, which includes propelled missiles (simulated bows and crossbows) and thrown missiles (bean bags representing various items).

No Mark in Combat

In rare circumstances, a character might not take any damage from a blow (e.g., an NPC that isn’t affected by non-magical weapons). Characters taking no damage from an attack for whatever reason (as opposed to countering the attack with an immediate counter) should call out “no mark” loudly enough that the attacker understands that they are doing no damage. A character unaffected by a spell or ability for any reason should call out “no effect!”. A character unaffected by an attack’s damage will not generally take any other effects from the attack such as knockdowns. As a note, by default, immunities stop protections from being affected.

At any time, a player may ask another player or NPC what their current Resilience total is, and the player or NPC should respond truthfully.

Magical Damage

If a player is using a magic weapon, then they should call out "magic" about every 5 swings so that it is clear to the opponent that they are doing magic damage. If one weapon does magic and the other does not, they should make it clear to their opponent which weapon is doing the magic damage. Certain creatures only take damage from magical weapons. If a weapon is magical, then the damage has to be called out as magic; this is not a choice of the player.

Spells such as **Strong Arm**, or **Battle Weed** or **Plant Seek** do not make the damage that the character does magical. These are spells that affect the character and not the character's weapon directly. However, spells cast upon weapons such as **Celtic Fist** transform a weapon temporarily into a magical weapon.

Damage Types

There are also a number of other damage types. These come in elemental damage, material, and special damage varieties.

By default, there are four elemental damage types. These are fire, ice/cold, earth, or lightning. This indicates that the damage stems from that element. Damage of this sort need not necessarily also be "magic". For example, damage from a lava flow might be "fire" type but not magical. All applicable damage types must be called out about every 5 swings so that it is clear to the opponent what damage type is being done. For example, damage from a magical ice weapon might be called as "magic, ice!" Generally, only one elemental damage type can be applied to any one attack. Players cannot normally do elemental damage without using an SAS or magic item, although as usual, game design can alter that.

The material of a weapon may also add damage types. A weapon of cold iron would do "cold iron" damage, and similarly, a silver weapon would add the "silver" damage type. There are no limits on the kinds of materials that are allowed, but without getting special items, players are limited to doing damage of a type that matches their weapon. This is limited to wood, iron, steel, stone, or bone. Normally, these default material types do NOT need to be called out with an attack. Other materials must be. By default, only one material damage type can be applied to any one attack.

Conducting Damage

"Conducting" is a special call that tells the target that the attack will be effective even if it hits equipment. Conducting damage that hits a weapon, shield, or item is taken to the limb holding the piece of equipment. Conducting damage that hits clothing is always taken to the torso.

Piercing Damage

This special damage pierces armor and, if it strikes a limb, disables it. Armor points cannot be used to counter spikes delivered with Piercing Damage. It does normal damage to Resilience, but is blocked by spells and protections, unlike No Defense Damage (see below).

No Defense Damage

No Defense damage is damage that always ignores all spells and SAS that would stop it, such as **Stone Skin** or **Divine Retribution**. Taking any amount of No Defense damage to a limb disables it. There is only one way to negate No Defense damage: avoidance. Dodge, Evade, and the like, that simulate avoiding the attack will work well against No Defense damage. Armor points cannot be used to counter spikes delivered with No Defense Damage. Even actual immunity to an attack will not stop No Defense damage. Thus, if a character is immune to fire damage (either from an in-game effect or from the 7th level Elemental Path Druid spell, **Elemental Immunity**) No Defense fire damage would have its normal effect. Some SAS such as "Ignore Pain" will counteract the effects of No Defense damage, but do not stop it.

Carried Effects

Certain attacks are used to deliver another effect to the target, either through melee or missile fire. Examples of these are the effects from Venom Poison or Red Death. These effects are called *Carried Effects*, and armor does not protect against them.

Status Effects

There are a few different keyworded status effects that can be caused by various SAS. These are detailed below:

Weakened – a weakened character cannot activate Spikes.

Poisoned – a poisoned character gains half the amount of healing than normal (round down).

Confused – a confused character cannot activate magic items or cast spells.

Dazed – a dazed character has a -2 penalty to his LI resistance. A character does not take cumulative penalties from being Dazed more than once.

Immediate Counters

Many spells, abilities, and skills are designed to counteract an attack or spell effect; these are called Immediate Counters. Immediate Counters must be called out directly following the attack or spell effect they are neutralizing. For example, a Knight may strike a Fighter calling out “**Avenging Blow**, 5 points.” The Fighter, wishing to avoid this devastating attack, could counter by using their **Dodge Blow** skill, calling out “dodge” immediately following the strike to their torso by the Knight. In cases where there is no physical manifestation of the counter (such as a Thieves’ **Distrust**) the character may wish to inform the GM they are using the Immediate Counter without making everyone around them aware of it.

If you have a non-standard protection, then you should acknowledge almost all attacks when possible. For example, you might say “countered” or “no effect”, or something similar, depending on the nature of your protection. The purpose of your acknowledgement is to let the attacker know that you are aware of their attack and have taken the appropriate response. It saves them from having to continue to yell at you, trying again to get your attention in hopes their attack will have some significant effect on you, and it saves you from getting a reputation of ignoring damage.

No Mark

Characters taking no damage from an attack for any reason other than using an immediate counter (e.g., an NPC that isn’t affected by blunt weapons) should call out “no mark” loudly enough that the attacker understands that he is doing no damage.

Damage Acknowledgement

Any time a character takes damage which is not 1 point of melee damage, or takes an effect of any kind, an acknowledgement is required. This can be “Got it” or “Good hit” or whatever the player wishes, but acknowledgement is required. This includes arrows, thrown weapons, and spike damage, as well as spells and other special attacks (such as **Nerve Strike**). Failing to acknowledge the attack within about 2 seconds means that its user does not expend the attack or power, and can use it again.

Knockdowns

Many of the spells, abilities and skills in the rules system include a Knockdown (KD) as part of the effect. Additionally, some magic items may include Knockdowns when discharged. The duration of a Knockdown should always be called out with the effect. When a character suffers a Knockdown, they must immediately fall to the ground. After the duration has expired, the character can get up if they desire. There are two suggested ways to safely take a Knockdown.

1. The character drops to the ground or sits down, touching the back of both shoulders to the ground immediately. The character starts counting as soon as their torso has touched the ground. The character may then sit up but may not get to their knee(s) until the duration of the knockdown has passed.

2. The character may kneel down, putting both knees on the ground, leans forward and then places one of their hands on the ground. The character starts counting as soon as both knees and the hand is on the ground. The character must stay this way, including having the hand on the ground or change to one of the other KD positions described in the previous paragraph, until the Knockdown duration has passed.

The acts of falling down, tumbling and getting back up are not considered part of the Knockdown. The Knockdown does not begin until the character's torso has touched the ground or both knees and one hand has touched the ground. It needs to last the full duration of the knockdown which can seem an eternity when you are in it.

If a player seems to have trouble taking the full duration of the Knockdown, their GM may ask them to count their Knockdown out loud. If a safety reason mandates the knocked down character move, the player must make every effort to take a full KD upon arriving at a safe area to continue the combat.

Characters who have been knocked down may not attack in any manner. They may not cast spells, use skills or abilities, or activate magic items, including autocast. They may, however, defend themselves from attack. When attacking a person who has been knocked down, all IFGS safety rules must be observed. If the knocked down character cannot be safely struck, no attempt to do so should be made. In the case of damaging spells, abilities or skills, or magic items that include a Knockdown, if a character takes no damage from the attack, then the character does not take the Knockdown.

Autoactivated items and Spells where the player has no control over the item or spell will work while in a KD. For example, **Wrath** and **Divine Retribution** will automatically discharge, but the character may not re-cast or re-direct while in a KD.

While Mage's **Concentration** may prevent a Knockdown from affecting a character, it cannot protect a character that has been affected by a KD since the character can't start casting while in the KD.

Propelled Missiles

Propelled missiles include the simulated use of bows, crossbows, slings, or other missile weapons. All physical representations (bow reps) of bows, crossbows, etc., must be constructed in such a manner as to pass all safety checks and be made of materials that are safe for all participants in an IFGS game, player and non-player alike. A real bow or real crossbow may not be carried into a game. To fire any missile weapon, the character must not have anything else in either hand or attached to the arms other than clothing (that is, no type of shields or other weapons).

A bow rep cannot normally be used in hand to hand combat in any manner. Any damaging melee attack to a bow rep will destroy the weapon. If a player does not drop their destroyed bow then all further attacks against the bow rep are considered to have struck the wielding player. Bow reps may not be fired if attached to the player's body. They may be slung or hung on a utility belt, but may not be fired from that position.

Players do not have to carry representations of arrows or bolts or quarrels, etc. If a character loses their bow rep during the course of a game, then the character must play the game without the bow (unless they can find another one In-Game); PCs are not considered to be proficient enough to make bows out of dead wood in the course of a game without the use of SAS.

Damage

Arrows, etc., do one point of damage unless a critical attack is used. Damage is taken to the torso of the target unless otherwise called (Rangers are the only class that can target a limb with missile fire unless aided by a magic item). Every shot is assumed to hit the target.

Two types of archery hits are possible:

Hits, also known as normal hits or marginal hits, do one point of damage. Shields will protect the carrier from marginal hits so long as they are being interposed between the shield holder and the archer. Spike damage cannot be used on a marginal hit. Characters can move while aiming a marginal hit.

Critical hits are not stopped by the target's use of a shield and cause a 0-second Knockdown. In addition, Spike damage may be applied to critical arrows (if desired). Without special SAS, a character must have both feet still while aiming and firing a critical arrow.

When is an Arrow a Marginal or a Critical?

For every set of 10 arrows fired, every player has a set number of Marginals and Criticals depending on the player's class and level. Which shots are marginals and which are criticals are up to the player. All arrows require a quick count of 30 of aiming time. If a player has used their current allotment of criticals for the current set of 10 arrows, then the rest of that set of arrows will be marginal. Criticals may not be put in a magic item.

Number of Criticals Allowed

Rangers are allowed 1 Critical arrow per level per set of 10 arrows, e.g. a 5th level Ranger has 5 critical hits per set of 10 arrows.

Fighters, Knights, Monks and Thieves are allowed 1 Critical arrow for each two levels, (round up), e.g. a 5th level Fighter has 3 critical hits in each set of 10 arrows. Players are on their honor to use their remaining marginal hits in the set of 10 in combat before shooting additional critical hits.

Shields and Missile Fire

Shields will block damage from non-critical missile fire if the player carrying the shield is actively attempting to interpose the shield between himself and the archer or the shield is in the direct line between the archer and the target. Shields that are slung on the back or are not covering the torso do not stop marginal hit missile damage. When in doubt ask the GM for a ruling. Shields do not protect against a critical hit or targeted arrows, as in the Ranger ability, **Target Arrow**.

Range of Missile Fire

All propelled missile fire has a maximum range of Combat unless altered by a special ability or a magic item.

Number of Propelled Missiles Allowed

Unless otherwise indicated by the Game Writer or Game Producer, players who can use and are carrying a missile weapon into a game are allowed to start a game with 20 mundane arrows (or appropriate ammunition for the missile weapon they are carrying). Players do not have to carry physical representations for these arrows. Magical or enhanced arrows, etc., are not counted against the 20 mundane arrow limit. For games that are longer than a day, players are still only allowed to start the game with 20 mundane arrows. Players can obtain more arrows during a game by several different methods (e.g., buying them, a Ranger making them, etc.), and characters are only limited to carrying a number of arrows as may be considered reasonable (GP discretion). The appropriateness of trading missiles between characters is up to GP discretion.

Recovering Propelled Missiles

Normal or mundane missiles are not recoverable after they have been fired in combat. It is assumed that the arrow was so damaged by combat as to be non-reusable. One-shot magical arrows are also not reusable. Permanent magical arrows are recoverable after the combat has ended and can be used again in the next combat if allowed by the savvy. Players must role-play recovering their fired arrows. If the magic arrow hits a target who escapes, it is assumed the arrow that struck the target also is gone and not immediately recoverable. The success or failure of attempts to track and recover such lost magic arrows is up to the game script or GM discretion as appropriate.

Missile Fire at Night

For propelled missile fire at night, the player should indicate their target by using a tight beam flashlight. A short flash, two seconds in duration, must be used. Everyone should be careful not to flash lights into the eyes of others. Laser pointers are not allowed.

Aiming Time

Before firing a missile weapon, a character must aim for a predetermined length of time, called the Aiming Time. Aiming Time is a base and is immutable. It is always a quick count of 30. During the Aiming Time, the character must keep both hands on her bow rep and focus on their target for the duration of the Aiming Time. For marginal shots, she need not remain stationary, but cannot run. Critical arrows require the character to remain with both feet stationary for the full aiming time. If the target disappears behind an object that completely hides the target for the quick 30 count then the target is lost and the target must be re-aimed for the appropriate Aiming Time before a shot can be fired at the target. The exception to this is Opportunity Fire; see the section titled **Opportunity Fire** for full details. An aim can be "held" as long as is desired: the aim times given are merely a minimum.

The in-game mechanics for firing a Propelled missile are as follows:

After the completion of the aiming time:

Announce "ARROW"

Announce the target: such as "BLUE" or their name, if known

Announce the type of arrow: Only if it is a Critical or if an Ability based arrow, the name of the ability

Announce the damage: "X # of points" Note that missile damage is ALWAYS called, even if it is only 1 pt.

Announce any additional specifics: "Target Arrow, Left Arm", or "Poison, # points", or "Fire Arrow" are a few examples.

Announce any applicable Knock Down: "Knock Down"

If no Knock Down is applied DO NOT say "No knock down" as this will confuse your target. Combat is very noisy without additional yelling or screaming.

After announcing the above, the archer may begin Aiming Time again. An archer must always aim for the full Aiming Time.

Time between shots when applying a Spell, Ability, or Skill (SAS) to Missile Fire

As with all Spell, Ability, or Skill usage, five seconds must pass before use of a second SAS. In regards to Missile fire this means that after an archer fires off an arrow that required active use of a SAS, they must wait five seconds before beginning to aim to use another SAS. If the player is simply firing an arrow which they will not apply a SAS to then they can fire after the appropriate aiming time.

Example: A 5th level Ranger shoots a Target arrow. If the Ranger wishes to fire another arrow that he/she will apply a SAS to, then the Ranger must wait 5 seconds before beginning to aim and aim for the time required in the SAS description. If the Ranger simply wishes to fire an arrow without applying a SAS to it then he/she can begin aiming as soon as the Ranger has finished announcing the previous arrow.

Honed arrows and Elemental arrows are considered to have had the SAS pre-cast such that the 5 seconds between SAS requirement does not apply.

Opportunity Fire

Opportunity fire is a simulation of aiming at a specific point or location where the player expects a creature to appear and then shooting when a creature appears. To use Opportunity Fire the archer must aim at a specific point or location such as a doorway, a window, a cave entrance or other such points or locations which can be specifically designated and limited in size to no more than an arm's length in radius for a normal sized human. This must be a defined, obvious point or location. Only one location can be targeted. The player may target a doorway or the window next to it but not both. The player may target both sides of a normal sized tree, but not a really large tree. The archer must state what their target is such that the GM or other game staff can hear them. The archer must 'aim' for a full a quick count of 30 Aiming Time. Only Marginal hits are allowed using Opportunity Fire, no Critical hits allowed including any skills, abilities or spells that would allow a Critical hit or cause a Knock Down. No 'named' arrows (such as ***Killing Arrow*** or ***Arrow of Slaying***) may be used for Opportunity Fire. The archer must fire at the first Target of Opportunity. If the archer chooses not to fire at the first target to appear, then the archer must re-aim for another a quick count of 30 Aiming Time.

Thrown Missiles

Thrown missiles involve the use of bean bags. The available thrown missile weapons include rocks, throwing stars, throwing knives, acid flasks, oil flasks, holy or unholy water, and bean bags from the Monk ability **Physical Attack** and the Druid spell **Seeds of the Elements**. Only one bean bag may be thrown at a time per throwing motion.

Damage

The damage from thrown missiles varies as to the type of missile being used. The damage for each missile weapon is listed in the Weaponry chapter, with the exception of the Monk **Physical Attack** ability, **Wizard's Bolt**, and the Druid spell **Seeds of the Elements** (which are listed with those respective classes). The damage from thrown weapons must always be called when the weapon is thrown, even if it is only 1 point.

Blocking Thrown Missiles

Shields and melee weapons can block thrown missile weapons. If the bean bag strikes the shield or weapon, no damage is taken. However, shields and weapons do not protect from damage taken from the bean bags from **Seeds of the Elements**, **Wizard's Bolt**, or **Physical Attack**.

Range

With the exception of the Monk **Physical Attack**, the range of thrown bean bags is limited only by how far they can safely be thrown. The bean bag must hit the target in order to damage it. The range of **Physical Attack** ability is Melee Distance (see Ranges).

Number of Thrown Missiles

There is no limit to the number of thrown missile weapons a character can bring into a game. However, Game Producers have the right to limit the number of bean bags a player can bring into the game. Bean bags from **Seeds of the Elements** and **Physical Attack** have limitations discussed in the spell and ability descriptions.

How Thrown Missiles Work in a Game

In all cases except the Monk's **Physical Attack**, bean bags are considered to be some sort of thrown weapon or object, and may be thrown from any distance. The Monk ability is representative of an actual physical attack, and thus is not really an object. The bean bag may be thrown whenever a character desires, provided the character has a bean bag of the appropriate type and can move to throw the object. The method for using bean bags in a game is straightforward: simply throw the bean bag at the target, and if it hits, call out the damage done by the bean bag.

Melee Combat

Melee is defined as the physical, hand-to-hand combat between two or more characters. During melee, any time the weapon contacts the body, damage is inflicted, even if the weapon strike was partially blocked or is a light hit. Any deviation from this policy, such as the idea that contacting the weapon with an item before it hits the body negates the attack, is a deviation from IFGS rules. For a bladed weapon, the point or edge of the weapon must make contact, as opposed to the flat of the blade.

Each hit does a default of 1 point of damage and this damage need not be called. If the character is doing more than 1 point of damage, the damage must be called out as the attack is made. Melee damage should be called out loudly enough to be heard by the person immediately affected, but not so loud as to interfere with ranged attacks by other characters. The amount of damage a character does depends on the level of the character and whether the character has any magic enhancements. Hits should not be made in an unrealistic, rapid fashion; the tip of the weapon should travel away from the target 18 inches or 1/2 the length of the weapon, whichever is shorter, before striking again. If a character repeatedly uses this style it should be brought to the attention of a GM on course. If a blow strikes multiple limbs, or a limb and the torso, the damage should only be applied to the first hit-location struck, and if the blow struck multiple locations simultaneously, you should make the decision as to where damage should be taken, although you should only count the blow as one hit. If you feel someone is hitting you too hard, it is your responsibility to inform them of that fact. If the person continues to do so, you should inform the GM. This applies to both PCs and NPCs.

If damage is not called out by the player, then one point of damage should be assumed. A player can choose to do less than their maximum damage on a weapon strike; they should just call out the amount of damage they desire. If a weapon accidentally hits someone when it is not being wielded in combat, it does not do any damage.

Other than these specifics, melee combat is just like you have seen in movies. Move in, parry and thrust with your weapon, and try to score hits on your opponent(s). If you don't hit, then don't call out damage. If everyone helps, combat goes smoothly and fairly.

Physical Contact in Combat

Physical contact with anything other than a safety-approved weapon during melee is strictly forbidden. Punching, wrestling, tackling, grappling, and martial arts, etc. are not allowed in IFGS events. They simply are not safe. Players are not allowed to physically block another person's movement or try to block someone's vision (such as a caster), for example, by putting cloth over someone's head. Players are also not allowed to grab or step on another player's weapons or shield while these are in their opponent's hands, or use a weapon or shield to pin another player's weapon or shield to large, fixed objects such as the ground, a tree, or a structure.

Hits to the head, throat, or groin area are strictly forbidden. Repeated careless contact to the head with any type of item will be harshly dealt with by the game staff, even to the point of expulsion if deemed appropriate. Purposeful contact with the head will lead to immediate sanction and usual expulsion from the game. Sometimes during the excitement of melee someone will accidentally get hit in the head, groin, or throat. If the blow is serious, all the people involved in that fight should stop immediately and not resume until the person struck indicates that they are capable of continuing. If the blow is minor the combat may continue. In any case, blows to the head, groin area, or throat never inflict game damage points.

Hits to the head, throat or groin area are strictly forbidden.

Base Damage

All of the Character Classes do one point of damage as their base.

Weapon Proficiency

In the beginning of the chapters describing the various Character Classes is a section called Weapon Proficiency. The description after this heading indicates the number and type of weapons with which a character of the particular class is proficient. This is not the number of weapons a character can carry during an adventure. It is assumed that a character can carry as many weapons as their physical abilities will allow.

A character can never do Spike Damage with a non-proficient weapon type. If a character tries to use a weapon with which she is not proficient, then the character may choose to do damage and drop the weapon immediately, or do no damage and keep hold of the weapon. In the latter case, the attacker should call "Zero Damage" or "No Damage" to make it clear what is happening. If a character blocks with a non-proficient weapon, she may choose to either take the damage to the blocking limb and keep hold of the weapon, or take no damage, but immediately drop the non-proficient weapon.

If a character can use a limited number of weapon types, these should be selected when the character is created and should be indicated on the character background filed with the IFGS. These cannot be changed, except by use of the Fighter ability ***Weapons Instructor***.

Suppose your character can use two weapons, and you pick sword and bow. These are the only two types of weapons to which the character may ever apply their Spike damage. The limitation is only on types of weapons; a character can choose to carry two swords and a bow if they desire.

Chapter 5: Character Death

When an NPC or PC is killed, it is the responsibility of the character to role play the dying as well as any other action the character does during the game. Though it may be fun for the player, overacting disrupts the atmosphere of the game. A dying gasp, last words if the situation calls for them, or a silent leaving of the soul can add to the game and show good sportsmanship. Some games allow players to bring in secondary characters. Then if your main character should by some unfortunate happenstance die, you can resume playing the game with a different character.

When a character dies, any curses on that character, though not active, remain in effect. Should a cursed character be brought back to life, the curse(s) are still in effect and become active again, unless otherwise stated in the description of the curse.

Poison and Disease remain in the body and are still in effect when you are returned to life. For purposes of time progression, they are considered to be newly applied or contracted when the body is returned to life. However Raise Dead removes all Poisons and Diseases from the body (even Red Death). Durational spells and abilities (good, bad, and indifferent) run their duration as normal and may still be in effect when the body is returned to life.

Resurrections

There are a number of spells and abilities that can return a dead character to life, including *Life Spark* and *Raise Dead*. Look in the individual spell-descriptions of the exact effects and costs of these spells.

If the character is not resurrected, then the character's career is ended. The player may, at the GM's option, wear a white shirt and follow the party at a distance in order to be able to watch the rest of the game. Some Game Producers allow the player to reenter the game with a different or secondary character. This will be indicated ahead of time so that the player can come prepared with a new character.

When a resurrection occurs, the character must be resurrected to the same level the character was when the character died and the character will have the same number of Experience Points.

When resurrection is permitted in the game, the head, torso, and at least two limbs are necessary for the resurrection to be successful. If a limb(s) is missing and the character is resurrected, then the character will come back without that limb(s). Characters cannot be resurrected from blood spatters or from a single limb.

The Fate Point Option

In the event of the death of a Player Character, any player has the option to apply Character Applicable Points to invoke Fate to avoid the death. Essentially, the work the player has done to earn CAP causes the Fates to intervene and allow the character to avoid death. The specifics by which death was avoided depends on the situation and the imagination of the GM and the PC. Possible explanations include Deity intervention, or a lucky stumble to avoid most of the effects of a Fire Strike or a fortunate grab at tiny ledge when falling over a cliff or off a bridge. The PC cannot invoke the Fate Point option until the GM is consulted. Normally, the PC whose Fate is being adjusted is inanimate until the end of the encounter. The GM may choose to allow Fate to work more quickly, if, in the GM's judgment, such a result is appropriate or necessary for team survival.

After the Fate Point Option is invoked, the PC shall have 1 point above unconsciousness. It only negates or reverses the thing that would have killed the PC. It does not heal any other damage, curses, poisons, diseases, or glyphs that the PC may be suffering. The PC does not lose resilience points or suffer any of the normal penalties of dying. Their spell or ability point totals are unchanged from before when they would have died.

The amount of CAP required to invoke the Fate Point Option is 3000 CAP per level of the PC or the current experience point total of the PC, whichever is less. The minimum CAP required to invoke the Fate Point Option is 1500 CAP if the PC has less than that much experience.

As always, the Game Writer may place additional strictures or properties to the Fate Point option within his own game, as approved by his Sanctioning Committee and advertised in the game flyer.

Example: Mary's character Bronwyn, an eighth level knight, is slain in combat with a dragon. The Fate Point option has not been disallowed, so Mary invokes the Fate Point for Bronwyn. Mary notifies her GM, and they agree that the fatal blow from the Dragon's Claw which should have killed Bronwyn actually just knocked her aside and dazed her until the battle was over. The shock of it all reduced her to 1 point above unconsciousness. She joins her team in deciding what to do next after the team finishes with the dragon.

Chapter 6: Armor

Armor has been of many different types throughout the ages, from the Egyptian's golden breastplates to the modern bulletproof vests. Effectiveness has constantly been improved in an attempt to stop whatever the technology of war has created.

How Armor Works

Every suit of armor has a number of Armor Points. Each Armor Point gives two special benefits: the first is that it adds +1 to the character's Threshold, making it harder for that character to be limbed, die, and have other bad things happen. The second is that for each Armor Point, the character can call an immediate counter to a melee, thrown or propelled weapon attack used against her. This entirely counteracts the attack and all damage and effects associated with it. No Defense and Piercing damage cannot be countered by Armor Points because they ignore armor. When countering an attack, the player should call out the source of the Armor Point; this may be "Defense" or "Chain Mail" or anything of the sort. Armor Points cannot be activated while unconscious. The counters will refresh during a Short Rest.

Going Without Armor

A character without armor gains no benefits from Armor Points, and thus, no bonus to Threshold or Spike counters. It takes 2 minutes to take armor off and 5 minutes to put armor on. The player must role-play the process for the full time and GMs are encouraged not to artificially skip this period. Help from another character can take a minute off of each of these times.

Types of Armor

In order to achieve a fair degree of realism, as well as for variety and simplicity in IFGS games, four types of armor are available: leather, chain mail, scale, and plate. These are the only types of armor that are officially recognized. Each type of armor absorbs a different amount of damage. All classes except Magic Users and Monks are allowed the use of armor, but there are limitations as to what type of armor a class is allowed.

Leather armor provides one Armor Point and can be worn by Fighters, Knights, Rangers, Clerics, Druids, and Thieves.

Chain armor provides two Armor Points and can be worn by Fighters, Knights, Rangers and Clerics.

Scale mail provides 3 Armor Points and can only be worn by Fighters, Knights, and Rangers.

Plate armor provides 5 Armor Points and can only be worn by Fighters and Knights.

Some magic armor may provide more Armor Points than normal armor.

Special Armor Type – “Natural Armor”

Natural armor represents the thick hide of a natural creature or other kinds of armor that isn't generally worn. Natural Armor acts as leather armor for the purposes of what can mend. It will not stack with other types of worn armor.

Armor Does Not Protect Against:

Throat Slits
Limb Severs
Kill Daggers
Carried Effects
Piercing Damage
No Defense Damage

Representations of Armor

To indicate that armor is being worn and to indicate the type of armor being worn, a two inch by two inch square of cloth should be worn on the chest. Brown indicates leather, blue indicates chain mail, green indicates scale, and red indicates plate. Accurate and easily identifiable facsimiles of armor may be worn instead of the colored cloth patches. GMs will decide if the facsimile is to be allowed. Only one suit of armor may be worn by a player at one time.

Armor Availability

If a character is allowed to wear armor, the character may come into his first adventure with a suit of leather armor. This is the only type of armor a character can have when the character is first starting out, and there is no monetary cost for the armor to the character the first time he plays. Characters can obtain more protective armor by finding it in a game as treasure or by purchasing it in game. Armor cannot be obtained by any character between games. Armor found on creatures or NPCs is assumed to be un-wearable by any PC until it has been “fitted” between games. Some armor will simply be too big or too small to be fittable, and will be unrecoverable by game design. This means that armor found in game cannot generally be used in the same game it is found. As an additional restriction, characters may only come into game with one suit of armor

Shields

Shields can be used only by Clerics, Druids, Fighters, Knights, and Rangers. A new character may bring a shield into the game, but if it is lost or for some reason becomes nonfunctional, the player will have to continue the game without the shield. Shields may be replaced between games at no cost to the character. Shields do not take damage from any kind of normal attack. Characters cannot do damage with a weapon held by a hand on the same arm as a shield.

No shield may exceed an external circumference of 120”. This length is to be measured by stretching a string around out the outer limits of the shield. Inner concavities are ignored. In other words, for a star-shield with multiple points, stretch the string around the outermost points. A shield must be a minimum of 15 inches across at some point on the shield (excluding the thickness of the shield).

Items cannot be attached to a shield to increase the overall dimensions of the shield. A character may only use one shield at a time and the shield must be held in the hand or attached to the character's hand or arm. Sheaths, belts, arm bracelets, backpacks, or similar items are not considered to be shields. Shields should have a minimum of two inches of padding around the edges and one inch of padding along the face. A shield is a defensive device and as such is never used to rush, overbear, or move an opponent. A shield cannot be used as a weapon. Shields and any weapons attached to a shield do not do any damage.

Shields will block damage from marginal missile fire if the player carrying the shield is actively attempting to interpose the shield between himself and the archer. Shields that are slung on the back or are not covering the torso do not stop marginal missile damage.

Shields do not protect against a critical arrow or targeted arrow, as in the Ranger ability **Target Arrow**. Shields will also protect from damage from thrown bean bags (except for **Seeds of the Elements**, **Physical Attack** or **Wizard's Bolt**) as long as the bean bag clearly hits the shield and does not contact the person. Shields do not block any magical damage due to spells.

Chapter 7: Poisons and Diseases

Three classes of poisons are used in IFGS games. Poisons are most often injected through a weapon strike, but they can also be coated on items such as a chest or a lock or can come in the form of a potion. Various mechanisms for curing poisons exist and these are discussed under each of the individual poisons below.

If a creature or character is struck with a poison attack, it is assumed that some small scrape gets past armor enough to be effective.

Toxin

Toxin poisons only enhance damage attacks or damage directly to the affected individual. Since their effects are instantaneous, they are not affected by *Neutralize Poison* potions or spells. Immunity to Poison will protect against Toxins. Toxins may be ingested, injected, or picked up by contact (contact poison). Each toxin poison will describe how much damage it causes.

Venom

Venom poison causes death in five minutes and as soon as the character is affected by the venom poison, she is *poisoned*. After four minutes the GM will inform the character that he does not feel well, 30 seconds later the character will become unconscious, and 30 seconds later the character will be dead. Venom poisons can be neutralized by *Neutralize Poison* potions and spells. If a character has a *Neutralize Poison* or *Freeze Poison* cast on him while he is unconscious, he can be awakened as if he was under the effects of a *Crash Time* spell. Once a *Freeze Poison* has expired, the affected character becomes unconscious again, and the timing of the poison resumes. In order to function, venom must either be ingested or injected. Venom poison can in some isolated instances be inflicted through a skill or ability.

Red Death

Red Death poison causes death in one minute. After 30 seconds the GM will inform the character that he does not feel well, 15 seconds later the character will become unconscious, and 15 seconds later the character will be dead. There are few known cures for Red Death: the herb *Athelas* (found by a Ranger's Find Herbs), used in conjunction with a Ranger's *Neutralize Poison* potion, the Cleric spell *Purify*, and the Thief's tenth level ability to brew a *Neutralize Poison* potion are among them. A clerical *Freeze Poison* or *Stasis*, or a Monk's *Shiatsu II* will temporarily freeze Red Death. Normally, Red Death must be ingested or injected to work, but inhaled and contact types exist. This poison is rarely encountered.

Other Poisons

Other poisons may be developed by game design which have other effects. They usually, but not always, may be treated by *Neutralize Poison*.

Diseases

Diseases can be of either a magical or mundane nature. A natural disease, such as the Black Plague, can be cured by any spell, ability, or skill that affects mundane diseases. By contrast, Lycanthropy, Vampirism, and any disease resulting from a Glyph are considered to be magical in nature and only spells, abilities, and skills that explicitly state they work against magical diseases would be effective. Finally, a disease may be defined as magical or mundane by game design and the results of any attempts to cure these diseases should also be defined by game design. All diseases are considered mundane unless listed here or are listed in a game design as being magical.

Chapter 8: Lock System

In IFGS adventures, locks can be found on doors, chests, boxes, and other items. Locks are usually represented by twisted and curled loops of thin wire. The more difficult the lock is to open, the more twists and complicated loops the lock has. A lock can be of any type from A to G. This determines how a lock can be opened (by damage, an Unlock spell, etc.) A lock's complexity is rated 1 through 7 and "S", for Special. The complexity of the lock, ranged 1 through 7, is increased by adjusting how close the wires come to each other where the loops cross. Examples of several kinds of locks, as well as basic lock construction are given on the following pages in this chapter. Only Thieves may pick locks. Occasionally a Game Writer will put a non-standard lock into a game. If any apparatus is defined as a lock, then only a Thief may attempt to pick the lock.

Lock Picks

Thieves may carry a lock pick, a short length of copper wire with a circular loop on one end. The metal loop may have no more than a half inch inside diameter and may not be painted, varnished or insulated in any way. The loop should be made of at least 18-gauge copper wire. Note that other shapes and sizes of Lock Picks may be acquired in-game as magic items.

The player is responsible for making his own lock picks, and there is no limit to how many lock picks a Thief may carry in a game. In point of fact, it is common for most Thieves to carry several lock picks in case some get lost or taken away during the course of a game.

Thieves may practice picking locks between games to improve their skill, similar to Fighters practicing with weapons to improve their abilities. Practice outside of a game can be useful later.

Opening Locks

Locks can be opened without a key in any of three different ways, each of which has its own ramifications:

Lock Picking

To open a lock, the Thief moves the lock pick along the turns and twists in the lock. The number of tries a Thief may make on any given lock is determined solely by the Thief's level: a Thief is only allowed a number of tries equal to his level. The Thief must begin lock picking again at the starting point of the lock every time the lock is touched with his lock pick (see, however, the Thief's Touch ability). A Thief does not take damage from touching the lock with the pick. Commonly, however, magical traps or Glyphs can exist that could cause the Thief damage.

The wire loops, buzzers, batteries, and other paraphernalia representing a lock are not in-game and cannot be affected by characters. They are simply the device used to represent a lock and test a Thief's lock picking skills. Therefore any interaction with the lock (cutting, moving, or straightening the lock out) is forbidden. Anachronistic items used in lock picking are also not allowed (GM discretion). If in the middle of picking the lock, the alligator clip needs to be adjusted, the picker is allowed to disconnect the clip and reconnect it provided the pick does not change position.

Physical or Spell Damage

A lock can also be broken by physical or spell damage, and the number of points that it takes to open the lock depends on the lock type and is given in the table below. Spell damage includes damage from spells such as Lightning Bolt or Fireball; it does not include damage from a spell cast on a weapon such as an Electrify. It does not include damage from defensive spells such as Divine Retribution, nor does it include damage from a magical weapon. Physical damage may be done with weapons, rocks, etc; note that the physical damage should only be role played so that the lock itself is not actually destroyed. Magical traps may be set off by the damage, and it is possible that any fragile items in the chest such as scrolls, potions, or some gems might be destroyed by breaking the lock this way.

Magic User Reverse Lock

The last way to open a lock is by the use of the Magic User Reverse Lock spell. A Magic User may cast a Reverse Lock for the cost of two Spell Points per type of lock, and may use a maximum number of Spell Points equal to the magic user's level. A Magic User cannot tell what the exact lock type is, but with suggestions from a Thief, or by use of the spell Know Aura, might know how many points to put into his spell. The Magic User must specify what lock type he is trying to open.

Lock Construction

Constructing a lock can be done very easily and inexpensively. Six items are needed, and all of these can be obtained at most stores that sell hardware or radio equipment.

- A small electric buzzer
- At least six inches of bare copper wire. We recommend 18 gauge.
- At least three feet of electrical wire (insulated)
- A strong battery to make the buzzer work well
- A medium-sized alligator clip
- A small container to hold all of the above

The items listed above will need to be connected to form an open, complete circuit. This circuit will only be closed if a Thief touches his lock pick to the bare copper wire of the lock. Soaking the copper wire in white vinegar is an effective way to remove any oxidation. The system should be set up similar to the drawing. The copper wire is generally 18-gauge wire and the whole apparatus is sometimes contained in a portable box that can be moved from encounter to encounter (often by the GM). Another option is to build enough of these to have one for every lock in the game, which frees the GM from having to carry one, but may cost the Game Producer more money.

Lock Types and Difficulty

Determining the rating of a lock consists of two parts, the type and the difficulty. A lock type, ranked in categories from A to G, is used to determine how a lock can be opened by using magical and mundane damage as well as the spell Reverse Lock. The difficulty of a lock determines the physical difficulty of picking the lock. The difficulty ranges from 1-7 with S for special locks that do not fit the standard lock format.

Lock Type	Physical Damage	Spell Damage	Spell Point Cost for Reverse Lock
A	4 pts.	2 pts.	2 pts.
B	8 pts.	4 pts.	4 pts.
C	12 pts.	6 pts.	6 pts.
D	--	8 pts.	8 pts.
E	--	15 pts.	10 pts.
F	--	25 pts.	12 pts.
G	--	Must Pick	Must Pick

Dashed Areas: lock cannot be opened with physical damage.

Game Writers should feel free to increase the difficulty of a lock by defining its placement. A sample lock description in a game might be:

The false top is secured with a D3 lock using 12-16 inches of wire. The lock itself is placed behind the altar and cannot be seen directly by the characters. A mirror is provided for the Thief to use; since he will be picking this lock via a mirror, the actual difficulty is a '5'.

Difficulty 1 Lock

A single strand of wire, no longer than 4 inches, no more than 90 degrees of total bend. Lock is accessible and easy to reach. Lock allows ample room for maneuvering a pick. This is a “simple lock” and should never be difficult to pick even for a “beginner Thief”.

Difficulty 2 Lock

The lock should be made up of a single strand of wire, with a length of not more than 8 inches. The wire may have numerous bends in it, but the total bend should not exceed 270 degrees. The wire should not loop back over itself or cause the Thief to switch hands while picking. Lock allows ample room for maneuvering a pick.

Difficulty 3 Lock

The lock should be made up of a single strand of wire not greater than 12 inches in length. The lock may have multiple bends and twists. The lock may have places where the wire loops back over itself, but at no point should the wire pass through a loop of itself. The areas around the bends and loops should have adequate room for maneuvering a pick.

Difficulty 4 Lock

The lock should be made up of a single strand of wire whose length does not exceed 18 inches. Lock may cause the Thief to switch hands while picking, but the wire should not feed back through one of its own loops. The lock can be constructed “tighter” than difficulties 1-3, posing occasional problems while maneuvering the pick through the lock.

Difficulty 5 Lock

The lock should be made up of a single strand of wire whose length does not exceed 24 inches. The lock is composed of a single strand of wire and may have many twists and loops. Any lock where the wire feeds back through itself once is a minimum difficulty of 5. Locks of this difficulty may also be constructed in a “tight” fashion, making it difficult at times to maneuver a pick through the lock. While tight, there should be no forced touches.

Difficulty 6 Lock

The lock has no restriction on total length of wire. The locks should be very difficult to pick, challenging even the most accomplished of Thieves. The lock has many tight, severe bends and loops. The wire should feed back through the lock two or three times, making it difficult for a Thief to maneuver his lock pick while avoiding touches. The lock should remain composed of a single strand of wire; however, that wire may have “spurs” or protrusions soldered on at various places to further increase the difficulty.

Difficulty 7 Lock

These are the toughest locks found on any course. This type of lock may appear “unpickable” when first viewed. There are no limits on wire length, loops, or number of times the wire may pass back through the lock. Any lock containing a forced touch automatically rates a difficulty of 7. The existence and number of forced touches should be described in game copy. The use of additional “live” wires, that are not part of the lock itself, within a Difficulty 7 lock is permissible.

Difficulty S Lock

Used only for locks that do not use the standard 1/2” lock-pick, copper wire, and buzzer arrangement. Examples of this would be huge locks that take multiple people to wield the pick; locks that contain hooks & eyelet’s inside of a box that must be connected/disconnected; locks where a straight steel bar must be maneuvered through a series of offset rings; locks contained inside of plastic mason jars with narrow paths cut out for the pick to slide through; etc.

Lock Pick Example



Chapter 9: Spells, Abilities, and Skills

In the fantasy worlds where IFGS adventures occur, magic is an accepted, if rarely understood, fact of life. Spell casters draw upon the mystical energies around them to cast their spells, which produce varying results. Spells vary in nature and can be protective, damaging, or informational. Magic items such as scrolls, wands, rings, weapons, potions, etc., also exist and allow various magical effects to occur.

Other abilities and skills exist in the IFGS fantasy worlds, prepared or meditated upon by Knights, Monks, Rangers, Thieves, and Fighters. These abilities and skills share some attributes and restrictions with spells. Differences will be identified within this chapter.

Players, Non-Player Characters, Gamemasters, and Scorekeepers should thoroughly educate themselves in the possible effects so that they can react appropriately in a game. Rarely is there time in the heat of combat to look up the effect of a spell or ability in the rules book. Everyone's playing experience is enhanced if all participants can react quickly to a spell.

Spells

The Character Classes capable of casting spells are the Magic user, Cleric and Druid. The Monk, Knight, and Ranger abilities are not considered to come from spell casting but work in much the same way. The spells or abilities that each class has available are detailed in the chapters describing these classes. The various attributes of spells are listed below.

Range

A spell's range is the maximum distance from the spell caster that the spell can reach. There are four range categories:

Self - The SAS can only affect the caster.

Touch - The SAS can only be used on a target within 1 inch.

Melee - The SAS can only target a creature the invoker could touch with their weapon.

Combat - The target of the SAS must be within the same encounter and must be within reasonable ability to hear the effect call (100' or less).

Area of Effect

SAS (Spells, Abilities, and Skills) have a number of possible areas they can affect. These are as follows:

Self – These SAS will only affect the character initiating the effect.

Single – Will affect any one target. This will often list a modifier that limits who can be targeted: "Single - One item" "Single – One undead", etc.

Double – Affects any two targets in range. Also often limited to specific kinds of targets. Targets are called out separately, and effects may have to be clarified/explained to all targets. Two different targets must be named unless only one target is within range. This may require the targeting of allies, or even one's self. Unconscious and dead characters can still be valid targets.

Triple - Affects any three targets in range. Also often limited to specific kinds of targets. Targets are called out separately, and effects may have to be clarified/explained to all targets. Three different targets must be named unless fewer targets are within range. This may require the targeting of allies, or even one's self. Unconscious and dead characters can still be valid targets.

Party – Affects any group of up to 12 willing individuals chosen by the invoker of the ability.

Combat - Affects all appropriate targets in the encounter. Often limited to specific kinds of targets.

Voice – Affects any target that can hear and understand the effect call. It is always up to those listening to determine if they heard the effect or not.

Sight – Affects everything the character can currently see that is within the current encounter. This means that, in a combat, the Sight area is basically all of the Combat area of effect that the player can currently see. Sight includes everything behind objects the character can see unless those objects are at least 1 inch thick. Shields never block sight regardless of their thickness

Characters are affected by their own SAS unless otherwise stated in the spell description (see **Crash Time** and **Clinging Vine**). For example, if a Magic User casts a **Fireball** and there are only two other available targets, then the Magic User is affected by the damage of that **Fireball**. Durational spells that have an area of effect greater than a single target are treated as single-target spells for the purposes of dispelling the spell. If the spell is successfully dispelled, then the effects of the spell would be removed for the target only, not all the participants of the spell. Examples of this type of spell are **Enhance**, **Exhort**, and **Group Haven**.

Casting a Spell

The procedure for casting a spell is the same for all classes and takes care and concentration.

You recite your verbal incantation, use the material component if required, while moving your hands in a ritualistic manner to indicate you are casting and then call out the name of the spell, its effect or damage, the target(s) of the spell, and the level of effect (for LI spells).

Example: “By the powers arcane, by the strength of my magic, by the forces of light and shadow, I summon the ancient eldritch power, I do call on these to do my will, Crash Time, level three, blue, green, and red.”

It is not necessary for the PCs or NPCs to hear your incantation, but they must hear the name of the spell and the effect or damage. Your incantation must be loud enough for it to be audible to someone standing five feet away; whispering or mouthing the incantation is not allowed. Targets are usually identified by the color they are wearing, but in cases where NPCs are wearing the same color you may need to identify the target by name or some other feature.

Spell casting requires concentration and cannot be done while the spell caster is running, climbing, fighting, walking, or any activity the GM decides is too vigorous. You may take one step. Outside of combat, for role-playing purposes, these restrictions may be relaxed. For example, a “Cleric of the Dance” might dance while casting a healing spell or a Druid doing Plant Seek may wander about. GM discretion should be used as needed.

Spell casting also requires the use of both arms. When casting any offensive spell, your target must be in sight when you finish the spell.

Invoking Abilities and Skills

Abilities and skills do not require verbal, somatic or material components unless specified in the ability or skill description. For abilities or skills that include preparation, the player must role-play the action (e.g. Mixing a potion, sharpening a blade) and must not take more than a step, activate magic items, or participate in offensive or defensive combat for the entire duration of the preparation time. Some abilities and skills require meditation. Meditation requires concentration and cannot be done while the user is running, climbing, fighting, walking, or any activity the GM decides is too vigorous. You may take one step. If a Knight, Monk, or Ranger is interrupted while attempting to use an ability (all the same things that disrupt spellcasting will disrupt meditation), one character ability point is lost. If a Fighter or Thief is interrupted while attempting to use a skill, the use of the skill is not lost.

Casting Spells at Night

When casting spells at night that affect a target at a distance, such as **Lightning Bolt** or **Dead Eye**, use a tight-beam flashlight to indicate your target; for area of effect spells, such as **Crash Time**, each target within the area of effect needs to be identified with the flashlight. For all distance spells, use a quick flash of light, not a continuous beam, and be careful to flash the light low rather than into the eyes of your target.

Disrupted SAS

The meditation or casting period of an SAS is disrupted if the character is interrupted by an outside influence. If you are attacked either physically or magically while invoking an SAS, then your SAS is not activated and the points are spent. Some things can stop disruption, such as the **Concentration** spell. Attacks can include missile fire or thrown missile weapons (bean bags). Damage will not disrupt the caster's spell if it does not take points of Resilience from the invoker (because of immunity or other protections) or cause a Knockdown. Note that using an immediate counter will also disrupt spell casting, preparation time, or meditation time. If an SAS's invocation is interrupted, the invoker loses one spell- or ability- point. If an invoker chooses not to complete the spell casting for whatever reasons, they still lose one Spell Point.

Time Intervals

There are two types of time intervals used in IFGS. The first is the normal seconds, minutes, and hours. The other is called a "quick count". For a quick count, you must count (out loud or under your breath) to the required number. This can be done as quickly as you wish. Once complete, the requirements have been met.

Invocation Time

Non-spell SAS have an invocation time which depends on the level of the SAS. Invocation time is listed as a quick count.

SAS Level	Quick Count
1-2	30
3-4	45
5+	60

Invocation time does not include calling out the affected targets, amount of damage, etc., since these are considered a part of the mechanics of the game. If an invoker is interrupted while they are calling out any this information (e.g., the caster is knocked unconscious or takes damage), the caster may finish calling out the targets and (or) damage of the spell before they react to the interruption.

Five Second Rule

Five seconds must pass between spell casting, between use of abilities and skills, between uses of special blows, and the activation of magic items.

If a spell, ability, skill, or magic item is interrupted during casting, the caster must still wait five seconds before they may begin casting again. This does not include permanent items that are defined as constantly "on" or that do not require voluntary activation.

Certain categories of class abilities are actually exempt from the Five-Second Rule. These include all base values (see Stacking Rules) such as armor, character level, and weapon damage, as well as continuously active abilities such as **Immunity to Non-Magical Disease**. Exclusively physical actions of the player are also not subject to the Five-Second Rule, although safety may dictate a reasonable interval. These include applying Bindings, lock picking, throwing beanbags, taking weapon blows, and role-playing efforts such as talking.

Some spells are "Pre-Cast", that is, the casting takes place before the actual effect is used. Examples include **Autocast**, **Double Effect**, **Electrify**, **Divine Retribution**, and **Spell Negation**; these are also exempt. Spells with a duration, such as **Shadows of Concealment** and **Concentration**, are only subject when first cast and not when in use. Also, some spells and skills are referred to as "immediate counters" with no casting time (**Dodge Blow**, **Evade**, **Inspire**). The Five Second Rule does not restrict these abilities, so they may be called at any time. After using a pre-cast spell or an immediate counter (or any other spell, skill, or ability), the character must wait five seconds before invoking a spell, skill, and ability that is subject to the five second rule.

Components

Some spells may require verbal, somatic, and material components. When indicated, they are required to successfully cast the spell.

Verbal Component

The verbal component is the spoken words in the casting, and must continue for the full duration of the casting. The verbal component must be spoken clearly and distinctly. Your incantation must be loud enough for it to be audible to someone standing five feet away; whispering or mouthing the incantation is not allowed. You are encouraged to invent your own incantations, as a part of role playing. There is no minimum time required to cast a spell, but the incantation must be clear, distinct, and more than just a single repeated word, sound or syllable. Additionally, no more than 1 second may pass between syllables or else the spell is fumbled (as if disrupted, see above). The number of syllables is determined by the level of the spell:

Spell Level	Syllables
1-2	50
3-4	75
5+	100

The spell and target need not be chosen until the cast is completed. A spell that has not been cast for the minimum cast time for its level fails and one Spell Point is expended.

Casting time does not include calling out the affected targets, amount of damage, etc., since these are considered a part of the mechanics of the game. If a caster is interrupted while they are calling out any this information (e.g., the caster is knocked unconscious or takes damage), the caster may finish calling out the targets and (or) damage of the spell before they react to the interruption.

You can use a different incant for the same spell or for different spells if you desire.

When calling the effect of a spell, it is important to call out “who” is affected, “what” is happening, and what the “effect” is. The spell casting must include the name of the spell, the target(s), the level of creatures affected (for LI spells), and/or the damage or effect of the spell. For example, a Clerical “**Heal**, four points”, an MU’s “brown, **Dead Eye**, 2 points” or “**Crash Time**, red, blue, green, fifth level” will inform everyone what spell you have cast. This information is only part of game mechanics and is not considered to be part of the verbal component

Somatic Component

The somatic components are the physical gestures you make while incanting. Arm motions should be well-defined, and easily observable, but they need not be flamboyant or attract attention. Both arms are required for spell casting. Complete free arm movement of both arms is required for casting; i.e., you cannot spell cast if your arms are restricted. If an arm has been disabled, it is unusable, and the caster may not cast spells until the arm is healed.

Material Component

Few spells require a material component other than flags. Those that do, explain exactly what is needed and how to use it in the spell description. Material components include colored flags, fluorescent tape, gold, and bean bags. Colored flags are the most common example of material components. Flags must be at least 18 inches long and 4 inches wide. They must be held visibly in the hand of the caster for the duration of the spell, ability, or skill. These flags are used for the protection of all people involved. For example, if a character does not react to damage, NPCs will understand that there is a reason for this, and will not automatically assume the character is ignoring the damage. If a caster loses or forgets their flags, the caster cannot cast any of the spells requiring flags of those colors (a good reason to carry a few spares). Flags cannot be stolen or removed from the caster. Flags are also used by non-spell casting classes for some of their abilities.

Eight colors of flags are currently in use, six of which indicate a different type of spell or ability: red, blue, yellow, white, green, and purple. Brown flags indicate that any weapons visible are of natural origin; e.g.

claws or teeth. If a caster has two or more spells in effect that require flags, even flags of the same color, multiple flags must be held. Red flags indicate danger that the caster has an offensive or defensive spell pre-cast that may cause damage to anyone touching or attempting to damage the caster holding the red flag. Blue flags indicate defensive spells and abilities. White flags indicate characters that are phased out or invisible. Yellow flags indicate that the character is concealed or should be ignored if the level is appropriate. Green flags indicate a change in fantasy appearance. A purple flag is used for the Monk **Speed** ability. Black flags indicate SAS-set traps.

Conjuration Time

This is the time required to actually perform the spell or ability and immediately follows the actual casting time. Examples include **Create Scroll** and **Create Glyph**. Magic items that perform these spells and abilities instantaneously are considered to eliminate the casting time, but the full conjuration time would still be required unless otherwise noted in the magic item description.

Consent Rule

Some spells in the rules require the consent of the target, as stated in their individual descriptions, such as **Spell Transfer**, **Haven**, **Phase Out Other**, etc.

By default, the consent of any PC or NPC to have a spell or ability performed on him is not automatically given. Only by giving consent will the spell or ability have an effect. The exact spell or ability does not need to be stated, and may be misrepresented. Players may pre-establish with their GM that they will consent to spells and abilities from their teammates for the duration of a particular game. However, NPCs who give their consent are assumed to give consent only for the next spell, ability or skill from a specified individual, not all spells from one or more characters.

A person who is unconscious, dead, or animated dead does not have the ability to grant consent. A person who is paralyzed or otherwise unable to communicate with other PCs and NPCs may give silent consent (to the GM), but the caster would not know until after the attempted spell or ability had been performed that the GM had checked with the person to see if they had given consent.

Cost

Spell and ability points are an indication of the energy required to cast a spell or use an ability, as well as the character's energy potential. The points available to a character increase as higher levels are attained. Most spells and abilities have a point cost equivalent to the level of the spell.

Some spells or abilities have a variable point cost. This means that the spell or ability can be cast for points up to the level of the caster, unless otherwise stated. The level at which the spell is cast is at the discretion of the caster, not exceeding the allowable maximum, and points are spent accordingly.

Level Influential (LI) spells and abilities, discussed later in this section, also have a variable Spell Point cost, and cost one Spell Point per two levels the caster is attempting to affect (round up). In these cases, the caster may only fully affect creatures of their level or below. The maximum cost for an LI spell is 1/2 the level of the caster, round up. **If an LI spell does not successfully affect at least one target, it only costs the caster 1 spell point.**

Damage

Damage from a spell is applied to the torso unless otherwise indicated in the spell description. Certain spells do elemental damage, such as fire, ice, or lightning attacks. Fire attacks do not set objects on fire, ice attacks do not freeze objects, and lightning attacks do not electrify objects.

Duration

The spell or ability's duration is the length of time that the spell or ability will remain in effect. This can be a fixed period of time, such as five minutes, or a variable period. If the duration is listed as five minutes per level, a second level spell would have a duration of ten minutes. For spells or ability that have a duration of a fixed time period or the end of the current combat, if the recipient is not involved in a combat when the spell is cast upon him, then the duration is the fixed time period.

Durations of “1 Combat” expire after the next time the character finishes a combat. This may be the current combat, if the SAS is used in combat, or it may be in a future encounter, if the SAS is used out of combat.

Spells and abilities last for their full duration, unless they are successfully dispelled with a **Dispel Magic**. Unconsciousness, sleep, or death of the caster does not end the spell’s duration.

No spell or ability lasts beyond the end of the game-day.

Knockdown

Many of the spells, abilities, and skills include a Knockdown as part of the effect. Additionally, magic items may also include Knockdowns when discharged. The duration of Knockdowns varies among individual spells, abilities, and skills. If a Knockdown from a magic item does not emulate a spell, ability, or skill found in the rules system, the default duration of the Knockdown is assumed to be quick 30 count. If no duration is called by the caster, the receiver should assume it is a quick 30 count Knockdown.

Level

The level of an SAS is equal to the character level required to cast a particular spell. You may only use SAS of a level equal to or lower than your own level.

Level Influential

Level Influential (LI) SAS affect the personality, skill, intelligence, or power of another creature at a cost of 1 spell or ability point per 2 levels of effect (round up). A character can affect creatures up to and including her level.

Example: For 3 spell points, a 5th level caster could cast an LI spell that would affect creatures up to 5th level. The same caster could choose to spend 2 points to affect creatures up to 4th level, or just 1 point to affect characters up to 2nd level.

The invoker must call out the level that she is attempting to affect, or the SAS will not work (and she will lose 1 spell or ability point). If an LI SAS is used on someone the invoker cannot affect, the target player must call out ‘No Effect’, and the target character will be aware that an SAS was unsuccessfully invoked upon her. If the LI spell is ineffective on all of its targets, the LI spell costs only 1 spell point.

If a creature has an LI SAS in effect on her and someone else uses a higher level LI SAS on her, then the higher level SAS will be the controlling effect. For example, if a Cleric casts a **Control Undead** (Cleric 4) on a creature at 5th level and another Cleric casts a **Control Undead** on the same creature at 6th level, the undead creature would follow the commands of the 6th level Cleric. If both spells are cast at the same level, then the first spell cast will be the controlling spell.

The spells **LI Enhancement +1** (Magic User 3) and **LI Enhancement +2** (Magic User 6) allow the caster to affect creatures 1 or 2 levels higher than her level for an LI spell of her choice. Note that **LI Enhancement** only applies to spells, not abilities or skills. The spell **Invoke** (Cleric 7) with the option of “level of effectiveness in terms of casting” increases the maximum level of effectiveness of all outgoing LI spells by 1. The ability **Battle Focus** (Fighter 6) increases the outgoing level of effectiveness of Fighter skills by 1.

Level Drain

A character that is affected by a Level Drain is reduced in all respects including the LI resistance, LI capability, Maximum Resilience, Spell or Ability Points and Spells, Spikes, Abilities or Skills of the level they are drained to, I.E. An 8th level character that is level drained to 7th level will be limited to 7th level Spells, Abilities or Skills and have 7th level maximum Resilience, Spell or Ability Points. The character is still 8th level and there is no EP loss but they would be affected by 7th level spells cast at them and they may only cast spells at 7th level of effect. The character will only gain their 8th level points, Spells, Abilities or Skills when they reach 9th level or if the level drain is reversed.

Points of Protection

There are a number of SAS that grant points of protection. Points of protection are somewhat like armor, in that they allow a character to ignore damage from a single source. It is the player's choice when to use a point of protection. Points of protection are only effective against damage below a certain amount. This amount is three times the level of the character granting the protection. Thus, a spell may give 2 points of protection against spells that do 12 or fewer points of damage (if cast by a 4th level character). Damage that is higher than that will not be stopped by the point of protection. No Defense damage cannot be stopped by points of protection. Calling the effects of a point of protection (i.e. "Elemental Protection" or "Spell Protection" or the like) does not interrupt other game activities, does not trigger the five second rule, and can be done in the middle of casting or other invocations without disturbance. It is an entirely out-of-game call to help clarify the situation for the attacker.

Reversible Spells

Spells are not reversible, unless otherwise indicated in their spell descriptions. The effects of reversible spells are explained under each spell's description. Reversible spells include the following: the Magic User spells **Fog Brain**, **Lock**, and **Petrify**, and the Druid spells **Warp** and **Duststorm**.

Detecting and Revealing Magic

Several classes have the ability to detect (or reveal) magic: Magic Users, Clerics, Druids, and to a limited extent, Monks. Magic users can innately detect magic in a limited area for no spell point cost. Monks can detect magic on a single item for no ability point cost. Clerics, Druids, and Magic Users can for the cost of one Spell Point cast the spell **Reveal Magic**. This ability will tell the caster of all items/creatures that radiate magic in the area of effect. However, because of time constraints, the GM may be unwilling to catalog all magic radiations for the player. **Detect Magic** and **Reveal Magic** is blocked by one inch of wood, earth, stone, or metal, though shields will never block these abilities.

Things that will commonly radiate magic in IFGS adventures include items, creatures, and some illusions. If a creature has a durational spell cast upon him, the creature will also radiate magic.

Dispelling Magic

Two basic types of spells exist in the rules: those with an instantaneous effect (such as **Fireball** or **Lightning Strike**), and those spells that have a durational effect (such as **Divine Retribution**, **Enthrall**, **Spell Defense**, or **Crash Time**). Spells that have instantaneous effects cannot be dispelled; however, those spells that have a duration can be dispelled, at a variable Spell Point cost.

A caster can dispel any spell, including their own, with the use of **Dispel Magic**, at the same cost as an LI spell (one Spell Point per two levels affected - round up). To use **Dispel Magic**, the caster must call out "**Dispel Magic**," followed by the name of the spell and the level the caster is attempting to dispel. As in the case for all LI spells, the caster can only dispel spells cast at their level of effect or lower. For example, a fifth level Magic User who was attempting to negate the effects of an **Enthrall** cast upon a team member by another Magic User would cast **Dispel Magic, Enthrall**, fifth level. Non-LI durational spells must be dispelled at the level of the spell. LI spells must be dispelled at the level of LI that spell was cast at.

Spells with a durational effect and an area of effect that is greater than one creature are treated as multiple single-target spells for the purposes of dispelling the spell. If the spell in effect is successfully dispelled, the spell would be removed for the target only, not all the participants of the spell. Examples of this type of spell are **Exhort**, **Awe** and **Group Haven**.

The abilities of Knights, Monks, Rangers, Thieves, and Fighters are not considered to come from magic. The effects from their abilities cannot be dispelled.

The magic in items or objects cannot be dispelled. Magic cast from items or objects can, however, potentially be dispelled with the **Dispel Magic** spell if the magic is not an instantaneous-effect spell. Non-LI spells from items are assumed to be at the minimum level of effect unless the savvy of the item says otherwise. Skills and abilities that originate from items cannot be affected by a **Dispel Magic**.

Invisibility

Invisibility is not an ability in IFGS games. However, invisibility has been brought into games via magic items and scrolls and is defined by the following strictures: a creature must indicate they are invisible by wearing a white piece of cloth at least two feet by two feet square, above the waist and in plain view, to indicate the invisible status.

Any of the following will cause an invisible character to immediately turn visible:

- *The character or their possessions come within ten feet of anyone else unless the character remains motionless.*
- *The first word of a spell casting, the first second of aiming time with a bow, or the beginning of a weapon strike (first movement).*
- *The character undertakes any action that initiates combat.*

Invisible creatures can be heard by others if the creature is making a normally audible noise in moving, talking, etc. However, if the players don't hear the invisible creature they must play as if they are completely unaware of the creature's presence.

Concealment

Concealment is an LI-related skill (Thieves), ability (Rangers), and spell (Druids) that allows a character to be hidden from other creatures. When a creature is more than 30 feet from the concealed person, the **Conceal** is effective at the level of the **Conceal**, +3. As long as the character moves slowly and stays near some sort of shadow or obscuring object (e.g., a wall, in the trees, crawling through grass), then they will not be noticed by affected creatures. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal himself if they are within ten feet of any other creature. If the character is already concealed and approaches or is approached by someone within ten feet who is affected by the **Conceal**, then the concealed person must remain motionless or they will be immediately detected. This is an LI skill, and the character must inform anyone who approaches him, "**Conceal**," followed by the level of effect.

A concealed person may not take any offensive actions while in concealment and, to come out of concealment, they must either call "Conceal down" or very obviously put their yellow flag away so that it is not visible. Note that any attacks must be started AFTER the concealment is fully dropped. This skill or ability can't be dispelled (but the Druid spell can be potentially dispelled). **Concealed** persons can be detected with the Magic User **True Sight**, Clerical **Reveal Danger**, or Ranger **Enhanced Senses**.

Illusions and Disbelief

Magical illusions can occur by game design, although there are no spells or abilities available to the players to produce them. The game designer may decide whether the illusion can be dispelled and at what level. Then, **Dispel Magic** of sufficient level can remove that illusion. Some illusions will not be dispellable. A character can react to what the character believes to be an illusion in several different ways:

Illusion Type 1

An illusion of something that may not actually be there - a Fighter dealing 30 points of damage per blow, a Magic User casting a fifty point **Lightning Bolt**, a huge, ugly creature - *use your imagination*.

Method of Disbelief: The character must loudly state "I disbelieve," and then the character must act as if the creature, item, etc. does not exist. For example: walking through an illusionary wall of fire, completely ignoring a hit from an illusionary creature, or ignoring magical damage from an illusionary caster. If the creature, item, etc. is an illusion, no damage will be taken by the character; however, if the creature, item, etc. is not an illusion, then the character will take full damage. Any attempt to fend off the damage negates that character's attempted disbelief.

Illusion Type 2

An illusion that covers something else that is actually there (a magical book made to look like an old piece of wood, a dangerous monster made to look like a innocent girl, etc.).

Method of Disbelief: Disbelief is not possible for this type of illusion although **Dispel Magic** may work. A Magic User using **True Sight** will see things as they truly are.

Illusion Type 3

An illusion that only affects a player's mind. Examples of this are game-designed spells that cause a player to believe the player is a five year old, or causes a player to have nightmares.

Method of Disbelief: No method of disbelief is possible for the person affected, but effects can often be dispelled by **Dispel Magic**.

Glyphs

A glyph is a powerful magical trap that may be placed upon a rigid object to protect against theft, opening, or entry. Glyphs can be used in four different ways:

- A glyph can be placed to protect an area and set to trigger when someone passes within 5 feet of the glyph.
- A glyph can be placed under an object and set to trigger when someone passes within 5 feet of the glyph.
- A glyph can be placed under an object and set to trigger when the object is disturbed.
- A glyph can be placed on top of or inside an object, such as a chest or rigid pouch, and set to trigger when the object is opened.

A glyph must be at least 2 inches square; the level, effects, and activation method of each glyph should be included in game copy. Because the power of a glyph results from the exact relationship of its shape, they can never be placed on flexible pouches, characters, clothing, or other non-rigid objects.

A glyph cannot be activated from a distance greater than 5 feet. A glyph that is set to trigger with proximity will be set off by any animate creature that weighs 25 pounds or more; an undead creature or **Mist Servant** (Druid 7) will trigger a glyph, but a squirrel, rock, or inanimate dead body will not. Any attempt to modify, deface, or physically remove a glyph will immediately trigger it and cause it to affect all characters within the area of effect. A glyph with an area of effect of "Single" will affect the character that triggers it. A glyph will disappear once triggered unless otherwise stated in game copy.

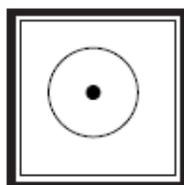
Glyphs detect as magic, but the items they are placed on do not, unless they are magical in and of themselves. **Sense Traps** (Ranger 3) and **Reveal Glyph** (Cleric 3) will reveal the presence of glyphs within a defined area. **Detect Magic** (Magic User 0) and **Reveal Magic** (Cleric 1, Druid 1, Magic User 1) may also reveal a glyph, but because these SAS are blocked by 1 inch of wood or other materials a glyph on the back of a 1" wooden door, for example, would not be detected.

All new glyphs must be approved by the IFGS Fantasy Rules committee before they can be used in an IFGS game. In order to use **Create Glyph** (Cleric 4), a character must have studied the glyph to be created. "Studied" is a knowledge status which is higher and deeper than simple knowledge, and allows the actual of creation of that glyph with the use of **Create Glyph**. Clerics are considered to have studied a few basic glyphs, and will know the details of the following glyphs without use of the **Scry Glyph** (Cleric 3) spell: 4th level—Svarq, 5th level—Uvas, 6th level—Wid, 7th level—Malagorth, 8th level—Pyro, 9th level—Cryo, and 10th level—Mord. Other characters are not considered to have studied any glyphs, although they may still know the glyph and know its relevant details (if the player has the knowledge, and having that same knowledge would be appropriate for their character). An unknown glyph can be studied (and thus added to a character's record to be available for Creat Glyph) in one of three ways:

1. The use of **Scry Glyph** (through spell or item) on the glyph while the glyph is active.
2. Through instruction from another PC who has already studied the glyph. This requires the teaching PC to accurately draw the glyph for the character and the teacher must accurately pass on the glyph's name, properties, level, and level to dispel. If any of these are inaccurate, the glyph is not studied. This should be verified by the GM. At least one minute must be spent teaching each glyph in order for it to have been "studied".
3. Through self-study. The character must have available a resource that contains a picture of the glyph, its name, a pronunciation guide for that glyph, the glyph's properties, level, and level to dispel. If any of these are inaccurate, the glyph is not studied. This should be verified by the GM. At least one minute must be spent studying each glyph in order to study it.

The following sections describe the standard IFGS glyphs and their effects. Each description includes a pronunciation guide; Appendix C provides a key to the spelled pronunciation method that has been used.

4th Level Glyphs



Elthos

[el-*th*ohs]

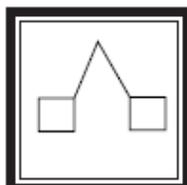
Level: 4

Area: Special

Duration: 30 seconds

Level to Dispel Glyph Effect: 6th

This glyph causes a loud wailing alarm to sound for 30 seconds. The alarm will be represented by an appropriate noisemaker or by a GM/SK yelling at top of his lungs.



Holfet

[hohl-*fet*]

Level: 4

Area: Single

Duration: 5 minutes

Level to Dispel Glyph Effect: 6th

This glyph causes the target's feet to become anchored to the ground.



Regia

[reg-ee-ah]

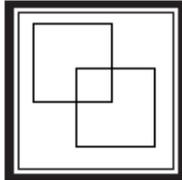
Level: 4

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Affected creatures will take 4 points of acid damage. *Plant Seek – Duckback* (Druid 5) will allow a target to resist the acid.



Rimesh

[rahy-mesh]

Level: 4

Area: Single

Duration: 40 seconds.

Level to Dispel Glyph Effect: 8th

Target is affected by *Hold Being* (Cleric 7) at 8th level.



Svarq

[svahrg]

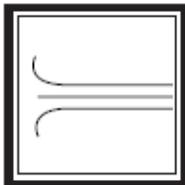
Level: 4

Area: Single

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Target is struck with a *Fire Strike* (Magic User 4) for 6 points of damage.



Trefre

[tre-frey]

Level: 4

Area: 10' radius centered on the glyph

Duration: 30 seconds

Level to Dispel Glyph Effect: 8th

All targets are affected by *Spook* (Magic User 2) at 8th level.



Yum Cimil

[yuhm sim-eel]

Level: 4

Area: Single

Duration: Special

Level to Dispel Glyph Effect: NA

Target is infected by a painful magical rotting disease, and will take 1 point of No Defense damage each minute. This damage cannot be healed. The disease may be stopped temporarily by *Freeze Disease* (Cleric 2) or *Stasis* (Cleric 6) and while frozen, healing is possible; *Neutralize Disease* (Cleric 4), *Cleanse* (Cleric 7), *Purify* (Cleric 9), or a green *Flower of Avalon* (Druid 8) will stop the effects permanently. Note: the target's damage will still need to be healed.



Yum Kaax

[yuhm kaks]

Level: 4

Area: Single

Duration: 15 minutes

Level to Dispel Glyph Effect: 6th

Target is affected by severe hunger, and is both *weakened* and considered non-proficient with all weapons for the duration of the effect due to extreme weakness. Victim must role-play the hunger, although eating food will not ease or cure this effect.

5th Level Glyphs



Aldaband

[awl-da-band]

Level: 5

Area: Single

Duration: 5 minutes

Level to Dispel Glyph Effect: 7th

The target will immediately **Tree Shift** (Druid 4) to any tree within 15' of either the target or the glyph, based on GM discretion. If there is not a tree within 15 feet, then the glyph goes off with no effect.



Balam

[bey-lam]

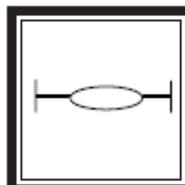
Level: 5

Area: 5' radius centered on the glyph

Duration: 45 seconds

Level to Dispel Glyph Effect: 9th

All targets are affected by **Animal Mind - Cat** (Druid 3) at 9th level.



Syat

[see-at]

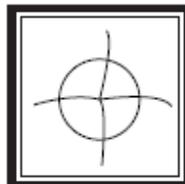
Level: 5

Area: 5' radius centered on the glyph

Duration: 45 seconds

Level to Dispel Glyph Effect: 9th

All targets are affected by a **Sleep** (Magic User 9) at 9th level.



Uvas

[oo-vahs]

Level: 5

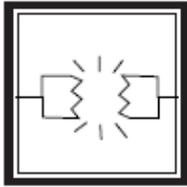
Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 7th

Area of effect is webbed; the web cannot be affected by fire, acid, weapons, spells, or any other means. All creatures within the area of effect are completely unable to move, including fighting and casting. A person affected by the glyph may break free of the web by using **Strength II** (Knight 4). A character trapped in the web cannot be pulled free by others using **Strength II**; however, **Strength III** (Knight 7) or **Strength IV** (Knight 10) could pull him free. **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) must be cast upon each target separately when dispelling the effects of this glyph.

6th Level Glyphs



Actra

[akt-ra]

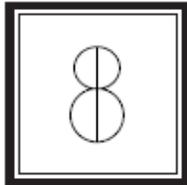
Level: 6

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All traps in the area of effect are immediately set off.



Solit

[soh-lit]

Level: 6

Area: Single

Duration: Special

Level to Dispel Glyph Effect: NA

Target will become completely deaf and mute. This effect can only be removed with 10 points of **Cure Serious** (Cleric 5, Druid 6), which may be applied in multiple castings.



Wid

[wid]

Level: 6

Area: 5' radius centered on the glyph

Duration: 15 minutes

Level to Dispel Glyph Effect: 8th

Targets are *confused* and *weakened*.



Xardrin

[zawr-drin]

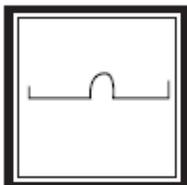
Level: 6

Area: Single

Duration: 5 minutes

Level to Dispel Glyph Effect: 8th

All non-magical metal objects on the affected target will instantly become red hot. A target who is wearing metal armor will take 2 points of piercing fire damage at the beginning of each minute for the duration of the glyph. A target carrying a hand-held metal object will take 1 point of piercing fire damage in that limb at the beginning of each minute, and will be affected by **Dropsy** at 8th level (Magic User 3). Each time the target touches a metallic object he will be affected by an additional 1 point of piercing fire damage and **Dropsy**. Insulating the metal objects will not reduce this damage.



Zicth

[zikth]

Level: 6

Area: Single

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Target will take 9 points of lightning damage and a quick 30 count knockdown.

7th Level Glyphs



Bragollach Gurth

[broh-gohl-lawch gerth]

Level: 7

Area: Special

Duration: 5 minutes

Level to Dispel Glyph Effect: 7th

This glyph causes a **Wall of Fire** (Magic User 9) to cover the opening that the glyph was protecting. Anyone crossing the wall will take 15 points of fire damage. The wall will remain in effect for the full 5 minutes unless dispelled by a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) modified by **LI Extension** (Magic User 10) and cast at 7th level or higher.



Hapla

[hap-la]

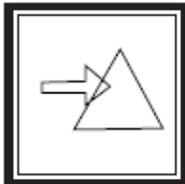
Level: 7

Area: Single

Duration: 15 minutes

Level to Dispel Glyph Effect: 9th

The affected target will not willingly enter the area protected by the glyph for the duration of the glyph's effect. If the target is within the area of effect, then he will attempt to leave the same way he entered.



Lopla

[lah-pla]

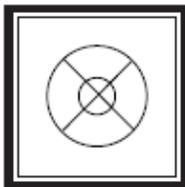
Level: 7

Area: Single

Duration: 5 minutes

Level to Dispel Glyph Effect: NA

The target will immediately enter and then remain within the area that the glyph protected without taking any further precautions or defenses (GM should indicate this to the character). The effects of this glyph can only be countered with **Earth Calming** (Druid 6).



Malagorth

[mahl-a-gorth]

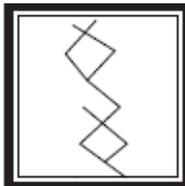
Level: 7

Area: Single

Duration: Special

Level to Dispel Glyph Effect: NA

Target will immediately take 6 points of No Defense damage, and will be affected by a magical poison, becoming *poisoned*. The target will fall unconscious after 1 minute and will be dead after 2 minutes.



Rigortus

[ri-gor-tuhs]

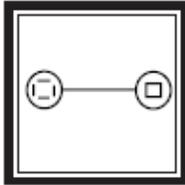
Level: 7

Area: Single

Duration: Special

Level to Dispel Glyph Effect: 9th

The target will go into immediate convulsions and be unable to take further action; he will become unconscious in 10 seconds and experience full rigor mortis in 30 seconds. The target will appear to be dead, but will actually be in suspended animation. This effect can be terminated by a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) of 9th level or greater or a white **Flower of Avalon** (Druid 8), or will fade on its own at the end of the game day.



Selfen

[sel-fin]

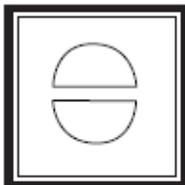
Level: 7

Area: Single

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Target is teleported up to 100 "game" feet away to a location determined by the creator of the glyph. The teleportation itself will not damage the target, however the resulting destination could be harmful; for example, the target could be teleported over a pit of acid, into which he will fall. After the Selfen glyph is placed the caster must immediately move to the destination of the teleport, and may not stop to perform any other actions along the way.



Shestru

[shes-troo]

Level: 7

Area: 10' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All non-magical shields within the area of effect will be instantly destroyed beyond any means of repair (including **Mend** (Magic User 1) and **Reverse Warp** (Druid 2)).



Silwar

[sil-war]

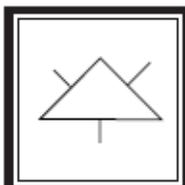
Level: 7

Area: Special

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

When triggered, the glyph will send a silent message of 20 words or less to the person who created the glyph. The message can be sent to the recipient anywhere on the same physical plane as the glyph.



Sinta

[sin-taw]

Level: 7

Area: 5' radius centered on the glyph

Duration: 55 seconds

Level to Dispel Glyph Effect: 11th

All targets are affected by an 11th level **Petrify** (Magic User 7). All stipulations of **Petrify** apply.



Ungoloranth

[uhn-gohloh-ranth]

Level: 7

Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 11th

All affected targets will be instantly affected by a **Phase Out** (Magic User 4), and simultaneously affected by a **Fog Brain** (Magic User 2) cast at 11th level. Each effect of the glyph can be removed with separate castings of **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) at 11th level for each affected target; for example, a fully affected target would require two castings of **Dispel Magic** to remove both effects of the glyph. Note: **Fog Brain** can also be reversed with **Reverse Fog Brain** (Magic User 2) or **Acuity** (Magic User 6, Monk 6).

8th Level Glyphs



Arshat

[ahr-shat]

Level: 8

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All non-magical armor within the area of effect will be instantly destroyed beyond any means of repair (including **Mend** (Magic User 1) and **Reverse Warp** (Druid 2)). All armors, including magical armor, will have all its armor-point counters immediately expended.



Babre

[bah-brey]

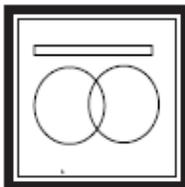
Level: 8

Area: Special

Duration: 20 minutes

Level to Dispel Glyph Effect: 8th

The atmosphere of an enclosed space (for example, a room, corridor, or section of maze) will become a corrosive gas for a period of 20 minutes. The maximum area of effect of this gas is a 50' radius from the center of the glyph. Once inhaled, this gas will cause all targets to take 6 points No Defense damage at the end of every 5 minutes. The effects of this glyph can only be dispelled if the area of effect is a 5' radius or less, and cannot be dispelled while any target is still breathing the gas. If a target leaves or is removed from the corrosive atmosphere, he will continue to take damage for the full duration of the effect or until the gas is neutralized with a **Neutralize Poison** (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), **Cleanse** (Cleric 7), **Purify** (Cleric 9), or a black **Flower of Avalon** (Druid 8).



Desh

[desh]

Level: 8

Area: 5' radius centered on the glyph

Duration: 1 hour

Level to Dispel Glyph Effect: 10th

Each target at or below 12th level resistance to LI will suffer a Level Drain of ½ his levels, rounded up. This loss affects every aspect of every class, including maximum life points, maximum spell and ability points, available SAS, use of innate abilities, damage, and armor.

Example: An unconscious 4th level Magic User, with 4 Life Points and 19 points of damage, is affected by a Desh glyph. He will immediately be reduced to the statistics of a 2nd level Magic User, with only 2 Life Points.



Magius

[mey-gee-uhs]

Level: 8

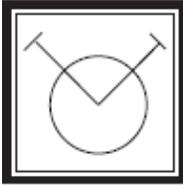
Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

When this glyph is triggered, each affected target will take No Defense damage based on the spells he has up and the magic items in his possession. Each magic item carried or possessed innately (beyond the normal set of SAS defined by the target's base character class) will cause the target to take 2 points of No Defense damage. Each spell the target has on him (not including Curses) will cause the target to take 2 point of No Defense damage per level of the spell. If a target has no magic items and no spells up, he will take no damage.

Example: A target Magic User carries 2 magic items, can innately *Dodge Blow* (Fighter 7), and is under the effects of a *Spell Defense* (Magic User 4) and a 5 point Defense (Magic User 1). He will take 3 points No Defense from his magic items, 3 points No Defense from his *Spell Defense*, and 3 points No Defense from his *Defense* for a total of 9 points of No Defense damage.



Pyro

[pahy-roh]

Level: 8

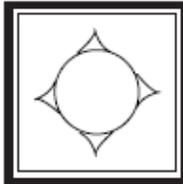
Area: Single

Duration: Special

Level to Dispel Glyph Effect: 8th

The target will burst into flames, which will cause an immediate 15 points of fire damage and an additional 5 points of fire damage at the beginning of each minute thereafter. This glyph must be dispelled to end the effects, but use of ***Dispel Magic*** (Magic User 4, Cleric 5, Druid 5) will not heal the damage already caused to the target. The effects of this glyph will automatically fade at the end of the game day.

9th Level Glyphs



Cryo

[krahy-oh]

Level: 9

Area: Single

Duration: 30 minutes

Level to Dispel Glyph Effect: 11th

The target is instantly affected by a ***Killing Attack*** (Magic User 10) at 10th level of effect. In addition, the target will be *weakened* for the next 30 minutes. Use of ***Dispel Magic*** (Magic User 4, Cleric 5, Druid 5) will end the *weakened* state, but will have no effect on the ***Killing Attack***.



Kolnath

[kohl-nath]

Level: 9

Area: 5' radius centered on the glyph

Duration: 1 Game Day

Level to Dispel Glyph Effect: 11th

Each target will lose the use of a single SAS determined by his class. Use of the SAS can be regained with use of ***Dispel Magic*** (Magic User 4, Cleric 5, Druid 5). Use of the following SAS will be lost:

Cleric – Mend

Druid – Heal

Fighter – Fighter's Recovery

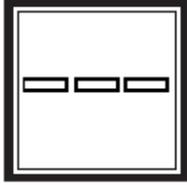
Knight – Heal

Magic User – Whichever spell was chosen for cantrip (Savvy will still be castable as a non-cantrip spell)

Monk – Heal Self

Ranger – Healing Potion

Thief – Trap Sense



Westru

[wes-troo]

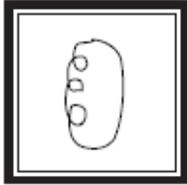
Level: 9

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All non-magical weapons within the area of effect will be instantly destroyed beyond any means of repair (including **Mend** (Magic User 1) and **Reverse Warp** (Druid 2)).



Wither

[wi-ther]

Level: 9

Area: Single

Duration: 5 minutes

Level to Dispel Glyph Effect: 11th

The target will lose 1 permanent point of Max Resilience at the end of each minute for the duration of the glyph's effect. No defenses will protect against this effect, but the effects of the glyph can be halted by **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). Dispelling the effects of the glyph will not restore the lost permanent life points.

10th Level Glyphs



Mitnal

[mit-nawl]

Level: 10

Area: 5' radius centered on the glyph

Duration: Special

Level to Dispel Glyph Effect: Special – begins at 12th

Each target will begin to experience excruciating pain, and will immediately take 8 points of damage. Every 3 minutes, he will take an additional 8 points of damage; this will continue until either all targets are dead, until the effects of the glyph are halted with a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5), or until 12 rounds of damage have been delivered. Initially, a 12th level Dispel Magic will be required to halt the effects; however, after each subsequent round of damage, the level of the required **Dispel Magic** will be reduced by 1. For example, after a target takes the third round of damage (if he's still alive), only a 10th level **Dispel Magic** will be required to halt the effect of the glyph on him.



Mord

[mord]

Level: 10

Area: Single

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

The target will immediately take 30 points of damage.



Passalon

[pass-a-lon]

Level: 10

Area: Special – begins with Single

Duration: Special

Level to Dispel Glyph Effect: NA

The target of this glyph will be infected by internal parasites (a magical disease), which will immediately cause 10 points of No Defense damage, plus an additional 5 points of No Defense damage at the end of each minute. The infection may be temporarily halted with **Freeze Disease** (Cleric 2) or **Stasis** (Cleric 6), but can only be destroyed by a **Neutralize Disease** (Cleric 4), **Cleanse** (Cleric 6), **Purify** (Cleric 9), or green **Flower of Avalon** (Druid 8). If the victim dies from the effect of the glyph, the parasites will infect all creatures within 10' of the body at the time of death.

Magic Items

A Magic item is a ring, wand, medallion, amulet, scroll, weapon, or any other item or effect that is imbued with beneficial and/or detrimental magical properties. Anything that allows a character to perform an SAS or effect not provided by their base class, or that improves or supplements the base class, is considered to be a magic item. Innate effects, blessings from deities, special training, or any other effect that gives a character access to an SAS or effect beyond their base class, or improves or supplements the base class, is also considered to be a "magic item" despite the fact they might have no physical representations. A potion, herb, plant, or flower that is created by use of an SAS is also considered to be magical, and the effects that it produces are under the same restrictions as all other magic items.

Magic items are commonly acquired as treasure in a game or are purchased in game. Magic items and their properties must be registered with the IFGS Registry; magic items that were not procured in a sanctioned IFGS game cannot be brought into an IFGS adventure.

No matter what the type of item, they all function as described in this section. Physical damage and spell damage have no effect on most magic items, unless otherwise determined by game design. However, scrolls can be destroyed and non-magical potion bottles can be broken.

Physical Representations

When a character finds a magic item during an adventure, they will be informed whether or not they may take and keep the representation of the item. If they can't take the item (it may be needed for the other teams on the course), then they must make or obtain an appropriate representation of the item for use in future adventures. PCs must have a representation for each magic item that they intend to carry into the game. If a player does not have an appropriate representation for a particular magic item, then the player can't use that item in the current game.

Sometimes in a game, characters gain a spell, skill, or ability as an "innate" power. In that case, no physical representation of the item is required, but such "innate" powers are otherwise subject to all the same limitations of other magic items. For example, if a character were to gain two innate spell points, those two spell points would behave just as if they were from a two point generator.

Bonding of Magic Items

When a magic item is recovered during a game, it will bond to the PC who uses it first. After an item has bonded to a PC, the magic item will function for another character only after the original PC dies or after another PC has had the item in their possession for at least four hours of game time. If a PC dies and is resurrected, their magic items will immediately rebond to the original PC as long as no other PCs have

used them. Magic items cannot be directly passed between two characters belonging to the same person. The same bonding rules apply to NPCs, except as provided for by game design.

Treasure Limits and GD/GP Approval of Magic Items

Players are limited in the amount of treasure they may bring into an IFGS game. By default, this limit is set at a gold piece value equal to 75% of the character's Experience Point Total. For example, a character with 8,000 experience points would be allowed to bring up to 6,000 gold pieces worth of treasure (including gold) into a game. On occasion, characters participate in games at a level lower than the one they've attained, or "play down"; a PC who "plays down" may bring treasure equal to up to 75% of the maximum experience for the level they're playing. Specific Game Designers may choose to raise or lower this default limit for their game, or to remove the restriction entirely.

The Game Producer has the final, absolute say about which magic items may or may not be brought into the game. This is to promote fairness and game balance. The Game Producer spends many hours attempting to make the game enjoyable and balanced, and a character with a very powerful item may be too much to contend with in a low level game. Frequently, the Game Producer will delegate the responsibility to limit or check magic item lists to a team's Game Master (GM). Please don't take it personally if the Game Producer disallows some of your magic items; your items may be too powerful for game mechanics and balance. Remember that the Game Producer has invested significant amounts of time, creativity, and energy in developing a game that many people will participate in and will hopefully enjoy.

Activation of Magic Items

To activate magic items, a character must perform the same actions as the base class that the spell, ability or skill comes from. Example: Bronwen has a Wand of Fireballs, with a savvy of "When invoked releases a 15 point *Fireball* (MU 5th level) once per day." To activate the wand, Bronwen must use a vocal incantation of 100 syllables, move both arms and not take more than one step. A character **MUST** clearly state all activation of magic items to opponents, if the effects would be visible, such as Healing, Resist Pain, Sense 1, and others.

Item activation is disrupted if the character is interrupted by an outside influence in the same way as a spell is disrupted, no points or uses of the item are lost if activation is disrupted.

Some SAS are considered "pre-cast", that is, the casting takes place before the actual effect is used. Examples include *Autocast*, *Double Effect*, *Electrify*, *Divine Retribution*, and *Spell Negation*. When magic items include SAS such as these, the ability may be preactivated at any time during the game and will remain "prepped" until used or the end of the game day, exactly as the corresponding SAS does. This preactivation still requires the standard actions, incantation times, or meditations times. If a magic item contains a mix of standard-activation and pre-activation abilities, only the "pre-cast" abilities may be pre-activated.

At least five seconds must pass between activations of magic items, spell castings, and uses of abilities or skills.

Items that have an autocast modifier have an activation time of 0, but do not remove any other stipulations of the base SAS; a character would still need to move both arms and/or not move if the base SAS has these limitations. Meditative SAS would not require working arms but the character would have to stop moving to activate. Example 1: If the Savvy for Bronwen's Wand of *Fireball* read "When invoked releases an autocast 15 point **Fireball** (MU 5th level) once per day" then Bronwen would not have to perform the incant but would still have to move both arms and not take more than one step. Example 2: If a character lost use of one or both arms, they could still invoke an item of autocast **Ki'ai**, since the Monk **Ki'ai** ability does not require use of arms. Note that if the arm that you are wielding a weapon in is disabled for any reason you must drop your weapon, even if you have autocast healing items.

Autoactivate items do not require meditation time and are automatically invoked when their specified condition occurs. All autoactivate items with the same condition of activation will activate at the same time if the specified condition is met. For example: if a character has four 2-point healing items that autoactivate when a limb reaches zero points, all four of the items will be activated when the first limb goes to zero.

Special Types of Items

Spell or Ability point generators/batteries/crystals may be used to fully or partially recharge items that require points to recharge, cast spells using *Devil's Weed*, or other actions that normally require the use of spell or ability points. A generator provides the owner with a defined number of spell or ability points each game day; batteries and one shot crystals work in the same manner as generators, with the exceptions that batteries must be charged and crystals are "one-shot" items.

Magical protection items such as protection rings, will add points of armor to a character. For example, if you had a +2 ring of protection, it would grant you two additional points of armor. This is permanent, and these points can be damaged and mended as normal. The protection granted is of the same type as character's base armor type, or is Natural armor if the character is not wearing any other armor.

Magical weapons such as swords, bows, arrows, etc. will deliver a greater amount of damage than their non-magical equivalent. This is usually given as a number of extra-damaging blows per combat. There are four main types of magical weapons: Fighter's weapons, Hero's weapons, Epic weapons and Legendary weapons. Fighter's weapons grant their enhanced damage blows once per combat. Hero's weapons grant their extra-damaging blows twice per combat and Epic weapons grant them three times per combat. A Legenday weapon gives its bonus to all attacks with that weapon. For example, a 4th level Cleric with a +1 Hero's sword could make two attacks per combat that did 2 points of damage, rather than one. A 5th level Magic-User with a +3 Fighter's weapon could make one 4 point blow each combat, instead of his normal damage of 1. By default, all magical weapons do magical damage on every hit, not just on their extra-damaging attacks. If a player is using a magic weapon, they will call out the amount of damage that they do with that weapon, followed by the word "magic." For example, the Cleric described above would call out "one, magic" with a successful weapon's touch, or "two, magic" when he uses his weapons extra-damaging blow. If a weapon is magical, then the damage will be magic; this is not a choice of the player. It is the responsibility of the player to communicate the correct type of damage to the target. Unless these items are defined as having a limited number of uses, they require no activation/meditation time to use.

Items of Heal do not replicate a specific SAS, such as a Ranger's Healing potion, a Knight's *Heal*, a Monk's *Heal Self* (including **Improved Heal Self**) or a Cleric/Druid's *Heal* spell. Instead, these items use the Generic Healing rules (found below). Note that *Items of Mending* work much the same way and use the Generic Mending rules below.

Magic potions must be consumed in their entirety at once to be effective, and take a minimum of 5 seconds to consume. Potions in non-magical bottles can be broken; this often occurs when a locked chest containing a potion is opened by force.

Scrolls can be invoked by any character who can read aloud, regardless of their class. A character who cannot read aloud cannot use a scroll. The level at which the scroll was created shall be recorded in the upper right hand corner of a scroll. If a scroll does not have a level recorded, then the scroll is effective at the base level of the spell (for example, an *Entrhall* would only work at first level). Scrolls radiate magic. A scroll is activated by reading aloud for a time equal to the activation time for the corresponding SAS. If there is no incantation written on the scroll, then the player is responsible for role playing spell casting for the appropriate duration of time.

A spell may only be read from a scroll once and then the spell is expended. If a character is interrupted while attempting to read a scroll, the scroll can still be used. If a character tries to read a scroll that is too

high a level for him, there is no effect and the scroll retains its spell. A scroll can be destroyed by fire, by being torn into pieces, or by other means.

As with all magic items, an individual can only effectively read scrolls with spells cast at the character's level +2 or less, LI spells cast at the character's level +2 or less, and spells that have an absolute level no greater than the character's level +2. For example, a third level character could read a *Fireball* scroll (fifth level spell) cast at fifth level or less. Similarly, a third level character could read an *Enthrall* scroll (first level spell) that affected up to fifth level creatures. A second level character could not read an *Enthrall* scroll that affected seventh level creatures. A third level character could not read a *Blast* scroll (tenth level spell) cast for only 20 points (5th level of effect).

Generic Healing

Generic healing is the standard healing available in magic items. All generic healing possessed by a character forms a single pool (called the Generic Healing Pool, or GHP), which may be used to heal the owner or another character.. The character may heal from this pool for values ranging from 1 point to the character's level. This healing requires a quick count 30 meditation to invoke, and has a range of Touch if used on another character. By default, per-day healing is presumed to be used first, but a player may choose to use one-shot healing from the generic healing pool at any time.

Autocast effects associated with healing items apply to the generic healing pool. If a character has one item that provides autocast healing X times per day, and one that provides autocast healing Y times per day, the character may autocast generic healing X+Y times per day. Autocast effects are subject to the MILL rule; characters below 5th level cannot autocast healing.

Certain SAS that provide healing have characteristics that do not match the generic healing type, such as ***Cure Serious Wounds*** (different increment), ***Ranged Heal*** (different range), or ***Earth Healing*** (different increment plus additional effects). Items that duplicate non-standard healing SAS do not contribute to the generic healing pool, and are subject to the MILL rule restrictions and casting times of the SAS they duplicate. Potions and scrolls of healing are specifically required by the Fantasy Rules to be consumed in their entirety in order to take effect. As such, they do not contribute to the generic healing pool.

Artifacts

Artifacts are items of great magical power invented by Game Writers to fulfill a specific purpose. An artifact may be any type of item that the Game Writer chooses and may have powers that violate the standard rules. An artifact is often intended for use only in the single adventure in which it is found, and cannot be used in future games. In some unusual cases, however, a PC may gain possession of an artifact and may use it in future games. Due to the great power of these items they will not function in games that are not specifically designed and sanctioned for the specific artifact. Artifacts are not to be taken lightly. Often they are the focal point of a game's objective. The powers of an artifact can be divine in nature or greater than mere mortal achievement. They are not common or mundane. Artifacts carry consequences and these should be considered when dealing with them.

Limitations on Magic Items

Magic items may not perform a Skill/Ability/Spell in an increment different from the base class, e.g. Heal must be used in increments of 1, Cure Serious must be in increments of 2, etc.

Magic items may not perform a Skill/Ability/Spell in an increment less than the minimum effect of the base Skill/Ability/Spell; e.g. Wrath must be at least 10 points, etc.

Magic Item Level Limit (MILL):

To activate a magic item, a character may not be more than 2 levels lower than the base level of the SAS; e.g. to use a Wand of *Fireballs* (5th level spell) Bronwen must be at least 3rd level, and to use a Wand of *Blast* (10th level spell) for any number of points Bronwen must be at least 8th level.

Items of defined value can be activated for up to 2 levels higher than the character's level. Example: Bronwen has a ring of 20 point *Wrath* once per day, and she is only 3rd level. She can activate it for a 10 point *Wrath* since that is the maximum damage a 5th level character can do with. Because the ring only has one use per day, the unused 10 points are not saved for use later in the day.

Incremental items must be activated for at least the minimum that it costs the base class to invoke the ability and for no more than the maximum allowed by the character's level +2. If too few points are left in the item after an invocation to meet the minimum, the item cannot continue to be used. Example: A ring of *Wrath*, 20 points in any increment, is used to cast a 16 point *Wrath*. 4 points would still remain in the ring, but since the minimum *Wrath* is for 10 points the ring could not be used again that game day.

When a character uses a magic item with a Level Influential (LI) spell, ability, or skill much higher than their own level, they are unable to fully control the LI power. In no case can a player character call out an LI effect more than 2 levels higher than their own level. For example, if a magic item has a savvy which says it allows the user to cast a *Crashtime* at tenth level, but Greystone is fourth level, then when Greystone tries to use the item it would function as a *Crashtime* cast at sixth level. If the resulting level of effect is lower than the level of spell, ability, or skill that is being invoked, it cannot be used at all. For example, Greystone at fourth level could not invoke *Awe* at all since *Awe* is tenth level. If Greystone were eighth level or higher, he could then invoke *Awe* at tenth level from an item.

Items with built-in modifications such as Autocast, Double Effect, LI Extension, and others are subject to the MILL rule as per the base ability of the item or the modifying SAS, whichever is highest. The modifier Autoactivate is not in itself subject to the MILL rule but the base SAS of the item remains limited as normal. Example: Bronwyn is 4th level, has a wand of Autocast Fireball that does 5 points of damage. Since the Autocast modifier replicates a 7th level spell, Bronwyn may not use the Fireball as autocast until she reaches 5th level.

Magic items may not perform a Skill/Ability/Spell at greater than 10th level of effectiveness, e.g. Wrath for 20 points, Kill Dagger at 10th level. A magic item of Kill Dagger at 10th level will affect a 10th level character. A Kill Dagger performed by a high level Thief can exceed the 10th limit on magic items. Level of Effect is defined as the effect produced by a native user of a Skill/Ability/Spell without modification. (i.e. A Thief's Edge used at a 10th level of effect does 10 pts of damage). This limit is to insure that a character at the highest level of each class will always be able to perform their Skill/Ability/Spells as well or better than a magic item.

A character must be able to perform the physical effects gained from the magic item for successful use. For example, if a character had both legs wounded they cannot perform a Monk's Leap.

If a character cannot read, he cannot use a scroll.

Mundane items that are produced by magic items are not magical and do not detect as magic unless otherwise specified in the Savvy list of the magic item itself. For example, a magical quiver that produces six arrows per day would create six non-magical arrows.

*Skills/Abilities/Spells, such as Autocast, LI Enhancement, Double Effect, and Invoke, and/or magic items may not increase the effectiveness of other magic items. Thus, a wand that allows the owner to cast a fifth level *Crashtime* cannot be modified to cast a seventh level *Crashtime* even if the owner has cast *LI Enhancement*. A Magic User cannot cast the spell Autocast to cause a Wand of Fireballs to instantaneously cast a Fireball. More generally, magic items do not affect other magic items, except that Spell/Ability generators/crystals/batteries may be used to recharge magic items that require Spell/Ability points to be recharged. Whatever an item's savvy says it can do is the limit of what it can do, provided none of the savvies violate the IFGS rules.*

No item may be created or defined as stackable with other items outside the normal stacking rules. All items are subject to stacking rules as discussed in Chapter 10. If an item was created and defined as stackable under a previous version of the rules, it is no longer considered to be stackable.

For magic items that require an NPC to play a role such as a familiar, the player must provide someone to fill the role. The NPC for this role will not be provided by game staff.

Use of magic items that require a GM/SK to carry a player's items, e.g. a "bag of holding" that will contain other objects, is subject to GM/SK willingness, and is not guaranteed.

If a PC owns items gained under an earlier rules set that are affected by the above restrictions, the player shall submit these items to their Chapter Sanctioning Committee to be resanctioned to be in compliance with this rule set. Items that contain a Skill/Ability/Spell of a level the PC can access according to the MILL but have an effect that is greater than 2 levels higher, may still be used by the PC. However, the PC will only be able to activate the item at the reduced level of effect allowed by the MILL. Any remaining points would be lost. Example: A 3rd level PC has a Wand of Wrath that does 14 points once per day. The PC may still use the item since Wrath is a 5th level spell (PC level +2), but the damage would only be 10 points as long as the character remains 3rd level. Once the character reaches 4th level the Wrath would now be 12 points and when achieving 5th level the full effect of the item is allowed.

Spells and Magic Items

None of the modifier spells such as **Autocast**, **LI Enhancement**, **Double Effect**, and **Invoke** can be used to modify the effects of a magic item. Thus, a wand that allows the owner to cast a fifth level **Crashtime** cannot be modified to cast a seventh level Crashtime even if the owner has cast **LI Enhancement**. And Bronwen in the earlier example with the Wand of Fireballs cannot cause the Wand to instantaneously cast a Fireball. Of course, magic items can be made which contain **Autocast** as part of their magic. Whatever an item's savvy says it can do is the limit of what it can do.

Stackability

No item may be created or defined as stackable with other items. All items are subjected to stacking rules as discussed in Chapter 10. If an existing item was defined as stackable it will not be considered to be a stackable.

Chapter 10: Stacking Rules

What is stacking? In our fantasy rules system there are many Skills, Abilities and Spells (SAS) that increase a character's spike damage with a hand-held melee weapon, their protection against melee damage and spells, their level of LI protection and so on. Stacking is the use of SAS in conjunction with magic items, other players and a character's own 'base' for greater effectiveness, defense and damage. A character's 'base' is his starting point as defined by his class and level.

A character's base is the unmodified amount of hand-held melee spike damage, protection from attacks (Resilience), level of casting LI, LI resistance, etc. as defined by a character's class and level. All modifications are stacked onto a base. Base is the starting point for any of the stacking. Each of the chapters describing a character Class contains tables clearly delineating a character's base for damage with hand-held melee weapons, thrown weapons, propelled weapons, and damage mitigation gained from wearing armor. For all characters, their base for casting LI spells and using LI abilities and skills and their base protection versus LI effects is their level.

A set of rules governing stacking is essential in helping to balance the various Character Classes. These rules also help prevent Player Characters and/or Non-Player Characters from adding enough SAS together to completely overpower an opponent or whole encounter in a single attack. Experience has shown too much concentration of power in a single attack leads to less fun. Stacking rules apply to the interaction of a character's SAS and magic items. These rules are designed to keep the amounts of damage and protections in a game balanced.

Characters may be under the effect of more than one instantaneous SAS at a time. Effects from multiple instantaneous spells, such as **Fireball**, are treated as individual attacks for the purpose of damage reduction due to spells, armor, items, etc.

There are eleven "slots" that can be filled by bonuses. Each of these slots can only be filled from one source, but there is no limit (other than MILL) as to the bonus in the slot. Anything that does NOT fill one of these slots is considered to be fully stackable.

+Resilience (SAS): This is a bonus to the maximum Resilience of a character that comes from spells, skills, or abilities. This includes spells like **Rhinohide** and **Exuberate**, but does **not** include the base armor value of armor. It also does not include protections, nor any armor that is not effective against normal attacks (i.e. **Spell Protection**, **Missile Protection**, etc.).

+Resilience (Enhancement): This is a bonus to Resilience that comes from special enhancement items such as rings of protection. Any non-SAS source of Resilience falls into this category. This stacks with +Resilience (SAS) and +Resilience (armor), so a character could benefit from both **Enhance** and +1 chain armor and a +1 Ring of Protection.

+Armor (Natural): These are the Armor Points that comes from natural armor.

+Armor (SAS): This is a bonus to Armor Points that comes from the spells, abilities, or skills.

+Armor (Enhancement): This is a bonus to Armor Points that comes from special enhancement items such as rings of protection or from the enhancement bonus on armor. Any non-SAS source of Armor Points.

+Spike Damage (SAS): This slot is any bonus to the spike damage for a character granted by skills, spells, or abilities. Only the highest bonus will apply.

+Spike Damage (Enhancement): This slot is any bonus to the spike damage for a character granted by magic items. Only the highest bonus will apply.

+Spike Damage (weapon): Some weapons, such as polearms, grant a constant bonus to the character's Spike damage. This can stack with the bonuses from SAS.

+Threshold: This slot includes all effects that give a temporary bonus to a character's Threshold. Note that items/SAS that give additional Threshold through Armor Points stack with items/SAS in this category.

LI effect: This slot represents the bonus a character can have to his LI level of effect. A 6th level MU could apply LI Enhancement +1 OR LI Enhancement +2, but not both.

Resist LI: This slot includes all bonuses that add to the level at which a character can resist LI effects.

Spikes

Although the amount of damage that a character can do with Spikes is a stacking category, the number of Spikes that a character can have at any one time is limited to twice her level, but these may come from any number of sources.

Multiple SAS

A character can never be affected by the same skill, ability or spell more than once at a given time. For example, a character cannot have two **Enhance** spells up simultaneously. A character may not put up an ability that he already has up in order to "re-fresh" it. If an ability has been activated, it will run until its duration expires, it is dispelled, or is somehow removed (generally by game-design), and cannot be re-started by the character. However, a character can be affected by two simultaneous **Lightning Strikes** if they were from two different sources. The character would not be affected by two simultaneous **Lightning Strikes** if they were a result of a spell caster using **Double effect – Extra Target**.

Unless otherwise stated in the description of a skill, ability or spell, no skill, ability or spell can extend beyond the current game day.

Immutables

Immutables are those aspects of a character that can never be permanently changed, EVER!! In other words, these cannot be permanently changed under any circumstances by anyone for any reason. This is one area of the rules that is beyond the purview of any Game Writer, Sanctioning Committee or Chapter Policy. These aspects are fundamental to the IFGS rules system. While a Game Writer may change some aspects of the rules for his current game, those changes may not leave his game and are not valid outside of that game writer's world.

1. **Number of Weapons Allowed** – the number of weapons to which a character may apply his base for hand-held or missile damage
2. **Armor Type Allowed** – the available type of armor that a character may use.
3. **Weapon Type Allowed** – the available types of weapons a character may use.
4. **Ability to apply Proficiency Damage** – whether or not a character can apply base damage to a second weapon or to a non-allowed weapon type.
5. **Shield Usage** – whether or not a character is allowed to use a shield
6. **Wait Time Between Usages** – the amount of time a character must wait before performing his next action involving a skill, ability, spell, aiming time for missile weapons or magic item.
7. **Ability or Spell Cost** – the amount of spell or ability points needed for a spell or ability. This amount may never be reduced or increased.

8. **Additional Classes** – the class of a character. Or no magic item or effect that enables the character to gain an additional class is allowed.

Chapter 11: Cleric

In any world where there are gods and goddesses, a Cleric is the person best able to communicate with them. The abilities that Clerics offer a party include healing unrivaled by any other Character Class in terms of variety and degree, their ability to protect from harm, their capacity to gain general information about a specific occurrence or situation, and their skill in dealing with undead. A Cleric's strength in spell casting, combined with his ability in melee, makes him a good source of support for a team.

Specializations

Once a Cleric reaches 6th level, she will have to decide whether to become a Healer, Warpriest, or Necromancer. The Cleric will then use the attributes, spell-list and other features of that advanced class. She will still have access to all spells listed here in the Cleric spell-list and will still be considered a Cleric.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Choose two from: Swords, Axes, Maces, Thrown

Armor – Leather Armor or Chain Mail

Shield – Any

Level	Spell Points	Resilience	Threshold	Spikes	Spike Damage
1	27	5	2	1	2
2	34	6	2	2	2
3	41	7	2	2	2
4	48	9	3	2	3
5	55	11	3	2	3

Cleric Spells

A Cleric should obtain and wear a holy symbol as a representation of his deity. This symbol can be as simple or complex as the Cleric desires, but the holy symbol is required to turn undead creatures. To avoid causing insult other people's religions or beliefs, crosses, pentagrams, or other similar recognized religious symbols should not be used as holy symbols.

A Cleric can convert willing characters to his religion, and may have followers. These converts must follow the dictates of the Cleric's religion and may wish to donate money to the faith or perform duties, such as quests, for the Cleric.

Appendix A provides a list of all Cleric skills and spells in table form.

Innate Skills

(Default Invocation = 0 syllables)

Character Option: Orientation

The Cleric may choose whether he detects good/evil or law/chaos. This is a character choice and cannot change without GM approval (due to a change of deity, in-game effect, etc.).

Detect Good/Evil

Range: Melee

Misc.: NA

Area: Single - item, person, place

Cost: 0

Duration: 30 seconds

With 5 seconds of concentration, the Cleric can detect whether an item, person, or place that she concentrates on gives off Good or Evil emanations. The Cleric may scan, switching targets every 5 seconds for the duration of the skill. For each use, the Cleric must specify whether he is detecting for Good or Evil, and he will receive a simple Yes or No to indicate whether the chosen target gives off that emanation. This skill requires no invocation, but 1 minute must pass between uses. This skill is blocked by 1 inch of wood, earth, stone or metal, but cannot be blocked by shields. Note that a Cleric with the **Detect Good/Evil** skill does not have access to the **Detect Law/Chaos** skill.

Detect Law/Chaos

Range: Melee **Area:** Single - item, person, place **Duration:** 30 seconds
Misc.: NA **Cost:** 0

With 5 seconds of concentration, the Cleric can detect whether an item, person, or place that she concentrates on gives off Lawful or Chaotic emanations. The Cleric may scan, switching targets every 5 seconds for the duration of the skill. For each use, the Cleric must specify whether he is detecting for Lawful or Chaotic, and he will receive a simple Yes or No to indicate whether the chosen target gives off that emanation. This skill requires no invocation, but 1 minute must pass between uses. This skill is blocked by 1 inch of wood, earth, stone or metal, but cannot be blocked by shields. Note that a Cleric with the **Detect Law/Chaos** skill does not have access to the **Detect Good/Evil** skill.

Holy Symbol

Range: Self **Area:** Single - Holy Symbol **Duration:** Permanent
Misc.: NA **Cost:** 0

The Cleric may designate one item or symbol on her person as her holy symbol, the representation of her faith in her deity. The holy symbol is non-magical unless charged and becomes non-magical and non-functional if removed from the Cleric. At any one time, the holy symbol can store one casting of **Heal** (Cleric 1) that has been cast by the Cleric. Unlike most casting, the Cleric may change the target of **Heal** to be the holy symbol at any time during the casting, preventing him from wasting this spells if the intended target moves out of range. Releasing the spell from the holy symbol requires only a thought, and has an invocation time of 0 seconds. The Cleric need not cast in any way to release the spell (although the range of the spells doesn't change, so to use them on others, the Cleric will need to be touching the intended target). The spell from the holy symbol will be cast at whatever power the original spell was. Only one spell can be stored at a time, and spells may not be "added to" inside the symbol (i.e. a 4 point **Heal** cannot be given additional points by an additional casting), but a spell inside the symbol can be replaced at the Cleric's option. The holy symbol will not store spells from one game-day to the next. Any Cleric who worships the same deity as the character who touches the holy symbol will immediately know it to be a holy symbol of the same deity on a fundamental and instinctual level. Finally, if the holy symbol is lost or destroyed it can be replaced between games but can only be replaced in-game at the GMs discretion. This is a base feature of the class and cannot be added into a magic item.

Identify Undead

Range: Melee **Area:** Single - Undead **Duration:** Instantaneous
Misc.: NA **Cost:** 0

With this skill the Cleric can determine what type of undead he is looking at; types of undead include zombies, ghouls, ghosts, skeletons, mummies, vampires, liches, and others. This skill will not tell the Cleric any particular abilities of the undead creature.

Turn Undead

Range: Melee **Area:** Double - Undead **Duration:** 1 minute
Misc.: LI **Cost:** 1

A Cleric can channel the power of his deity to turn undead creatures of his level or below. When attempting to **Turn Undead**, the Cleric should hold out his holy symbol and call out "Turn", his level of effect, and the colors of the targets to be turned. If the targets are affected then they must turn 180 degrees from the Cleric and move away at normal speed for 1 minute. If attacked during the turn the

This spell allows the Cleric to give a one-word command to the target; the command must be in a language understood by the target of the spell, and must be perfectly clear and unambiguous. There are four possible commands that the priest can give:

- Flee** – The target must move away from the combat, trying to stay well out of combat range for the duration of the command. The character can fight normally while leaving and if trapped or approached.
- Sleep** – The target moves off to what she considers safe location and then falls into a deep sleep that lasts the duration of the spell. The character can fight and defend himself normally while moving off. Neither damage, nor shaking will wake a character from this sleep.
- Surrender** – The character must drop his weapons and present himself to the Cleric. He will follow the Cleric around, not causing trouble, and generally obey commands as if he were a prisoner. If he is attacked by the Cleric or the Cleric's allies, the duration immediately expires. He will not follow commands that cause him harm or obvious risk. Attacking a surrendered individual can be considered an evil act.
- Kneel** – The target must kneel on the ground, and may not move his legs. He can fight and defend normally.

Undead are unaffected by this spell. If the caster attacks the target, the spell is broken and the target is free to act normally. This is an LI spell.

Level 2

(Default Invocation = 50 syllables)

Damage and Protection vs. Supernatural

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: Material Component **Cost:** Var.

This spell provides the Cleric with protection and additional damage that are effective against supernatural creatures, such as undead, lycanthropes, and demons. The Cleric can spend up to ½ his level (rounded up) in spell points, and each spell point provides one additional Spike. In addition, for every spell-point the character gets one point of protection against a damaging attack from a supernatural creature. The Cleric should call out "Protect!" when one such attack is ignored. These Spikes may be applied to any weapon attacks against the supernatural, including thrown daggers, but is not applied to holy water. The duration of this spell is one combat or one game day, whichever comes first. In order to use the benefits of this power, the opponent must have been positively identified as supernatural by Reveal Supernatural Creatures, or other similar means. Material component: Blue flag.

Bump of Direction

Range: Self **Area:** Self **Duration:** Instantaneous
Misc.: NA **Cost:** 2

This spell will allow the Cleric to get a sense of which direction the party needs to go when lost or when trying to determine the direction to a specific person, object, or location. Results are subject to GM discretion and knowledge. This spell will only give one immediate "bump" in a particular direction, and can only locate something or someone on the same physical plane as the Cleric.

Create Holy Water

Range: Touch **Area:** Special - 6 Vials **Duration:** Instantaneous
Misc.: Material Component **Cost:** 2

When the Cleric casts this spell, he can create 6 vessels (beanbags) of Holy Water. The caster must have the physical representations available. Players may still bring as many bags of Holy water as they wish into a game – this spell is merely an in-game method of replenishing used bean bags during an adventure. Material component: up to 6 white beanbags.

Foresee

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: Var.

This spell allows the Cleric to communicate with his god or goddess in an attempt to divine whether a particular action will be boon (positive) or bane (negative) for the Cleric and his team. Only one question can be asked per casting and the answer will be a simple "Boon" or "Bane". This spell will not provide information regarding the accuracy of assumptions; for example, a question such as "Boon or Bane to assume this NPC is evil?" will not give the Cleric an answer, whereas a question such as "Boon or Bane to kill this NPC?" will. This spell is rarely 100% accurate and will only give an answer if the action in question will be fully resolved within the next 10 minutes. "Boon or Bane to trust the King" would only come up with Bane if the King was going to betray the PC within the 10 minute period.

This spell is limited to one question per level of the Cleric per game day. Spell cost is variable and progressive; the first time this spell is used in a game day it costs 1 spell point, the second use costs 2 spell points, the third use costs 3 spell points, and so on.

Freeze Disease

Range: Touch

Area: Single

Duration: 30 minutes

Misc.: NA

Cost: 2

When this spell is cast upon a target, the effects of all diseases on the target are halted for 30 minutes. This spell will not reverse any damage or effects caused to the target before the spell is cast but will temporarily suspend the ongoing effects of disease that are affecting the target at the time of casting. This spell does not provide the target with immunity from any diseases that are contracted after the spell is cast, but will also suspend their effects until the **Freeze Disease** ends. A new **Freeze Disease** cast during the duration of a current **Freeze Disease** spell will re-set the duration to 30 minutes.

Freeze Poison

Range: Touch

Area: Single

Duration: 30 minutes

Misc.: NA

Cost: 2

When this spell is cast upon a target the effects of all poisons, including Red Death and Kill Dagger, on the target are halted for 30 minutes. This spell will not reverse any damage or effects caused to the target before the spell is cast, but will temporarily suspend the ongoing effects (such as Kill Dagger) of poisons that are affecting the target at the time of casting. This spell does not provide the target with immunity from poisons that are encountered after the spell is cast, but will also suspend their effects until the **Freeze Poison** ends. A new **Freeze Poison** cast during the duration of a current **Freeze Disease** spell will re-set the duration to 30 minutes.

God's/Goddess' Boon

Range: Touch

Area: Var.

Duration: Instantaneous

Misc.: NA

Cost: 2

This spell allows the Cleric to sacrifice gold pieces in exchange for restored spell or ability points. Any character with an innate pool of spell or ability points (Clerics, Druids, Knights, Magic Users, Monks & Rangers) can have points restored through use of this spell if he is within 1 inch of the Cleric; Fighters and Thieves can never benefit from this spell. From each casting, a character can have up to three times his level in points restored. The first time a character receives points from this spell (by SAS or magic item), each restored spell or ability point will cost 50 gold pieces. Each additional time the character benefits from the spell in a single game-day, the cost per point rises by 50 (so the second time a character gains points from God's/Goddess' Boon it would cost 100 gold per point, and the third casting, each point would cost 150). A character cannot gain spell or ability points beyond the innate maximum for his class and level. The Cleric must hold the appropriate amount of gold in his hands and give it to the GM at the beginning of his incantation. At the end of the incantation, the Cleric must announce which characters receive points and how many points each character receives. Note that Producers may add additional costs and limitations to this spell, including non-gold costs such as permanent Life Points, game-day penalties, or others. ***Loremaster's Boon*** does NOT count as a casting of this SAS.

As an example, a 2nd level Cleric casts this spell on himself, a 3rd level Magic User, a 4th level Knight, and a 5th level Monk, each of whom have used the majority of his spell or ability points, but none of whom have benefitted from *God's/Goddess' Boon* yet today. After the Cleric sacrifices 2,100 gold pieces, he announces that the Magic User will have 9 spell points restored, the Knight will have 12 ability points restored, the Monk will have 15 ability points restored, and the Cleric will have 6 spell points restored—although any of the characters could have received less than 3 times his level had the Cleric so chosen. A little later, the Cleric needs more points, and casts the spell again, this time on himself and a Ranger who has not yet received points from *God's/Goddess' Boon* today. The Cleric gives himself 5 more points (for 500gp) and gives the Ranger 5 as well (for 250gp).

Know Religion

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 2*

When the Cleric casts this spell the religion of the target creature will be known; the caster will also learn all information that would be gained from a ***Religion Lore*** (Cleric 1) on the same religion. This spell is subject to GM knowledge. *If the target doesn't follow a religion then the spell points are not used.

Protection

Range: Touch

Area: Single

Duration: 1 Combat or until discharged.

Misc.: NA

Cost: 2

The recipient of the spell gets one point of protection against weapon attacks. When the character wishes to ignore an attack, she should call "Protect!".

Restore

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 2

The Cleric returns function to one of the target's limbs that has been disabled. This spell returns no Resilience.

Supernatural Wathit

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 2

This spell allows the Cleric to gather information about the natural abilities of a supernatural creature, such as an undead, lycanthrope, or demon. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how much

Resilience the creature has, and what the creature's major weakness or major strength is. The Cleric cannot use this spell to determine the level or class of a supernatural creature. The Cleric can determine the value of a single attribute, and must specify which attribute he wishes to investigate.

Level 3

(Default Invocation = 75 syllables)

Blessed Bolt

Range: Combat **Area:** Single - Undead **Duration:** Instantaneous
Misc.: NA **Cost:** 3

With this spell the Cleric causes a single undead creature to take 2 points of damage plus 1 point of damage per level of the Cleric. This spell only works on undead creatures.

Empower: The Cleric may spend 4 spell-points to increase the area to Double.

Diagnose

Range: Touch **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** 3

This spell will inform the Cleric of all negative effects (including drunkenness, disease, a curse, poison, enthrallment, **Fog Brain** (Magic User 2), and paralysis) that are afflicting any one creature. If the target is under the effects of a curse or a spell such as **Enthrall** (Magic User 1, Druid 2), the Cleric will be informed of the level of effect of the curse or spell.

Divine Retribution

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: Material Component **Cost:** 3

This spell creates a field around the Cleric that will cause damage to the first creature that makes contact with the Cleric with the intent to do harm. **Divine Retribution** causes 2 points of damage +1 point per level of the Cleric, which is applied to the attacking limb. **Divine Retribution** is not triggered if the attack is stopped by a point of protection or some other means.

If the Cleric physically attacks someone he will take half the normal damage from the field and the **Divine Retribution** will be expended. The Cleric may still engage in non-offensive physical contact, such as healing or binding wounds; also, bumping into someone is not considered to be offensive contact.

The damage caused by this spell cannot be avoided by **Evade** (Movement Monk 7) or **Dodge Blow (Fighter 7, Thief 3)** and cannot be affected by **Spell Absorption** (Magic User 8) or **Spell Negation** (Magic User 6). **Divine Retribution** will remain in effect until someone is damaged by it or until the full duration of the spell has elapsed. The field is not dispelled when the Cleric falls asleep, becomes unconscious, or dies. Material component: Red flag.

Elemental Protection

Range: Touch **Area:** Single **Duration:** Game-day or until expended
Misc.: Material Component **Cost:** 3

This spell will protect the target from one element of the caster's choice (Earth, Fire, Ice, or Lightning). The character gains three points of protection against damage of the chosen elemental type. When the protected target wants to ignore a damage source, she should call out "Elemental Protection". When the third one is ignored, the spell ends. A character can only have one **Elemental Protection** in effect at any given time. Material component: Blue flag.

God's/Goddess' Favor

Range: Self **Area:** Self **Duration:** 1 Combat

Sanctify

Range: Melee

Area: Var.

Duration: 1 Combat

Misc.: NA

Cost: 3

This spell allows the Cleric to **Sanctify** melee and thrown weapons – with each casting, he can affect a number of weapons up to his level. A sanctified weapon causes magical damage; for the duration of the spell, the damage must be called as “magic”. Sanctify has no effect on the damage enhancements of a weapon. The duration of the spell is one combat or one game day, whichever comes first.

Empower: The Cleric may spend 3 additional spell-points to grant the weapons a +1 bonus to Spike damage done with them (+Spike damage (SAS)).

Scry Glyph

Range: Combat

Area: Single - Glyph

Duration: Instantaneous

Misc.: NA

Cost: 3

With this spell, the Cleric can point to a single visible glyph and determine its name and properties. This spell will not identify what action will trigger the glyph.

Level 4

(Default Invocation = 75 syllables)

Ashes to Ashes

Range: Melee

Area: Single - Corpse

Duration: Instantaneous

Misc.: NA

Cost: 4

When this spell is cast upon a dead body, the body is laid to rest permanently and can no longer be affected by **Speak with Dead** (Cleric 6), **Life Spark** (Cleric 6, Spirit Monk 7), **Death Memory** (Spirit Monk 7) or any animating spell such as **Animate Dead** (Necromancer 6). The body can, however, still be affected by a **Raise Dead** (Cleric 10). This spell has no effect on a creature who is already undead, but will not stop the effects of **Meat Puppet** (Necromancer 6)

Bypass Glyph

Range: Self

Area: Self

Duration: Special

Misc.: LI

Cost: 0

This ability allows the Cleric to bypass glyphs of his level +2 or less, but only if he knows the name of the glyph to be bypassed. No casting is required; however, the Cleric must state the name of the glyph prior to touching the item or entering the area protected by the glyph and then touch the glyph within 1 minute. This must be done each time the protected item or area is touched, passed, or entered. If the name stated by the Cleric is incorrect, the glyph will discharge immediately. If the Cleric fails to touch the glyph within 1 minute, then the glyph will go off normally if the Cleric is still interacting with the protected area or item. A character that somehow acquires use of this ability by item, scroll or other means is limited to bypassing a glyph of the item's sanctioned level or less without the +2 bonus. This is an LI spell.

Control Undead

Range: Melee

Area: Triple - Undead

Duration: 1 Combat

Misc.: LI

Cost: LI

When this spell is cast the Cleric is able to completely control three undead creatures of the Cleric's level or below within range at the time of the casting. All affected undead will understand the Cleric for the duration of the spell. If a Cleric tries to use **Control Undead** on a creature that is already controlled by another caster's **Control Undead** spell, the higher-level spell will be the one in effect. If the two spells are the same level, the first **Control Undead** will remain in effect. This is an LI spell but undead who are immune to LI are generally not immune to this spell.

Create Glyph

Range: Touch triggered

Area: Single - glyph

Duration: Game Day or until

Misc.: Material Component **Cost:** Var.

This spell allows the Cleric to create a glyph of his level or below, which will function as described in Chapter 10. The spell costs 1 spell point and 200 gold pieces per level of the glyph. The appropriate amount of gold must be given to the GM at the beginning of the spell's incantation. In addition to the default 10-second incantation, this spell requires 1 minute of conjuration time. Material component: 2"x2" Glyph and 200 gold pieces per level of the glyph.

Exuberate

Range: Melee

Area: Party

Duration: 1 Combat

Misc.: NA **Cost:** 4

This spell may only be cast out of combat and may be cast as an **Offensive** or **Defensive Exuberate**. A **Defensive Enhance** grants each target +3 points to their maximum Resilience and raises their Threshold by 2. An **Offensive Enhance** grants the target a +2 bonus to her Spike Damage. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis.

Neutralize Disease

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA **Cost:** 4

This spell cures the target of all magical, non-magical, and supernatural diseases, unless otherwise specified by game design. It does not restore lost Resilience, but does prevent further loss or disability.

Neutralize Poison

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA **Cost:** 4

This spell neutralizes all magical and non-magical poisons within the target except Red Death, unless otherwise specified by game design. It does not restore lost Resilience but it does prevent further loss or disability.

Pain Strike

Range: Melee

Area: Single

Duration: 1 Combat

Misc.: NA **Cost:** 4

This spell causes the target creature to be *weakened*. This spell should be called out as "**Pain Strike, weakened**". A **Resist Pain** (Knight 5) will counteract the effects of this spell if it is used as an immediate counter or if a character has the ability already in effect. This spell is not LI.

Remove Glyph

Range: Touch

Area: Single - Glyph

Duration: Instantaneous

Misc.: LI **Cost:** LI

This spell allows the Cleric to permanently remove a glyph, rendering it inoperative. To remove a glyph, the Cleric must cast the **Remove Glyph** spell, state the level of glyph he is trying to affect, approach the glyph within 1 minute, and say the name of the glyph. If the glyph name stated by the Cleric is incorrect, the glyph will discharge immediately. The Cleric will not be affected by the glyph during the 1-minute grace period; however, if the glyph is not removed during this 1-minute period the spell will fail and the glyph will return to its normal "live" state with respect to the Cleric. The glyph can still be triggered normally by any other creature, even during the Cleric's 1-minute grace period.

Remove Glyph costs ½ the level of the glyph in spell points, rounded up. A Cleric can remove any glyph that is his level or lower, and can affect a glyph up to 2 levels higher than his own. Note that many glyphs

can also be removed by a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) cast at the appropriate level. This is an LI spell.

Level 5

(Default Invocation = 100 syllables)

Converse

Range: Melee **Area:** Party **Duration:** 5 minutes
Misc.: NA **Cost:** 5

When the Cleric cast this spell, all affected creatures will be able to converse in and understand all non-magical languages spoken around them, similar to the spell **Speak Easy** (Magic User 1). This spell does not, however, grant the affected creatures the ability to comprehend written text like the spell **Read Language** (Magic User 1). Once the spell is cast, the targets are free to move about as they wish and are not required to remain in proximity to the Cleric.

Cure Serious Wounds

Range: Touch **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** Var

The Cleric can heal himself or another character for 3 points of Resilience per spell point expended. The Cleric may expend up to his level in spell points per use of **Cure Serious Wounds**, and must use a minimum of 2 spell points.

Empower: The Cleric may expend 5 additional spell points to change the Range of this spell to Combat. The Cleric may still only expend his level in spell-points.

Dispel Magic

Range: Melee **Area:** Single - Spell **Duration:** Instantaneous
Misc.: LI **Cost:** LI

With this spell the Cleric can negate the spell of any caster, cast up to the level of the Cleric. Only spells with a duration can be dispelled (instantaneous spells cannot be dispelled). The Cleric should call out "**Dispel**" followed by the name and level of spell that he is trying to negate (for example, an 8th level Cleric could call out "Dispel **Divine Retribution**, 4th level"). To negate one of his own spells before the end of its duration, the Cleric must also use **Dispel Magic**. When this spell is used in conjunction with **LI Enhancement +1** or **+2** (Magic User 3 or Magic User 6) the Cleric can affect levels higher than his own. This is an LI spell and costs 1 spell point per 2 levels of the spell that the caster is attempting to dispel (round up). Spells with variable spell-levels (such as LI) must be dispelled at the level they have been cast at (so a 10th level **Enthrall** must be dispelled by an LI 10 **Dispel Magic**).

Obscure

Range: Special **Area:** Special **Duration:** 5 min/level
Misc.: LI **Cost:** LI

With this spell the Cleric cloaks a single task carried out by the Cleric and others acting on the same task from being scry-able by **Commune** (Cleric 8), **Speak with Winds** (Druid 6), or **Personal Augury** (Diviner 8, Spirit Monk 8). Those SAS, if used by characters who would be affected by the LI level of the Obscure, will give no information about a single task that the Cleric and his allies carry out and will give only the result "obscured". Note that this will also prevent end-runs such as "What task was the Cleric who obscured this task attempting to obscure". The task must be carried out within the duration of the Obscure in order to be protected. The task must be stated to a GM at the time of the casting and must be one clear objective ("breaking into the castle", "murdering the prince", "hiding the treasure") and the GM should inform the caster if the task is too complex or vague to be obscured when the spell is cast ("living our lives", "talking to anyone we meet"). This spell can be cast to an LI level 4 higher than the level of the Cleric, but must be paid for accordingly.

Spell Point Transfer

Range: Touch

Area: Double

Duration: Instantaneous

Misc.: NA

Cost: Var.

This spell allows the Cleric to transfer spell points between any two spell casters, including himself. The Cleric can spend up to his level in spell points, and the transfer costs 1 spell point for every 2 spell points transferred.

Bards, Clerics, Druids, and Magic Users are the only possible targets for this spell – it can never be used on the other character classes. The recipient and the donor must consent to be participants in the spell, and cannot participate in melee during the transfer. This spell will not allow the recipient of the transferred points to gain points beyond the base spell points for his class and level; any points that would take the recipient above his base are lost in the transfer.

Wrath

Range: Combat

Area: Single

Duration: Game Day or until used

Misc.: KD30

Cost: 5

This spell may be cast at any time and discharged when the caster is successfully attacked. The Cleric must call upon one attacker to “Cease in the name of ‘deity’” It must be called out loud enough to be heard by the intended target, and the entire phrase must be called out loudly each time the target is changed. This is regardless of the language used. The target does not have to understand the language used when casting the **Wrath** or when saying the warning phrase.

If the Cleric is attacked by the target, the Cleric calls “Wrath”, followed by the attacker, followed by the amount of damage and the knockdown. The target must be within range of the spell, (Combat) in order to take damage from the spell. **Wrath** can only be used to warn one creature at a time to leave the Cleric alone. 5 seconds must pass before the target of a **Wrath** can be changed.

If a character has a Wrath placed on them and attempts to dispel the **Wrath**, that is considered a hostile action and he will take the damage from the **Wrath** as well as spend 1 point for the failed Dispel Magic. The Wrath can only be discharged when a successful attack upon the Cleric has occurred from the target of the Wrath, regardless of the condition of the Cleric. An attack includes non-damaging actions such as **Sweep, Throw, Crash time, Numbing Blow**, etc.

Once an opponent has been warned to “Cease”, the Cleric may not take any offensive action against the target of the Cleric’s **Wrath** until either the **Wrath** has been discharged or the **Wrath** has been removed from that particular target, (i.e. moved to a different target). When a **Wrath** is discharged, the target creature takes 2 points of damage per level of the Cleric and a quick 30 count knockdown. Attackers using spells, bows, or other distance attacks take the damage to their torso. Melee attackers take the damage to the limb making the attack. If the Cleric takes an offensive action against the target of the **Wrath**, the Cleric takes half the damage of the **Wrath** and the **Wrath** is expended. The duration of the spell is until used or one game day, whichever comes first.

Level 6

(Default Invocation = 100 syllables)

Life Spark

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 6

If cast within 5 minutes of a target’s death, this spell will allow the Cleric to capture the last “spark” of life within the target and return him to 1 point of Resilience. The target will be *dazed* for the remainder of the game day. The character will remain at the same level and number of spell or ability points as before he died. This spell has no effect on an undead or animated body.

Poison and disease remain in the body after death and will still be present when a target receives a **Life Spark**. For purposes of time progression, poisons and diseases are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) will run their duration as normal whether the target is alive or dead, and may still be in effect when the body receives a **Life Spark**. A character that has received a **Life Spark** is considered to have undergone death.

Mute – [Mind-Affecting]

Range: Combat **Area:** Single **Duration:** 10 seconds/level
Misc.: LI **Cost:** LI

With this spell the Cleric can prevent the target from making any sounds with his mouth or throat, which will prevent the target from casting, talking, and similar actions. The creature can still make noises with his body as normal, and can call damage in combat, as calling damage is a game mechanic. This is an LI spell.

Speak with Dead

Range: Touch **Area:** Single – corpse **Duration:** Special
Misc.: NA **Cost:** Var.

With this spell, the Cleric can ask a dead creature one or more simple questions. Questions may require a simple answer, rather than just yes or no. A truthful response is required of the target, but answers may be given in the form of rhymes or riddles. The answers will only be as accurate as the dead creature's knowledge, and questions must be asked in a language the dead creature can understand. Each question will cost the Cleric 2 spell points, and the Cleric may only expend spell points up to his level with each casting of the spell. This spell will last until either the desired number of questions has been asked or until 5 minutes has passed, whichever comes first.

Level 7

(Default Invocation = 100 syllables)

Exhort

Range: Melee **Area:** Party **Duration:** 1 Combat
Misc.: NA **Cost:** 7

This spell may only be cast out of combat and may be cast as an **Offensive** or **Defensive Exhort**. A **Defensive Exhort** grants each target +5 points to their maximum Resilience and raises their Threshold by 3. An **Offensive Exhort** grants the target a +3 bonus to her Spike Damage. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis.

Hold Being [Holding, Mind-Affecting]

Range: Melee **Area:** Single **Duration:** 10 seconds/level
Misc.: LI **Cost:** LI

When the Cleric casts this spell, an affected target will be held immobile. The held being cannot cast spells or activate magic items. Involuntary/autonomic actions such as breathing, the pumping of blood, and blinking are not affected by this spell. This is an LI spell.

Level 8

(Default Invocation = 100 syllables)

Commune

Range: Self **Area:** Self **Duration:** 1 Question
Misc.: NA **Cost:** 8

This spell may only be cast out of combat and may be cast as an **Offensive** or **Defensive Exalt**. A **Defensive Exalt** grants each target +7 points to their maximum Resilience and raises their Threshold by 4. An **Offensive Exalt** grants the target a +4 bonus to her Spike Damage. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis.

Level 10

(Default Invocation = 100 syllables)

Invigorate

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: LI

Cost: 10

The target is healed to full Resilience and regains the use of all disabled limbs and, if the target's class uses spell- or ability- points, she will recharge 6 points (this will not take her over her maximum number of points). If multiple targets are selected for the **Invigorate** (by empowering it), the 6 points are distributed however the Cleric likes between the targets.

Empower: By spending 6 additional spell-points, the Area is changed to Double.

Empower: By spending 8 additional spell-points, the Area is changed to Triple.

Empower: By spending 8 additional spell-points, the casting time is reduced to 0 syllables.

Raise Dead

Range: Touch

Area: Single - corpse

Duration: Instantaneous

Misc.: NA

Cost: 10

This spell will allow the Cleric to raise a character who has died and return him to 1 Resilience point above unconsciousness and removes all Poisons and Diseases from the body (even Red Death). The target will lose two permanent points of Base Resilience, and will be *dazed* for the remainder of the game day. A character cannot lose more than 2 Base Resilience per game in this way, after which further **Raise Dead** spells will cause no further loss. The character will be raised at the same level, number of spell or ability points, and number of experience points as before he died. This spell has no effect on an undead or animated body. This spell must be cast within three calendar years (real time) of the target's death. If this spell is read from a scroll, all of the above strictures still apply.

Restore Permanent Resilience/Spell Point

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 10

When this spell is cast, the Healer can restore 1 permanently lost point of Base Resilience or spell point to the target. The target cannot receive more resilience or spell points than the innate base maximum for his class and level.

Necromancer (Cleric)

Many think of Necromancers and cruel, evil spell-casters, bent on taking over the world with their dark powers. Indeed, some fit this mold quite well. Others though, raise armies of the fallen to campaign for the right and the good, using the very soldiers of evil against it. The Necromancer has power over all things dead and undead, and has powers beyond the understanding of those who live firmly on this side of the barrier between Life and Afterlife.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Choose two from: Swords, Axes, Maces, Thrown

Armor – Leather Armor or Chain Mail

Shield – Any

Level	Spell Points	Resilience	Threshold	Spikes	Spike Damage
6	62	14	4	3	4
7	69	16	4	3	4
8	76	18	5	3	5
9	83	20	5	3	5
10	90	22	6	4	6

Cleric Spells

A Necromancer casts Cleric spells and is considered a Cleric.

Appendix A provides a list of all Cleric skills and spells in table form.

Innate abilities

(Default Invocation = 0 syllables)

Death Augury

Range: Touch

Area: Single – corpse

Duration: Instantaneous

Misc.: NA

Cost: 0

By meditating for a quick 30 count, the Necromancer can determine the name, class, level, and alignment that a creature had when it was alive. This will not work on creatures that have been dead more than 24 hours.

Heal Undead

Range: Touch

Area: Single – undead

Duration: Instantaneous

Misc.: NA

Cost: 0

By meditating for a quick 30 count, the Necromancer can heal one undead creature for 2 Resilience.

This spell gives animated undead special benefits. The animated creature gains +2 Maximum Resilience, +1 point of per level of the Necromancer, and will be immune to **Control Undead** (Cleric 4) used by anyone other than the caster of **Empower the Dead**. The Necromancer can cast **Animate Dead** (Necromancer 6) on the creature for 0 spell-point cost until the end of the combat.

Meat Puppet

Range: Touch
Misc.: NA

Area: Single
Cost: LI

Duration: 1 Combat or 5 minutes

This spell allows the Necromancer to charge a living but unconscious body with necromantic power, animating it temporarily. The spell is cast at the caster's level +2 for the purposes of LI. The body will obey simple commands of the caster just as a zombie might. These commands can violate the character's ethics, cause it to attack team-mates, or even be suicidal. The body can speak but cannot run. The body will collapse once it has taken 4 Resilience worth of damage or until the animated creature dies (the creature's "bled out" count continues, and the creature's Resilience will not change, so damage taken while affected by **Meat Puppet** can kill the creature). The body will have only whatever Resilience the creature had and will be weakened (unable to use Spikes). If any limbs were disabled, they will remain disabled. The body retains its normal Threshold and whatever armor the creature was wearing (though it can't use armor points). It cannot use any of its own SAS (unless those were usable while unconscious) and when it speaks will only say what it is told to say in a sleepy, slurred manner: it has no access to the creature's memories or thoughts.

A meat puppet is not undead or supernatural. It will only obey the caster, even if ordered to listen to and obey others. A PC can only take an animated NPC from one encounter to another with the permission of game staff, and if the NPC can be spared from her regular duties. If the creature wakes up (by being healed, for example), the spell is ended immediately. This spell interrupts resting and 15 seconds of moving around as a meat puppet will wake up those in **Crash Time** (MU1) and **Sleep** (MU9).

Scry Undead

Range: Melee
Misc.: NA

Area: Single – undead
Cost: 0

Duration: Instantaneous

This ability allows the Necromancer to gather all the following information about an undead creature such as a vampire, zombie, or ghoul: Base damage, how much Resilience the creature has, the creature's level, and what the creature's major weakness and major strength are. The Necromancer cannot use this ability to determine the class of an undead creature. Information available is dependent on GM knowledge.

Level 7

(Default Invocation = 100 syllables)

Invoke

Range: Touch
Misc.: NA

Area: Single
Cost: 7

Duration: 1 Combat

When the Necromancer casts this spell upon a target, the target is effectively raised 1 level in any one of the following attributes. The Necromancer must specify when casting the spell which of the target's attributes will be raised.

- **Resilience and Threshold**– the target will have both the Resilience and Threshold of the next higher level.
- **Level of Effectiveness for Use of SAS** – the target can use his SAS at his level of effectiveness +1, but does not gain access to SAS of a level higher than his own; this effect stacks in the LI group. For example, a 6th level Thief could apply a 7pt **Thief's Edge** (Thief 5). Note that this change in SAS effectiveness does not stack with other SAS that change LI effectiveness. For

example, if a 7th level Magic-User has been invoked to 8th level for SAS effectiveness and casts an **LI Enhancement +2** (Magic User 6), his resulting casting level would only be 9th, not 10th.

- **Amount of Damage Inflicted** – the target will have a number of Spikes and deal the Spike Damage for the next higher level.
- **LI Resistance** – the target will gain +1 to his resistance versus LI effects

Empower: By spending 7 additional spell-points, the target can be invoked in either two separate attributes, or invoked in one attribute to 2 levels higher. Levels above 10th are unavailable.

Imbue Undead

Range: Touch

Area: Single – undead

Duration: Until fully discharged

Misc.: NA

Cost: Var

Once **Imbue Undead** has been cast on an undead creature under the Necromancer's control (because he animated it or used **Control Undead** (Cleric 4) on it) the Necromancer can give that undead the ability to cast a single spell that the Necromancer himself can cast. The Necromancer can give the undead the ability to cast any spell in the Cleric or Necromancer spell lists of 7th level or lower once for 7 spell points or the cost of the spell whichever is greater. Additional castings of the same spell can be imbued by paying the cost of those spells. If the imbued spell has variable costs, the Necromancer must choose the variable at the time he casts the **Imbue Undead**. The undead will cast the spell as instructed by its controller. If the undead is killed or de-animated, or if the Necromancer loses control, the Imbue Undead spell ends immediately. The zombie needs both arms to cast and must follow the same procedure as any other legal spell-caster (and uses the normal incantation length), and the Necromancer can choose the undead's cast-chant if he desires.

For example, Lash, a 7th level Necromancer, wishes to use one of his zombies to follow his allies and keep them in good shape. Lash spends seven spell-points to imbue his zombie with a 7 point Heal, and then spends 14 more spell points to give two more castings of the spell. He then instructs his zombie to follow his allies and cast a 7pt Heal on any of them who call out "Zombie, Healing!". The zombie would be able to do this three times before the Imbue Undead spell was exhausted.

Shadow Bolt

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: KD30

Cost: 7

This spell causes one creature to take 8 points of damage and a quick 30 count knockdown. This spell does not affect the undead.

Spell Point Drain

Range: Touch

Area: Single – corpse

Duration: Instantaneous

Misc.: NA

Cost: 7

This spell allows the Necromancer to transfer the last remaining spell points from a dead caster, drawing them into himself. The Necromancer will gain the number of spell-points that the target had when he died, or 15, whichever is less.

Dead spell-casters are the only possible targets for this spell – it can never be used on the other character classes and if it is attempted, the **Spell Point Drain** will fail, costing the Necromancer only 1 spell point. The recipient need not consent to the point transfer (as he will be dead). This spell will not allow the Necromancer to gain points beyond the base spell points for his class and level; any points that would take the recipient above his base are lost in the transfer.

Level 8

(Default Invocation = 100 syllables)

Bloodless Limbs

Range: Touch **Area:** Single **Duration:** 1 Combat
Misc.: Material Component **Cost:** 8

The recipient of this spell does not lose the use of his limbs from blows that meet or surpass her Threshold. The target will continue to take damage when limbs are struck, and will still be able to use her limbs as normal. He should call out "Bloodless Limbs" when struck by a blow or effect that would normally disable a limb. This spell has a material component: A blue flag.

Corpsehide

Range: Touch **Area:** Single – undead **Duration:** 1 Combat
Misc.: NA **Cost:** 8

The undead recipient of this spell gains natural armor worth 1 Armor Point (stacks as +Armor (Natural)) and 10 points of Max Resilience. This will add to any armor worn by the undead.

Greater Animation

Range: Touch **Area:** Single – corpse **Duration:** Special
Misc.: NA **Cost:** 8*

This spell allows the Cleric to change a dead body into a more powerful undead creature, which will obey simple commands of the caster or a single person designated by the caster. The form of the creature will be that of the body from which it was created. The animated creature cannot speak but may move at full speed. The animated creature will have 12 Base Resilience or the normal Base Resilience of the creature whichever is **more**, whatever armor the creature was wearing (with as many armor points as it had left), a Threshold of 6 plus armor, and will do 8 points of Spike damage, with 4 Spikes. The animated creature can fight, but cannot cast spells, use skills or abilities, or activate magic items. The undead creature will not lose use of its limbs from taking damage. The creature will de-animate again if dropped to 0 Resilience.

Animated creatures are vulnerable to all undead and supernatural effects listed in this rule set. They cannot be commanded to follow the instructions of more than one person at a time, a **Control Undead** (Cleric 4) of higher level than the **Greater Animation's** caster will take control. If an animated creature is killed and then reanimated, it will only have 1 point of Base Resilience every animation thereafter and will be weakened (cannot do Spike damage). A PC can only take an animated NPC from one encounter to another with the permission of game staff, and if the NPC can be spared from his regular duties. *If the NPC cannot be spared, it will de-animate at the end of the encounter, and 4 spell-points will be returned to the caster.

Level 9

(Default Invocation = 100 syllables)

Animate Horde

Range: Touch **Area:** Special - Up to 5 corpses **Duration:** Special
Misc.: NA **Cost:** 9

This spell allows the Cleric to change a number of dead bodies into zombie-like creatures, which will obey simple commands of the caster or a single person designated by the caster. Once cast, the Necromancer can animate a body by meditating over it for 5 seconds and can do that up to 5 times. A body may not be animated twice by the same casting of **Animate Horde** (i.e. if a zombie is animated and killed, it cannot be animated again by this spell). The creature will de-animate again if dropped to 0 Resilience.

The form of the zombies will be that of the bodies from which they were created. The animated creatures cannot speak and must walk very slowly. The animated creatures will have 5 Base Resilience or the normal Base Resilience of the creatures whichever is lower, whatever armor the creatures were wearing (with as many armor points as it had left), a Threshold of 3 plus armor, and will be weakened (unable to

use Spikes). The animated creatures can fight, but cannot cast spells, use skills or abilities, or activate magic items.

Animated creatures are vulnerable to all undead and supernatural effects listed in this rule set. They cannot be commanded to follow the instructions of more than one person at a time, a **Control Undead** (Cleric 4) of higher level than the **Animating Horde's** caster will take control. If an animated creature is killed and then reanimated, he will only have 1 point of Base Resilience every animation thereafter. The zombies animated by this spell will lose animation at the end of the encounter.

Envivify

Range: Touch
Misc.: NA

Area: Single
Cost: 9

Duration: Instantaneous

When this spell is cast, the Necromancer can restore all permanently lost Base Resilience to the target.

Soul Catch

Range: Touch
discharged

Area: Single - corpse

Duration: Permanent until

Misc.: NA

Cost: 9

The target of this spell must be the corpse of an individual who has died within the same game-day. The target's soul is stored in an item designated by the Necromancer at the time of spell casting. As long as that item is available (it will stand in for the target's body for the target of the raising spell), the "stored" character can be brought back to life with a casting of **Raise Dead** (Healer 10). The item chosen must be an item of some value, such as jewelry, a weapon, armor, etc. Once the character has been targeted by **Soul Catch**, he cannot be life sparked and he cannot be raised without the storage item. The item will detect as magical, and a savvy will reveal it is a **Soul Catch** receptacle. There is no time limit on the usage of the receptacle.

Empower: By spending 1 additional spell-point, this spell can be cast on an object in the caster's possession. If the item is still in the caster's possession when she dies, **Soul Catch** will immediately be used on the person's soul, placing it in the targeted item. This contingency will last until used or until the end of the game-day.

Empower: By spending 7 additional spell-points, this spell can be cast on an object in the caster's possession. If the item is still in the caster's possession 5 minutes after she dies, **Soul Catch** will immediately be used on the person's soul, placing it in the targeted item. This contingency will last until used or until the end of the game-day.

Level 10

(Default Invocation = 100 syllables)

Aspect of Undeath

Range: Self
Misc.: NA

Area: Self
Cost: 10

Duration: 1 Combat

This spell allows the Necromancer to assume the aspect of a powerful undead creature. The Necromancer will not shape change, but will be vulnerable to SAS that affect or detect undead (including **Turn Undead, Corpsehide**, etc.). The character will take 2 points of damage from vials of holy water. While under the effects of this spell, the Necromancer may use magic items and SAS as normal, and will still be able to understand and speak her normal languages.

Aspect of Undeath lasts end of the current combat, whichever is longer.

- Maximum Resilience +12, Spike Damage +3. The Necromancer is immune to cold/ice damage and has a +4 to his LI resistance. He will not lose the use of limbs by taking damage.

Undeath Mastery

Range: Self

Area: Self

Duration: One game-day

Misc.: NA

Cost: 10

This spell reduces the cost of animating spells (*Animate Dead*, *Greater Animation*, *Animate Horde*) by 2 each and increases the Base Resilience of all creatures the Necromancer animates by 2 points.

Warpriest (Cleric)

The Warpriest is bred for battle. She has access to spells that both blast her foes and enhance her own fighting prowess to be a truly terrible force. Rather than standing in the background in a supporting role, the Warpriest is up front with the warriors, throwing spells between swings of her sword.

Class Statistics

The table below provides base spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Choose two from: Swords, Axes, Maces, Thrown

Armor – Leather Armor, Chain, or Scale Mail.

Shield – Any

Level	Spell Points	Resilience	Threshold	Spikes	Spike Damage
6	58	14	4	3	4
7	61	16	4	3	4
8	64	18	5	3	5
9	67	20	5	3	5
10	70	22	6	4	6

Cleric Spells

A Warpriest casts Cleric spells and is considered a Cleric.

Appendix A provides a list of all Cleric skills and spells in table form.

Innate abilities

(Default Invocation = 0 syllables)

Battle Divination

Range: Combat

Area: Single - battlefield

Duration: Instantaneous

Misc.: NA

Cost: 0

The Warpriest can cast a divination over an area in which there has been a fight within the last year. The Warpriest will get a sense of how many were involved in the fight, how many died, and can get some idea what the different sides of the fight were. If more than one fight has occurred within the year, only the most recent is read.

Fast Spark

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

By spending 4 additional spell-points, the Warpriest can cast **Heal** with a 0-second cast time. The Warpriest is still limited to spending her level in points on the **Heal**. This is a base attribute of the class and cannot be placed in a magic item.

Level 6

(Default Invocation = 100 syllables)

God's/Goddess' Hammer

Range: Combat

Area: Triple

Duration: Instantaneous

Misc.: KD30

Cost: 6

This spell causes three creatures within the range to take 6 points of damage and a quick 30 count knockdown.

Warchant

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Cost: 6

Upon casting Warchant, the Warpriest should choose up to 2 spell-points per level worth of spells that he will be able to cast with only a verbal component. In addition, the spells will not be interrupted by combat, movement (including knockdowns), calling damage, or taking damage. This would allow a Warpriest to remain in melee combat while casting one of the chosen spells. Note that for spells with a variable cost, the variable must be chosen at the time of the Warchant's casting. The same spell may be chosen multiple times at multiple values, if desired. When the spell's effect is called out, it should be preceded with "Warchant!" Note that **Warchant** is different enough from regular spellcasting that warchanted spells will not trigger the protection granted by **Concentration** (Magic User 6).

Solemn, a 6th level Warpriest, casts **Warchant** and chooses to put in **Cure Serious Wounds** for 4 points (12 points of healing), **Heal** for 2 points, and **God's Hammer** for 6. He can then cast the 12 point **Cure Serious Wounds**, the 2 point **Heal**, and **God's Hammers** while in combat without fear of disruption.

Level 7

(Default Invocation = 100 syllables)

Blessed Arrow

Range: Touch

Area: 1 Arrow

Duration: Game Day or until used

Misc.: NA

Cost: 7

With this spell, the Cleric can bless an arrow. When fired at a creature that has been identified as undead by a spell, ability, or similar evidence, the **Blessed Arrow** will cause an additional 8 points of damage. When the arrow is fired, the archer must call out **Blessed Arrow** and the amount of damage. The duration of the enhancement is until used or one game day, whichever comes first. The additional damage caused by this spell only applies to undead creatures.

God's/Goddess' Shadow

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Cost: 7

With this spell, the Cleric is effectively 2 levels higher when using the following spells and abilities: **Turn Undead** (Cleric 0), **Speak with Dead** (Cleric 6), and **Damage and Defense vs. Supernatural** (Cleric 2). In addition, the character does 6 extra points of damage with the following spells: **Blessed Bolt** (Cleric 3), **Blessed Arrow** (Cleric 7), **Disrupt** (Cleric 6). For example, an 8th level Cleric would **Turn Undead** at 10th level or a 7th level Cleric could cast a **Blessed Bolt** for 16 points of damage.

Life Assurance

Range: Touch

Area: Single

Duration: Game Day or until discharged

Misc.: NA

Cost: 7

When cast upon a creature, this spell will protect the character from dying if she takes damage past 0 Resilience equal to or greater than her Threshold. In addition, if left at 0 Resilience, after 300 seconds the target of the spell will gain 1 point of Resilience instead of dying. Once either of these benefits are used, the spell ends.

Level 8

(Default Invocation = 100 syllables)

Battle Enhancement

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Cost: 8

For the duration of the spell, the War-priest will add +4 points to her Spike damage. This does not make the Warpriest's damage magical.

God's/Goddess' Tears

Range: Self

Area: Self

Duration: 1 Combat

Misc.: Special

Cost: 8

This spell allows the Warpriest to create any number of holy water vials, each of which can be used as a thrown weapon. Each vial is represented by a white bean bag, and must successfully hit a target to have effect; the exact effect that the holy water has on the target depends on the target's specific rules and vulnerabilities. If the bean bag does not hit the target, the holy water will likely have no effect but cannot be used again.

Once the Warpriest has cast God's/Goddess' Tears, she can create a vial of holy water by holding the material component (a white bean-bag) in one hand and meditating for 5 seconds. These vials can only be used by the Warpriest who created them. 5 seconds must pass between each creation of a vial. A Warpriest cannot carry more than one vial created by this spell at any time. Each vial will last one game day or until used, whichever comes first.

God's/Goddess' Maul

Range: Combat

Area: Triple

Duration: Instantaneous

Misc.: KD30

Cost: 8

This spell causes three creatures within the range to take 14 points of damage and a quick 30 count knockdown.

Level 9

(Default Invocation = 100 syllables)

Endure

Range: Touch

Area: Single

Duration: 1 Combat

Misc.: NA

Cost: 9

This spell grants the recipient a pool of 20 points of self-healing that may be used while conscious or unconscious. They can be used in any increment up to the character's Threshold, and take a quick count of 60 to activate. Once all 20 points are used, the spell ends. As long as the spell is active, the character will not die from taking damage past 0 Resilience equal to her Threshold. Throat Slits can be healed by the Endure healing pool.

Killing Attack vs. Supernatural Creature

Range: Combat
Instantaneous

Area: Single - supernatural creature

Duration:

Misc.: KD5, LI

Cost: LI

This spell only works on supernatural creatures (such as undead, lycanthropes, or demons) and causes the target creature to immediately take a 5 second Knockdown and damage equal to the twice the level that the **Killing Attack** is called at, if successful. This target cannot regain resilience until the target rests for a quick 60 count of undisturbed meditation. The target can only be affected by one **Killing Attack** at a time no matter the source (i.e. until the target has rested and can heal again, other **Killing Attacks** will be unsuccessful). If the target calls "no effect" (because of his LI resistance or some other reason), the Evoker gains a +1 to his effective LI level until the end of the combat. (This +1 to LI does not stack with itself.) A character may only deliver one **Killing Attack** every 5 seconds, regardless of the source and the spell cannot target allies.

Level 10

(Default Invocation = 100 syllables)

Aspect of War

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Cost: 10

This spell allows the Warpriest to take on the mantle of the warrior for a limited time.

- Maximum Resilience +10, Spike Damage +3, +3 Spikes. The Warpriest is proficient with all weapons.

Blessing of War

Range: Touch

Area: Single

Duration: 1 Combat

Misc.: NA

Cost: 10

This spell protects the recipient from all sources of damage that do only 1 point of damage. In addition, the character's Threshold increases by 5. The recipient should be careful that this not result in a dangerous fighting style.

Chapter 12: Druid

A Druid acts as nature's representative, and possesses a magical understanding of the elements that make up the world and how to manipulate them with magic. While other characters offer greater strength or ability in a specific area, the Druid has more versatility in general, and can do some things that would take several other classes working together to accomplish. Because of the Druid's intimate association with the natural world, she is not allowed to use metal armor, shields, or weapons; however, the Druid's weapons are just as effective and durable as weapons made of steel.

Specializations

Once a Druid reaches 6th level, he will have to choose a Druidic Path: Elemental, Forest, or Shamanic. The Druid will then use the attributes, spell-list and other features of that Druidic Path. He will still have access to all spells listed here in the Druid spell-list and will still be considered a Druid.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Choose any two except Great weapons, Axes, Thrown, and Propelled. No weapon can be made of metal.

Armor – Leather Armor
Shield – Any non-metallic

Level	Spell Points	Resilience	Threshold	Spikes	Spike Damage
1	27	5	2	1	2
2	34	6	2	2	2
3	41	7	2	2	2
4	48	9	3	2	3
5	55	11	3	2	3

Druid Spells

Appendix A provides a list of all Druid skills and spells in table form.

Innate Skills

(Default Invocation = 0 syllables)

Animal Pact

Range: Self
Misc.: NA

Area: Self
Cost: 0

Duration: Permanent

The Druid can make a pact with a single creature type corresponding to the **Aspect of the Beast** (Druid 8, Ranger 8) SAS (bear, falcon, mongoose, panther, snake, or wolf). All animals affected by the **Animal Pact** will be under the effects of a permanent **Animal Tamer** (Druid 1, Ranger 3) towards the Druid, and will remain peaceful unless provoked. Any aggressive behavior by the Druid towards an affected animal will break the pact (GM discretion). When casting **Aspect of the Beast**, the Druid will spend 1 less spell point for her chosen **Animal Pact** type.

This ability can only be used one time ever by the Druid, and the pact must be recorded with the IFGS Registry. If the pact is ever broken, the Druid must record the loss of the pact with the IFGS Registry. Once a pact is lost it cannot be reestablished except by game design.

Heal Plant/Animal

Range: Touch
Instantaneous

Area: Single – plant or animal

Duration:

Misc.: NA

Cost: 0

The Druid can heal an injured or diseased non-sentient plant or animal.

Identify Plant/Animal

Range: Touch
Instantaneous

Area: Single – plant or animal

Duration:

Misc.: NA

Cost: 0

The Druid can identify a non-magical plant or animal, and will learn basic information such as what it is called and what it does.

Identify Pure Water

Range: Touch
Misc.: NA

Area: Single
Cost: 0

Duration: Instantaneous

The Druid can tell whether water is pure and drinkable. If the water is not pure, this ability will not identify the pollutant.

Speak With Plant/Animal

Range: Self
Misc.: NA

Area: Self
Cost: 0

Duration: Unlimited

With the use of this ability the Druid can speak with and understand a non-sentient plant or animal. The plant or animal will not necessarily cooperate with the Druid, but the Druid will be able to communicate with it.

Level 1

(Default Invocation = 50 syllables)

Animal Tamer

Range: Melee
Misc.: NA

Area: Single - animal
Cost: 1

Duration: 10 minutes

With this spell, the Druid can pacify, or perhaps befriend, a non-sentient and non-magical animal. The animal must be a natural creature of the wild (for example, a bear, eagle, lion, gorilla, or wild horse), and can be either hostile or peaceful. The creature will, at the very least, allow the Druid and any nonbelligerent members of her party to pass unharmed (GM discretion). If the Druid harms or indirectly causes harm to come to an animal under the effects of **Animal Tamer**, the spell will immediately end. The Druid could recast the **Animal Tamer**, *spending another spell point to do so*. When this spell ends, the animal will resume its previous attitude towards the Druid.

Camp Fire

Range: Melee
Misc.: Rev.

Area: special - 1 foot radius
Cost: 1

Duration: 5 minutes

This spell causes a 1' radius campfire to appear on the ground (dirt, rock, floor, etc.). The fire will burn without fuel regardless of the environment. If **Camp Fire** is cast beneath an individual, she will have 10 seconds to leave the area of effect before she will begin taking damage; if she does not leave the area of effect, she will take 1 point of damage per level of the Druid every 10 seconds. Items are not set on fire by this spell (whether flammable or not), but heat and light are produced. The reverse of this spell will put out a 1' radius or smaller fire.

Celtic Fist

Range: Touch
Misc.: NA

Area: Single - Weapon
Cost: 1

Duration: 1 Combat

This spell allows the Druid to cause one weapon to do magical damage as long as it is being wielded by the Druid. In addition, once during the duration of the spell, the Druid can do an additional Spike. The duration of this spell is one combat or until the weapon is no longer held by the Druid, whichever comes first. Although only one Spike is granted, the weapon does magical damage until the duration expires.

Empower: Once the Druid is 4th level, she may spend 3 additional spell-points to add an additional Spike.

Clinging Vine

Range: Melee
Misc.: LI

Area: Triple
Cost: LI

Duration: 10 seconds/level

When this spell is cast, plants will animate and grow to entangle all creatures chosen; however, if the Druid that casts the spell is within the area of affect, she will not be affected by the **Clinging Vine** unless she chooses to be. All affected creatures will immediately be fully entangled and immobile, and will be unable to cast spells, activate items, or fight. An unaffected creature may free an entangled creature by chopping at the plants with a weapon for 15 seconds (which need not be contiguous).

The vines created by this spell provide almost total protection if an entangled creature is attacked. While in this magical vegetation, the target is completely protected from the effects of physical damage and most SAS, including throat slits, the effects of **Kill Dagger** (Thief 2) and any type of armor-independent damage. **Numbing Blow** (Knight 9), **No Defense Blow** (Knight 6), and **No Defense Arrow (Archer 9)** will penetrate **Clinging Vine**, as will all other forms of No Defense damage and environmental hazard damage (pools of lava, traps, etc.). The target should call "no mark" to indicate that she is unaffected by a spell or attack. An entangled creature may choose to fall down at any time, but may not get back up until she is freed or the spell duration expires. Any creature that enters the area of effect after the spell is cast will not become caught in the vines. This spell will work in both indoor and outdoor environments. This spell is LI.

Faery Lights

Range: Self
Misc.: Material Component

Area: Self
Cost: 1

Duration: 30 minutes

This spell causes a beam of light to emit from one of the Druid's hands. The beam is represented with a flashlight, and can extend up to 50 feet from the Druid. For the duration of the spell, the Druid cannot hold any other objects with the affected hand. The beam can be used to illuminate targets for spell casting at night, but care should be taken to avoid shining the light into anyone's eyes. Material component: Flashlight.

Heal

Range: Touch
Misc.: NA

Area: Single
Cost: Var.

Duration: Instantaneous

The Druid can **Heal** herself or another character for 1 Resilience point per spell point expended. The Druid may expend up to her level in spell points per **Heal** spell.

Heal the Wild

Range: Touch
Misc.: NA

Area: Single
Cost: Var.

Duration: Instantaneous

The caster can return 2 points of Resilience per spell-point spent to any natural animal. The caster can spend up to his level in spell points. At 4th level, the Druid can return 3 points per spell-point, and at 7th level, she can return 4 points per spell-point.

Earthgift

Range: Touch

Area: Single

Duration: Instantaneous

to attack her. Spells in effect will continue for their normal duration. The target is not required to walk on hands and knees, but may do so if she wishes; she will not gain any physical abilities beyond her own, such as the ability to fly.

- **Bear:** Target creature will go off into the woods to eat plants, berries, and fish.
- **Butterfly:** Target creature will “fly” in erratic patterns from plant to plant searching for flowers.
- **Cat:** Target creature will behave with a mix of curiosity and caution.
- **Dog:** Target creature will run from combat and bark from a safe distance, and will be interested in smells.
- **Rabbit:** Target creature will run from danger and try to hide. She will act timid, fearing others if they approach.

Elemental Arrow

Range: Touch used **Area:** Single - arrow **Duration:** Game Day or until

Misc.: NA **Cost:** 3

With this spell, the Druid can enhance an arrow with elemental damage. The affected arrow will cause an additional 2 points of magical damage; the Druid must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the arrow is fired, the archer must call out **Elemental Arrow**, the specific element, magic, and the total amount of damage. The duration of the enhancement is until used or one game day, whichever comes first.

Elemental Damage

Range: Touch **Area:** Single - weapon **Duration:** 1 Combat

Misc.: NA **Cost:** Var.

With this spell, the Druid can enhance a melee weapon to do elemental damage. The affected weapon will do elemental damage of a single, chosen elemental type (Earth, Fire, Lightning, Ice) and will increase the Spike damage by +1 for every 3 spell points expended by the Druid. The Druid can spend up to her level in spell points. The Druid must specify at the time of casting whether the weapon damage will be Earth, Fire, Ice, or Lightning.

Elemental Protection

Range: Touch **Area:** Single **Duration:** Game-day or until expended

Misc.: Material Component **Cost:** 3.

This spell will protect the target from one element of the caster's choice (Earth, Fire, Ice, or Lightning). The character gains three points of protection against damage of the chosen elemental type. When the protected target wants to ignore a damage source, she should call out “Elemental Protection”. When the third one is ignored, the spell ends. A character can only have one **Elemental Protection** in effect at any given time; putting up a new **Elemental Protection** will immediately end the previous one. Material component: Blue flag.

Insect Bane

Range: Touch **Area:** Single **Duration:** 1 Combat

Misc.: NA **Cost:** 3

This spell gives the recipient complete protection from all insects, including those summoned by **Insect Strike** (Druid 3). This means immunity to damage caused by insects and the character cannot be touched physically by insects.

Insect Strike

Range: Melee **Area:** Single **Duration:** 5 minutes

Misc.: LI **Cost:** LI

This spell causes a small swarm of flying insects to appear around the spell's target. The target creature will *confused* and *weakened*. This is an LI spell.

Elemental Strike

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: KD30

Cost: 4

With this spell the Druid can release a bolt of Earth, Fire, Ice or Lightning that will strike a single target. The target will take 6 points of damage, and will also take a quick 30 count knockdown.

Empower: At 7th level, by spending 3 additional spell-points, the Area can be changed to Double.

Empower: At 9th level, by spending 5 additional spell-points, the Area can be changed to Triple.

Gale

Range: Combat

Area: Triple

Duration: Instantaneous

Misc.: KD30

Cost: 4

This spell creates a strong gust of wind that will cause a quick 30 count Knockdown to three creatures within range.

Neutralize Poison

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 4

This spell neutralizes all magical and non-magical poisons within the target except Red Death, unless otherwise specified by game design. It does not restore lost Resilience but it does prevent further loss or disability.

Treeshift

Range: Self

Area: Self

Duration: 5 minutes

Misc.: Material Component

Cost: 4

By using this spell, the Druid can remove herself from danger by joining herself with a nearby tree. This spell has no casting time, and is activated by the Druid saying the word "**Treeshift**" aloud. When the Druid casts this spell, her body will disappear and she will "shift" into any tree within 30 feet. If there are no trees within 30 feet then the Druid can shift into any non-magical wooden object that is at least as large as a short sword, such as a mundane shield or staff. While under the effects of this spell, the Druid can send one message as per the **Message** (Magic User 2) spell at no additional point cost.

To indicate that she is under the effects of this spell the Druid should display a white flag, and must immediately identify the affected tree or wooden object to her GM. The Druid must leave the immediate area and cannot interact with other participants for the duration of the spell. While in **Treeshift** the Druid may not activate magic items or use SAS. The tree the Druid has shifted into will radiate magic if properly detected or revealed. If the tree sustains double the Druid's base Resilience from either mundane or magical fire, the Druid will die. No other form of attack will cause damage to the Druid while she is treeshifted.

While in **Treeshift**, all spells will continue to run normally; those with a duration of the next combat will expire 1 minute into the **Treeshift**. While in **Treeshift**, poison and disease are halted as if the Druid is under the effects of a **Stasis** (Cleric 6). Once the Druid leaves the tree, poison and disease will again begin to run normally.

The Druid must wait the full duration of the spell before she can exit the tree, unless another character casts a 4th level **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) on the tree. The Druid can reappear either on the spot where she cast the spell or next to the targeted tree. Material component: White flag.

Level 5

(Default Invocation = 100 syllables)

Blood Heat

Range: Melee

Area: Single

Duration: 1 Combat

Misc.: NA

Cost: 5

The target creature will take 2 points of fire damage and be *weakened* (cannot use Spikes). This spell only works on creatures that have blood, whether they are cold- or warm-blooded, but will not work on creatures like skeletons. The damage is instantaneous, but the weakness can be removed with a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) at 5th level.

Dispel Magic

Range: Melee

Area: 1 Spell

Duration: Instantaneous

Misc.: LI

Cost: LI

With this spell the Druid can negate the spell of any caster, cast up to the level of the Druid. Only spells with a duration can be dispelled (instantaneous spells cannot be dispelled). The Druid should call out "**Dispel**" followed by the name and level of spell that she is trying to negate (for example, an 8th level Druid could call out "Dispel **Divine Retribution**, 4th level"). To negate one of her own spells before the end of its duration, the Druid must also use **Dispel Magic**. When this spell is used in conjunction with **LI Enhancement +1 or +2** (Magic User 3 & 6) the Druid can affect levels higher than her own. This is an LI spell and costs 1 spell point per 2 levels of the spell that the caster is attempting to dispel (round up). Spells with variable spell-levels (such as LI) must be dispelled at the level they have been cast at (so a 10th level **Enthrall** must be dispelled by an LI 10 **Dispel Magic**).

Earth Slap

Range: Self

Area: Self

Duration: 1 Combat

Misc.: KD30, Material Component

Cost: 5

This spell creates a field around the Druid that will cause damage to the first character who attacks her; this includes non-damaging actions such as **Sweep** (Movement Monk 6), **Throw** (Monk 5), **Crash Time** (Magic User 1), and **Numbing Blow** (Knight 9). **Earth Slap** causes 5 points of damage, and a quick 30 count Knockdown.

If the Druid attacks someone she will take 3 points of damage from the field and her opponent will not be damaged by the field; the **Earth Slap** will be expended. The Druid may still engage in non-offensive physical contact, such as healing or binding wounds; also, bumping into someone is not considered to be offensive contact.

The damage caused by this spell cannot be avoided by **Evade** (Movement Monk 7) or **Dodge Blow** (Fighter 7) and cannot be affected by **Spell Absorption** (Magic User 8) or **Spell Negation** (Magic User 6). **Earth Slap** will remain in effect until it affects a target or until the full duration of the spell has elapsed. The field is not dispelled when the Druid falls asleep, becomes unconscious, or dies. Material component: Red flag.

Elephant Hide

Range: Self

Area: Self

Duration: 1 Combat

Misc.: Material Component

Cost: 5

This spell provides the Druid with 5 additional points of Maximum Resilience (SAS). If the Druid is not wearing armor, this will also grant 2 Armor Points as if from natural armor. The Druid may be healed with **Heal the Wild** (Druid, 1) Material component: Blue flag.

Plant Seek

Range: Special

Area: Special

Duration: Var.

Misc.: NA

Cost: 5

This spell allows the Druid to find one of the plants listed below. The Druid must specify which type of plant she is looking for, and will only find enough of that plant to affect 1 creature one time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first; the plant, once obtained by the Druid, can be used by any creature.

- **Duck Back:** When the leaves of this plant are rubbed on a creature's body, all liquids will roll off the creature for 1 hour (including water, acid, and oil) and will cause no damage to the creature.
- **Battle Weed:** Eating this weed will grant the user three additional Spikes. The effects will last for the next combat or one game day, whichever comes first.
- **Motherwort:** Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.
- **Resin:** This plant exudes a resin that, when rubbed on the hands, will provide a creature with some protection against **Dropsy** (Magic User 3) and **Disarm** (Fighter 6). The creature must rub the resin on her hands and then firmly grasp an object or objects; the affixed objects will be unaffected by the first **Dropsy** or **Disarm** used against the creature. Because each hand is protected separately, when a **Disarm** is used against one hand the other will remain protected; **Dropsy**, however, will remove the protection from both hands. If the user is wearing gloves when the resin is applied, the effect still works with respect to the next held objects, but if the gloves are removed the effect will end immediately. The affected objects will remain affixed to the creature's hands until the protection has been removed by a **Dropsy** or **Disarm**, the creature releases the affixed objects voluntarily, or the end of the game day, whichever comes first. Resin takes 5 seconds to apply to each hand.
- **Sponge:** When this plant is eaten it will allow a creature to breathe in areas with little or no oxygen, including areas that are underwater or full of noxious or poison gases. This ability will last for 30 minutes.
- **Vervain:** Eating this plant will protect a creature from all enthrall-related spells or abilities for a period of 1 hour.
- **Zrainroot:** When chewed, this plant grants the creature a +1 to the effective level of their LI abilities until the end of the next combat.

Level 6

(Default Invocation = 100 syllables)

Cure Moderate Wounds

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: Var.

The Druid can heal herself or another character for 2 Resilience per spell point expended. The Druid may expend up to her level in spell points per use of **Cure Moderate Wounds**, and must use a minimum of 2 spell points.

Invigorating Grove

Range: Combat

Area: Combat

Duration: 15 Minutes

Misc.: NA

Cost: 6

As long as the Druid is in an area of mostly natural wilderness (i.e. not on a paved road, in a city, indoors, etc.) she can create a temporary grove filled that refreshes and invigorates those who rest there. Vines will lash about, covering those resting in special bark armor. In the grove, those who take a Short Rest restore a number of points of Resilience equal to their Threshold (in addition to any other healing gained from or during the Short Rest), and gain a +5 to their max Resilience and may be healed with **Heal the**

Level 8

(Default Invocation = 100 syllables)

Dragon Hide

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: Material Component **Cost:** 8

This spell provides the Druid with 10 additional points of additional Maximum Resilience (SAS). If the Druid is not wearing armor, this will also grant 3 Armor Points as if from natural armor. The Druid may be healed with *Heal the Wild*. Material component: Blue flag.

Lightbeam

Range: Combat **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** 8

This spell will create a beam of light that will cause damage to a specific type of creature. Each type of beam will work regardless of the time of day, location, or light conditions. The Druid must specify which of the following beams she wishes to create.

- **Moonbeam:** This is a beam of moonlight that will cause 25 points of damage and a 5 second Knockdown to a lycanthrope, such as a werewolf or werebear.
- **Starbeam:** This is a beam of starlight that will cause 25 points of damage and a 5 second Knockdown to a demon or devil.
- **Sunbeam:** This is a beam of sunlight that will cause 25 points of damage and a 5 second Knockdown to an undead creature.

Level 9

(Default Invocation = 100 syllables)

Restore Leather

Range: Touch **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** 9.

The Druid can restore 35 points of Resilience to one character wearing Leather Armor.

Lifebond

Range: Touch **Area:** Single **Duration:** Game-day or until ended
Misc.: NA **Cost:** 9.

This spell binds the Druid to one other living creature (who must be willing and sentient). The Druid may only ever be bonded with one other individual, and either party can end the bond by telling the GM that they are severing the bond. At any time during the game-day, either party can spend a quick count of 30 in meditation to do one of the following:

- Transfer any number of Resilience to the other.
- Transfer any number of spell-points to the other.
- Transfer a disease or poison to the other (does not re-set any timers on poisons or diseases).

Level 10

(Default Invocation = 100 syllables)

Stoneskin

Range: Self

Area: Self

Duration: 1 Combat

Misc.: Material Component

Cost: 10

Stoneskin provides a special, powerful shell of defense around the Druid. The target gets 3 points of protection. Unlike most points of protection, these will stop damaging- and non-damaging spells or melee attacks of any kind. This will not affect passive spells such as **Haven** and **Repulse Good/Evil**. Nor is this spell a counter: if targeted by multi-target effect, only the Druid will be protected, it will not stop others from taking the spell. **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) cast on the **Stoneskin** will be effective and will not be protected against by the **Stoneskin**. Material component: Blue flag.

Flame puts up *Stoneskin* on himself and wades into battle. He is hit by a giant's hammer, who calls "8". Flame calls "*Stoneskin*" in response. Flame is then targeted by an *Enthrall* and calls another "*Stoneskin*" in response.

Elemental Path (Druid)

Some Druids follow the four ways of the elements. They are masters of fire, ice, lightning, and earth, controlling them and harnessing them in ways simply beyond even the greatest Magic-Users. They are not tree-worshippers, or spirit-talkers, but instead they match evokers for pure elemental power.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Choose any two except Great weapons, Axes, Thrown, and Propelled. No weapon can be made of metal.

Armor – Leather Armor
Shield – Any non-metallic

Level	Spell Points	Resilience	Threshold	Spikes	Spike Damage
6	62	14	4	3	4
7	69	16	4	3	4
8	76	18	5	3	5
9	83	20	5	3	5
10	90	22	6	4	6

Druid Spells

Elemental Path Druids cast Druid spells and are considered Druids. Appendix A provides a list of all Druid skills and spells in table form.

Innate Skills

(Default Invocation = 0 syllables)

Elemental Blows

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

The Druid may add an elemental damage type whenever she uses a Spike. This can be fire, ice/cold, earth, or lightning.

Level 6

(Default Invocation = 100 syllables)

Earth Calming

Range: Melee

Area: Single

Duration: 5 minutes/level

Misc.: NA

Cost: 6

This spell causes the calmness of the earth to pervade the target. This spell will negate the effects of any of the following (magically induced or not) for the duration of the spell: fear, drunkenness, insanity, frenzy, nightmare, **Battle Fever** (Fighter 1), **Spook** (Magic User 2), and any type of intense emotion. This spell does not induce a docile nature or alter the intent of the recipient, it only causes calmness. The effects of this spell can be removed by a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) cast at 6th level.

Rock to Mud

Range: Melee

Area: Special

Duration: 5 minutes/level

Misc.: NA

Cost: 6

This spell will temporarily transform an area of rock into mud. A single area up to 3'x3'x3' in size can be turned into mud with each use of this spell. This spell may not be used offensively except when targeted at a creature vulnerable to **Rock to Mud**, in which case the area of effect is 1 creature. If a creature or animate object (either alive or magically imbued) is within the area of effect at the end of the spell's duration, then the mud will not return to rock until the creature or animate object leaves or is removed.

Seeds of the Elements

Range: Special

Area: Special

Duration: Until used

Misc.: KD30, Material Component

Cost: 6

This spell allows the Druid to produce elemental seeds that can be used as thrown weapons. The Druid must specify a single type of seed to produce when she casts the spell – Earth, Fire, Ice, or Lightning – and will produce three seeds with each casting. Each seed is represented by a green bean bag, and must successfully hit a target or her belongings to cause damage; if the target parries or blocks the seed with a weapon or shield, it will still cause damage. If the bean bag does not hit the target, the seed will have no effect but cannot be used again (the seed is expended). Each seed will cause 1 point of damage per level of the Druid, which should be called as elemental damage of the type chosen when the spell was cast, and a quick 30 count Knockdown. All of the damage caused by the seed is applied to the target's torso regardless of where the seed actually hits.

A seed can only be used by the Druid who created it, and can only be used once. 5 seconds must pass between each use of a seed. A Druid cannot carry more than ½ her level (round up) in seeds at any time. Each seed will last one game day or until used, whichever comes first. Material component: 3 green bean bags per casting.

Level 7

(Default Invocation = 100 syllables)

Greater Elemental Ball

Range: Combat

Area: Triple

Duration: Instantaneous

Misc.: KD30

Cost: 7

This spell causes a ball of Fire, Ice, Earth, or Lightning to appear in the areas specified by the Druid. Three targets within the range will take 15 points of elemental damage, and will also take a quick 30 count knockdown.

Elemental Immunity

Range: Touch

Area: Single

Duration: 1 Combat

Misc.: Material Component

Cost: 7

This spell will make the target entirely immune to damage from one element of the caster's choice (Earth, Fire, Ice, or Lightning). A character can only have one **Elemental Immunity** in effect at any given time and may not have **Elemental Protection** up at the same time as this spell. This spell will not stop No Defense damage. Material component: Blue flag.

Level 8

(Default Invocation = 100 syllables)

Elemental Counter

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Cost: 8

While the Druid has this spell up, he is prepared to release blasts of raw elemental force that can counter the elemental attacks of others. He can launch ice burst to counter fireballs, walls of earth to stop lightning bolts, and more. At any time within the duration of **Elemental Counter**, the druid can call "Elemental Counter" and totally negate one elemental spell or spell-like ability used on any target within Melee range (the entire spell is negated, not just its effect on the Druid – the Druid should make it clear to the others that they were also unaffected). Elemental melee attacks, elemental damage arrows and already existing sources of elemental damage (such as a bonfire) cannot be countered. Each counter costs the Druid 2 spell-points and he must make sure that those targeted by the countered spell know that they are protected. The counter must be called out within a second or two of the original spell, and the counters must obey the five-second-rule. The Druid may counter spells aimed at herself.

Harness the Elements

Range: Self

Area: Self

Duration: Special

Misc.: Material Component

Cost: 8

This spell has one of a number of very different effects:

- **Ride the Lightning:** The character can call down a bolt of lightning that she can grab onto, riding it over obstacles or dangers. Although the character must have access to the sky, he can ride the lightning 30 feet, not touching or damaging the ground beneath him. She can decide how high she rides, anywhere from inches to hundreds of feet. The PC must move directly to the "touch down" point and the spell ends when she arrives. While moving, the character cannot be attacked with melee weapons or by SAS with melee or touch range. This power can be used in combat. Material Component: Purple Flag.
- **Earthen Sanctuary:** The character draws from the bones of the earth, changing his body and equipment to steel and stone. Once the spell is complete, he has 5 seconds until the spell takes full effect. Once it does, he cannot move, even to speak, but he becomes impervious to weapon and spell damage and to SAS. He is too heavy to be moved without four people to do so. The transformation lasts a maximum of 5 minutes per level of the Druid, and can be ended by the Druid calling out that he is ending the Earthen Sanctuary. He will be able to move 5 seconds after he calls it, and will be impervious until those 5 seconds are up. SAS that break weapons or shields can be used to do 10 damage to the Druid. Dispel Magic will immediately end the Earthen Sanctuary. The spell ends once the Druid comes out voluntarily, the sanctuary is dispelled, or the time runs out.
- **Burning Blood:** The Druid's blood boils momentarily, and the Druid takes 5 points of no-defense damage to the torso. His blood is cleared of all infections, diseases, and poisons, not including Red Death. The duration is instantaneous. This use of **Harness the Elements** has no cast time.

- **Freezing Touch:** The Druid's skin and hands drop to sub-zero temperatures. Her touch is cold enough that she can bring non-magical metal to a shatter-able temperature with 30 seconds of concentration. After the 30 seconds, one point of damage will be enough to shatter a bar of metal, a weapon, or a shield. The touch will also freeze water. After 30 seconds of touch, the Druid can freeze enough still water to make a 5' diameter circle that is solid enough to stand on. The ice will be safe for 5 minutes before it melts away. Moving water cannot be frozen fast enough to make a solid standing surface. The Druid can use the freezing touch for 5 minutes.

Level 9

(Default Invocation = 100 syllables)

Aspect of the Elements

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: Material Component

Cost: 9

This spell allows the Druid to assume the aspect of one of the elements listed below. The Druid will not shape change into the element, but will take on some of its nature. While under the effects of this ability, the Druid will still be able to understand and speak her normal languages, and may use magic items and most SAS as normal; however, when casting elemental spells such as **Flare** (Druid 2) and **Elemental Strike** (Druid 4), the Druid can only cast spells of the element whose aspect she has assumed (for example, a Druid in an Earth aspect cannot cast Fire, Ice, or Lightning-based spells).

Each aspect will provide uses of SAS that can only be used by the Druid during the duration of the aspect, and that must be invoked normally. These additional SAS will disappear if a second **Aspect of the Elements** is cast. **Aspect of the Elements** lasts 5 minutes or until the end of the current combat, whichever is longer.

- **Earth:** +8 to Maximum Resilience and Druid is considered to have natural armor. The Druid is under the effects of **Strength III** (Knight 7) and **Elemental Protection - Earth** (Druid 3, Cleric 3, Monk 5), both of which will last for the duration of the aspect. Additionally, the Druid gains a limited immunity to Knockdowns during the aspect, which will allow her to ignore a number of Knockdowns equal to ½ of her level. The Invocation for **Elemental Strike – Earth** (Druid 4) is reduced to 50 syllables for the duration of the aspect. Material Component: Blue Flag.
- **Fire:** +3 to Spike Damage and all weapons strikes do fire damage. The Druid is under the effects of **Elemental Protection - Fire** (Druid 3, Cleric 3, Monk 5), which will last for the duration of the aspect. If the Druid casts **Blood Heat** (Druid 5) while in this aspect, it will cause 4 points of damage instead of the normal 2. The Invocation for **Elemental Strike – Fire** (Druid 4) is reduced to 50 syllables for the duration of the aspect, but if the Druid chooses to use the normal Invocation (75 syllables), the bolt can be forked: the Area is changed to Double (fired at two different targets). Material Component: Blue Flag.
- **Ice:** The Druid is under the effects of **Walk on Liquids** (Monk 7), **Missile Protection** (Magic User 5, Monk 5), **Elemental Protection – Ice** (Druid 3, Cleric 3, Monk 5), all of which will last for the duration of the aspect. During the aspect, the Druid may cast one **Pain Strike** (Cleric 4) at her level of effect at no cost, and can create one Ice Bridge. The Ice Bridge can be up to 60' long and 4' wide, and must be supported at both ends. The bridge will melt after 1 hour, or can be melted by the Druid at any time if she is within 1" of any part of the bridge. The Invocation for **Elemental Strike – Ice** (Druid 4) is reduced to 50 syllables for the duration of the aspect. Material Component: Blue Flag.
- **Lightning:** +2 vs. LI. The Druid is under the effects of **Elemental Protection – lightning** (Druid 3, Cleric 3, Monk 5), which will last for the duration of the aspect. The Druid gains one use of either **Evade** (Movement Monk 7) or **Speed** (Monk 7) during the aspect. If the Druid casts **Elemental Strike – Lightning** (Druid 4) while in this aspect, its Area may be at increased to

Double. The Invocation for ***Elemental Strike – Lightning*** is reduced to 50 syllables. Material Component: Blue Flag.

Elemental Fury

Range: Melee **Area:** Combat **Duration:** Instantaneous
Misc.: KD45 **Cost:** 9

This spell allows the Druid to call the fury of the elements into effect within the target area. The Druid must specify which of the following furies she wishes to call into existence. The Druid may choose who within the area are affected by the ***Elemental Fury***.

- **Earth:** The resulting earthquake will cause a quick 45 count Knockdown and 25 points of Earth damage to all creatures within the area of effect.
- **Fire:** The resulting eruption will cause a quick 45 count Knockdown and 25 points of Fire damage to all creatures within the area of effect.
- **Ice:** The resulting blizzard will cause a quick 45 count Knockdown and 25 points of Ice damage to all creatures within the area of effect.
- **Lightning:** The resulting chain lightning will cause a quick 45 count Knockdown and 25 points of Lightning damage to all creatures within the area of effect.

Level 10

(Default Invocation = 100 syllables)

Earth Healing

Range: Self **Area:** Self **Duration:** Instantaneous
Misc.: NA **Cost:** 10

This spell allows the Druid to call upon the healing powers of the earth to heal herself. This spell will heal the Druid for up to full Resilience, heal all disabled limbs, and will neutralize all diseases and poisons in the Druid's system, including Red Death.

Blessing of the Four

Range: Melee **Area:** Party **Duration:** 1 Combat
Misc.: NA **Cost:** 10

This spell may only be cast out of combat and connects each recipient with the elements in a powerful way. All targets may add elemental damage to all weapon strikes if they are not already doing elemental damage (the amount of damage does not change). The type of elemental damage can be changed by each target by meditating for 5 seconds. In addition, each recipient of the spell can do additional damage with all spells that do elemental damage. The amount of additional damage is half the base, un-altered damage of the spell (round down) up to a maximum bonus of 5.

Forest Path (Druid)

The Forest Path is for those who can hear the whispers of the trees, and who feel the web of life all around them. They are able to borrow from the strength of bears, the armor of turtles, and the venom of snakes, as well as being able to call for assistance from the very trees. They are masters of the forest.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Choose any two except Great weapons, Axes, Thrown, and Propelled. No weapon can be made of metal.

**Armor – Leather Armor
Shield – Any non-metallic**

Level	Spell Points	Resilience	Threshold	Spikes	Spike Damage
6	62	14	4	3	4
7	69	16	4	3	4
8	76	18	5	3	5
9	83	20	5	3	5
10	90	22	6	4	6

Forest Path Spells

Forest Path Druids cast Druid spells and are considered Druids. Appendix A provides a list of all Druid skills and spells in table form.

Innate abilities

(Default Invocation = 0 syllables)

Gentle Step

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

This ability allows the Forest Path Druid to move in such a way as to leave no discernible tracks, which will conceal her passage from a character using **Tracking** (Ranger 1, Thief 3). This ability only affects the Druid; any other character traveling with her will still leave a visible trail. In addition, the Druid will not accidentally crush or hurt plant or animal life while walking through natural terrain. This skill is a base of the character class and may not be placed in a magic item.

Vine Mastery

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

Any use of **Clinging Vine** or **Plant Attack** that the Druid uses is cast at LI +2 (so for 3 points, the Druid would cast **Clinging Vine** at 8th level). This can allow the Druid to cast these spells at higher than 10th level of effectiveness. In addition, the Forest Path Druid is immune to those two spells and **Overgrowth** (Forest Path Druid 8) and should call out "No-effect" when targeted by them. This skill is a base of the character class and may not be placed in a magic item.

Level 6

(Default Invocation = 100 syllables)

Bear Strength

Range: Touch
Misc.: NA

Area: Single
Cost: 6

Duration: 1 Combat or 5 Minutes

This spell increases the strength of the target, giving him the benefits of **Strength II** (Knight 4) for the duration of the spell.

Shadows of Concealment

Range: Touch

Area: Single

Duration: 5 minutes/level

Misc.: LI, Material Component **Cost:** LI

This spell allows the Druid to conceal herself or another character. While the concealed character is 30 feet or more from another PC or NPC, her concealment is effective at the level of the conceal +3. As long as the concealed character moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through grass), then she will not be noticed by other affected creatures. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal herself if she is within 10 feet of any other creature. If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or she will be immediately detected. This is an LI skill, and the character must inform anyone who approaches her, "Conceal," followed by the level of effect.

The target may not take any offensive actions while in concealment, and may not take any offensive actions for 5 seconds after she becomes unconcealed. This spell can be removed with a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) of the appropriate level. A concealed character can be detected with **True Sight** (Magic User 7) or **Enhanced Senses** (Ranger 5).

A concealed person cannot make any fast movements, including spell casting, or the concealment will terminate (active struggling while bound is considered movement). The concealed person cannot activate magic items or pre-cast spells, skills, or abilities. The Consent Rule applies when casting **Shadows of Concealment** on another character. This is an LI spell. Material component: Yellow flag. The duration of this ability is one combat or the end of the current game day, whichever comes first

Level 7

(Default Invocation = 100 syllables)

Tree to Tree

Range: Touch

Area: Special

Duration: Special

Misc.: Material Component

Cost: 7

This ability enables the Druid to touch a tree and ask it to teleport him to another tree nearby; while moving from tree to tree, the Druid is "not there" and cannot be harmed. Both trees must have a trunk diameter of at least four inches. When the Druid finishes the cast for this spell he must loudly announce "**Teleporting**" and move directly (as much as possible, based on safe terrain) to another tree within long range. Others will not be able to interact with or affect the Druid until he arrives at the target tree. Use of this ability does not stop time. When a Druid uses **Tree to Tree**, all other individuals should ignore her for the duration of the ability; combat or other interactions continue as normal for all other participants. The Druid may use this ability to initiate or continue combat. If the Druid is still teleporting 30 seconds after the invocation is completed, or if he stops moving towards the target tree, he materializes wherever he is and immediately drops to zero Resilience. Material component: Purple flag.

Sacred Tree

Range: Touch

Area: Single - Tree

Duration: 1 Combat

Misc.: Material Component

Cost: 7

This ability enables the Druid to touch a tree and infuse it with life and natural power, tying a green rope or ribbon around the tree to mark it. Creatures may touch the tree to immediately heal 4 Resilience and can heal another 4 by touching the tree for a quick count of 30. Any given creature may only benefit from the tree once and the spell will last only until the end of the next combat. The Druid may only have a number of Sacred Trees active equal to half his level. Material component: Green rope or ribbon.

Level 8

(Default Invocation = 100 syllables)

Aspect of the Beasts

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 8

This spell allows the Druid to assume the aspect of one of the animals listed below. The Druid will not shape change into the animal, but will obtain some of its abilities as well as the ability to communicate with other animals of the same type. If the Druid chooses to assume an aspect that corresponds to her **Animal Pact** (Druid 0, Ranger 4), this spell will only cost 6 spell points to cast. While under the effects of this spell, the Druid may use magic items and SAS as normal, and will still be able to understand and speak her normal languages.

While in **Aspect of the Beasts**, the Druid should role-play the characteristics of the aspect she has chosen (for example, a mongoose or panther might move quickly or a bear might move in a lumbering fashion). Each aspect will provide uses of SAS that can only be used by the Druid during the duration of the aspect.

- **Bear:** Max Resilience +6. +2 points of natural armor. The Druid gains 3 Spikes and is +2 to his Spike damage during the duration of the aspect, while missile and throwing damage drops to zero. In addition, she can use **Battle Fever** (Fighter 1) as if he were a 10th level Fighter and is under the effects of **Strength II** (Knight 4) for the duration of the aspect.
- **Falcon:** Spike damage while using thrown or projectile weapons is +3, max Resilience +5. The Druid may autocast **Gale** (Druid 4) once during the duration of the aspect at no spell-point cost, and may use a Fighter's **Dodge Blow** twice during the duration. The Druid will be under the effects of **True Sight** (Magic User 7) for the duration of the aspect. The Druid may **Leap** (Monk 2) a distance of up to 40 feet once during the duration of the aspect.
- **Mongoose:** Spike damage +5, max Resilience +5. The Druid will be protected by **Sense I** (Monk 4) and is immune to poisons for the entire duration of the aspect. The **Sense I** will end at the same time as the aspect.
- **Panther:** The Druid may use each of the following SAS once during the duration of the Aspect: **Balance** (Monk 5), **Climbing** (Thief 5), **Dodge Blow (Fighter 7, Thief 3)**, **Evade** (Movement Monk 7), **Kip** (Monk 4), **Leap** (Monk 2), and **Safe Fall** (Monk 3). Druid can **Backstab** for 5 points at will.
- **Snake:** The Druid may autocast **Stun** (Magic User 7) and **Freeze Poison** (Cleric 2) once each during the duration of the aspect, and may add a **Pain Strike** (Cleric 4) to 1 successful melee or missile strike. The Druid may use the **Conceal Self** (Thief 5, Ranger 6) ability at her level +2 (Stacking Group: LI). Note: the **Conceal Self** can outlast the duration of the aspect. Once the Druid becomes unconcealed she may not become concealed again for the duration of the aspect.
- **Wolf:** Spike Damage +2, +3 points of natural armor. For the duration of the aspect, the Druid is immune to all poisons and is under the effects of **Resist Death** (Knight 7) effective at her level.

The Druid may use **Fighter's Strike** (Fighter 8), **Resist Pain** (Knight 5) and **Fortitude** (Knight 2) once each during the aspect.

Flower of Avalon

Range: Special
Misc.: NA

Area: Special
Cost: 8

Duration: Special

This spell allows the Druid to grow and harvest one of the magical flowers described below. These flowers can be found in any season in both outdoor and indoor environments, but do not occur naturally. Once grown and harvested, the flower can be carried and used by any creature; to use a flower, the creature must smell it from a range of 1 inch or less (simply breathing near the flower will not use it) for a period of 5 seconds. A **Flower of Avalon** cannot be used on an unwilling creature during melee, but can be used on an unconscious creature by having her breathe it for at least 5 seconds. The Druid must specify which type of flower she wishes to grow, and one flower will be produced with each casting.

The spell point expenditure for this spell is incurred when the Druid grows and harvests the flower; there is no spell point cost for smelling the flower. A character may have a number of flowers equal to her level in her possession at any one time. A **Flower of Avalon** will last for one game day or until smelled, whichever comes first; a flower can only be used once, and will disappear after it is smelled.

- **Black Flower** – Purifying: Smelling a black **Flower of Avalon** will neutralize all poisons other than Red Death that are affecting the recipient, and will reverse all effects that were caused by those poisons. All non-permanent Resilience lost as an effect of poison will be restored. This flower will reverse the paralysis caused by **Kill Dagger** poison, but cannot reverse death.
- **Blue Flower** – Acuity: Smelling a blue **Flower of Avalon** has the same effect as an **Acuity** (Magic User 6) spell – the recipient will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. In addition, the flower will restore up to 6 spell or ability points if the target is a Cleric, Druid, Knight, Magic User, Monk, or Ranger. A blue flower will not provide spell or ability points beyond a character's base – any points that exceed the recipient's base will be lost.
- **Gray Flower** – Calming: Smelling a gray **Flower of Avalon** has an effect similar to the **Earth Calming** spell (Druid 6) – the flower will negate the effects of any of the following (magically induced or not) that are affecting the recipient: fear, drunkenness, insanity, frenzy, nightmare, **Battle Fever** (Fighter 1), **Spook** (Magic User 2), and any type of intense emotion. The flower will not induce a docile nature or alter the recipient's intent, but will cause calmness. The flower will not protect the recipient from any recurrence of the effect; for example, although it might calm the target of a Spook, it will not protect that target from another casting of **Spook**.
- **Green Flower** – Health: Smelling a green **Flower of Avalon** will cure all diseases that are affecting the target, and will reverse all effects that were caused by those diseases. All non-permanent Resilience lost as an effect of disease will be restored. This flower can cure effects of disease, such as a reduction in melee damage, but cannot cure death.
- **Purple Flower** – Sleeping: Smelling a purple **Flower of Avalon** will cause the recipient to drop into a magical sleep. The recipient will sleep for 1 hour; the only way to wake her earlier is by using a white Flower of Avalon. This is an LI effect, and will only work on a creature of the Druid's level or below.
- **White Flower** – Awakening: Smelling a white **Flower of Avalon** will cause an unconscious or sleeping recipient to awaken immediately. Although this flower will awaken a character who is unconscious due to damage, it will not provide or heal any Resilience; if the recipient takes additional damage before she receives healing, she will return to unconsciousness or death depending on the amount of damage. The recipient will be immediately free to fight, walk, cast spells, or perform any other action.

- **Yellow Flower** – Healing: Smelling a yellow *Flower of Avalon* will heal the recipient to full Resilience.

Grove to Grove

Range: Special

Area: Special

Duration: Instantaneous

Misc.: NA

Cost: Var

By using this spell, the Druid can teleport herself, and any with whom she has made a circle of hands, from one sacred grove to another sacred grove of her choosing. The grove must be on the same plane, and the Druid must have seen the destination grove with her own eyes (which groves she knows should be recorded on her character record). Only sacred groves that are specifically blessed can be used as teleportation locations and all of the people in the circle of hands must be willing. This spell can only be cast out of combat, and will work only at the discretion of the GM. The travel is instantaneous, and the spell will fail if the other grove no longer exists, is entirely blocked, or if travel there would cause the Druid immediate harm (such as if the grove has been trapped or filled with acid). The cost of this spell is 8 spell points, plus 4 spell points per additional passenger.

Level 9

(Default Invocation = 100 syllables)

Animate Wood

Range: Touch
expended

Area: Single - Tree

Duration: Game Day or until

Misc.: KD30, Material Component

Cost: 9

This ability enables the Druid to touch a tree and infuse it with strength and movement, tying a red rope or ribbon around the tree to mark it. At any time during the duration of the spell, if a creature comes within melee range of the tree's trunk or branches, the Druid may call out damage and a knockdown on that creature. The Druid may do this up to five times at which point the spell ends. A Druid may only have one **Animate Wood** active at any given time and it must be cast on a living tree with a trunk at least 4 inches across. The tree will do 7 points of wood damage and a quick 30 count knockdown. The Druid may end this spell at any time but a new **Animate Wood** cannot be cast until the old red rope or ribbon is removed. The spell is also immediately ended if the enchanted tree is hit with more than 1 point of fire damage. The Wood is considered very strong (**Strength III**) and can be used as immobile strength as well (moving a heavy box from one place to another, breaking chains, etc.) Each use of this kind counts as one attack by the tree. This spell cannot be used on already animate trees. Material component: Red Rope or ribbon.

Overgrowth

Range: Touch

Area: Special - Area inside a 100' tape

Duration: 5 minutes/level

Misc.: Material Component

Cost: 9

This spell causes an area of heavily overgrown ground to appear in an area specified by the Forest Path Druid. All targets who enter the area will be unable to move their feet without the use of **Strength II** or higher or the aid of two other individuals. The area must be contained within 100' loop of white tape; the Forest Path Druid can arrange the tape in whatever shape she desires as long as the tape fully encloses the area. The tape must be arranged on the ground, and cannot be moved once the spell is cast.

The incantation for this spell must be performed after the tape is laid out. The Forest Path Druid may move any distance from the area without it dissipating. Material component: 100' of white tape.

Level 10

(Default Invocation = 100 syllables)

Might of Oaks

Range: Melee

Area: Party

Duration: 1 Combat

Misc.: NA

Cost: 10

This spell may only be cast out of combat and grants each target the benefits of **Strength II** (Knight 4) and a single Spike at +5. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis.

Forestlord

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 10

With this spell, the Druid takes on the very mantle of the forest-power and can feel the very strength of nature flowing through her. During the duration of the spell, the Druid may **Autocast** (Magic User 7) the following spells (but must still pay the spell-point cost for the spell and wait 5 seconds between each spell):

- **Clinging Vine** (Druid 1) – additionally, the spell is cast at an additional +2 to the Druid's LI level (this will bring it to a total of +4 because of **Vine Mastery**).
- **Warp** (Druid 2)
- **Animal Tamer** (Druid 1).
- **Gale** (Druid 5).

In addition, the Druid has the following additional benefits:

Immune to wood-material damage.

+10 points max Resilience.

Can use **Sweep** (Monk 5) three times during the spell's duration at no spell-point cost.

The Druid can cast other spells normally while the spell is in effect.

Shamanic Path (Druid)

Some consider the Shamans to be madmen. They seem to talk to themselves, mumble, or dance in crazy circles. They are outsiders, masters of the spirit-world, able to see and hear things that normal men and women cannot. One of their greatest powers is the ability to borrow magic from the other Druidic paths, and that, along with their spirit armies, make them a formidable enemy.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Choose any two except Great weapons, Axes, Thrown, and Propelled. No weapon can be made of metal.

Armor – Leather Armor
Shield – Any non-metallic

Level	Spell Points	Resilience	Threshold	Spikes	Spike Damage
6	62	14	4	3	4
7	69	16	4	3	4
8	76	18	5	3	5
9	83	20	5	3	5
10	90	22	6	4	6

Shaman Spells

Shamanic Path Druids cast Druid spells and are considered Druids. Appendix A provides a list of all Druid skills and spells in table form.

Innate Skills

(Default Invocation = 0 syllables)

Whispering Spirits

Range: Self

Area: Self

Duration: Instantaneous

Misc.: Material Component

Cost: 0

The Shaman can ask one yes or no question of the spirits each half hour. The spirits cannot answer questions concerning the intent of others or their thought processes (including alignment). Nor can spirits predict the future or weigh possible outcomes. Only questions of present or past fact that can be answered by knowledge of the surrounding 100 yards or so will be answered and even then, subtleties are likely to be lost on the spirits. “Are members of the Order of Ruin waiting to ambush us?” might result in no clear answer, where “Are armed people hiding up ahead” could give a yes answer. It is up to GM to determine if an answer is available, and if it is not, the ability has been wasted. The random spirits inhabiting the world are fickle and often unreliable, after all.

Level 6

(Default Invocation = 100 syllables)

Dreamwalk

Range: Self **Area:** Self **Duration:** 5 minutes
Misc.: Material Component **Cost:** 6

This spell causes the Shaman and everything in his possession, to step out of the real world and into the Dream World. He will need to re-enter the real world at the same location he left it. While in **Dreamwalk**, the caster cannot physically interact with any other environment; therefore, he cannot open doors, hold doors open, pick up an object, or perform other similar actions. The caster can, however, walk, run, and talk to people who are not in a Dreamwalk state. While in **Dreamwalk**, the caster cannot be harmed by damage nor affected by most SAS. **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) will end a **Dreamwalk**, and no-defense damage will harm the Shaman normally. However, if the caster has an ongoing damaging effect or spell (such as a Pyro glyph or venom poison), he will continue to take damage in the dreamwalking condition.

While dreamwalking, the Shaman can only perform actions that he could normally do without taking damage in a non-dreamwalking condition; for example, he will not gain the ability to walk across water, swim through lava or acid, walk through walls, or float through space. He will be unable to cast spells, including **Dispel Magic** (Magic User 4, Cleric 5, Druid 5), and cannot activate magic items or trigger pre-cast SAS. Traps and glyphs will not be set off by a character in Dreamwalk. This spell does not render the caster invisible, and if struck with a physical object he must declare "passed through".

The **Dreamwalk** spell can be dispelled by another caster with a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) of the appropriate level. It is not possible to surround someone who is in **Dreamwalk** in order to prevent him from leaving an area.

When the duration of the spell is up, the dreamwalker must return to the location he was in when he cast the spell. While returning, he is still dreamwalking, but he must go directly to that location. When the caster comes back to the real world, either by waiting the 5 minute duration of the spell or having the spell dispelled by someone else, he will be unable to use SAS, activate magic items, or engage in anything but defensive combat for 5 seconds. Defensive combat means that the caster cannot cause damage in melee. If the Shaman cannot return to his body within 10 minutes of the end of the spell, the spirit becomes lost, and the character is considered dead. Material component: White flag.

Spirits of Healing

Range: Self **Area:** Self **Duration:** Gameday or until expended
Misc.: NA **Cost:** 6

The shaman draws into herself the spirits of health and vitality. She gains 20 points into her Generic Healing pool. She can use no more than 1 point per level in any given application (which takes a quick 30 count of meditation) and may not cast this spell again until all 20 points are expended. Note that the healing can be used on the Shaman or on others. These points will empty at the end of the game-day.

Wisdom of the Ancients

Range: Self **Area:** Self **Duration:** 5 minutes
Misc.: NA **Cost:** 6

The shaman calls to ancient spirits and creatures of the worlds beyond and can ask them for knowledge and assistance. He can use up to twice his level in spell-points of spells from the following list without additional cost beyond Wisdom of the Ancients. The spells must be cast within the next 5 minutes. Opening himself up to the ancients weakens the Shaman's defenses and until the end of the game day, the Shaman will be *dazed*. This penalty is cumulative, so a second casting of Wisdom of the Ancients would increase the penalty to -4.

- Acuity (Diviner 6, 6 point cost)
- Diagnose (Cleric 3, 3 point cost)

- Enhanced Savvy (Diviner 6, var. point cost)
- Major Lore (Monk 3, 3 point cost)
- Mental Signal (Magic-User 5, 5 point cost)
- Reveal Curse (Cleric 3, 3 point cost)
- Reveal Magic (Cleric 1, 1 point cost)
- Scry Glyph (Cleric 3, 3 point cost)
- Sense Traps (Ranger 3, 3 point cost)
- Speak with Dead (Cleric 6, var. point cost)
- Truth Sense (Spirit Monk 7, var. point cost)

Level 7

(Default Invocation = 100 syllables)

Dust Storm

Range: Melee

Area: Triple

Duration: 5 minutes

Misc.: Rev.

Cost: 7

This spell will create a weaving stream of wind that will affect three creatures within range. This windstorm is magical in nature, and can only be penetrated by the spells **Message** (Magic User 2) and **Speak to Winds** (Druid 6). Creatures within a **Dust Storm** can see one another, but cannot communicate verbally or interact physically with each other or with anyone outside the **Dust Storm**; also, those outside the area of effect cannot interact with those within the **Dust Storm**. Affected creatures can cast spells and use magic items on themselves, but cannot affect any other target. Creatures affected by **Dust Storm** cannot move away from the spot they were when hit with the storm.

Dust Storm can be removed with either reverse **Dust Storm** or a 7th level **Dispel Magic** (Magic User 4, Cleric 5, Druid 5), either of which can be cast by an individual within the area of effect. When a reverse **Dust Storm** is cast, the effects of the **Dust Storm** will end for all targets; however, if **Dispel Magic** is used it will only affect 1 target and all other targets will remain within the **Dust Storm**.

Spirits of Steel

Range: Self

Area: Self

Duration: Gameday.

Misc.: Material Component

Cost: 7

The shaman draws into himself the spirits of the deep earth, of rock and ore and metal. For the rest of the game-day, the shaman can use metal weapons and shields. The shaman's armor becomes infused with iron, granting 3 points of armor (stacking under +Armor(SAS)) and counting as both leather and scale mail.

Level 8

(Default Invocation = 100 syllables)

Secrets of the Stones

Range: Self

Area: Self

Duration: Gameday or until discharged

Misc.: NA

Cost: 8

This spell allows the Shaman to ask the very spirits of the rocks how to use magic that is normally beyond his ability, allowing him to cast a single spell once from either the Forest or Elemental Path specializations. If the spell is not cast before the end of the game, **Secrets of the Stones** is wasted. The spell must be paid for out of spell-points as normal and will have the normal cast time (and can be affected by **Autocast** normally) and cannot be used to cast spells of a higher level than the Shaman. The

and number of experience points as before he died. This spell must be cast on the character before she dies.

Summon Storm

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 10

With this spell, the Druid may call upon the power of a storm. During the duration of the storm, the Druid may use **Autocast** (Magic User 7) a number of times up to $\frac{1}{2}$ her level (rounded up) for the following spells:

- **Dust Storm** (Druid 7) – additionally, the spell point cost for **Dust Storm** is reduced to 4 during the storm
- **Elemental Strike** (Druid 4) – additionally, the damage for **Elemental Strike** is increased to 8 points of damage.
- **Gale** (Druid 4) – additionally, the spell point cost for **Gale** is reduced to 2 during the storm

15 seconds must pass between each use of **Autocast**. The Druid can cast other spells normally while the storm is in effect. **Summon Storm** lasts 5 minutes or until the end of the current combat, whichever is longer.

Chapter 13: Fighter

A Fighter is a master of weapons and has a better working knowledge of arms and armor than any other character class. The skills that a Fighter has to offer a team are based upon his knowledge of weapons and armor and his ability to withstand and deal out physical damage. Fighters have some ability to heal their own wounds, and thus provide a lower liability in melee than some other character classes. They are also able to use any type of weapon and any sort of armor, making them one of the most able character classes in a hand-to-hand fight.

Specializations

Once a Fighter reaches 6th level, he will have to choose a specialization from Weaponmaster, Soldier, or Warrior. Weaponmasters are precise, fast fighters who prefer single blade or two swords. Soldiers are used to working in groups and teams, and have special benefits when using shields. Warriors are hulking killers who rely on strength and offense; they often prefer greatweapons for maximum damage output.

Class Statistics

The table below provides spikes and spike damage, resilience, and threshold totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All

Armor Allowed – Any Type

Shield Allowed – Any Type

Level	Resilience	Threshold	Spikes	Spike Damage
1	6	2	2	3
2	7	2	3	3
3	8	3	3	4
4	10	3	4	5
5	12	4	4	6

Fighter Skills

Fighters have skills that come from their strength and their knowledge of all forms of combat. All of a Fighter's skills are considered to be innate – skills are gained at different levels at no spell or ability point cost. The only limitation on a Fighter's use of his skills is that they are restricted to a finite number of uses per game day. In most cases, the number of uses is based on the level of the Fighter, but some skills can be used an unlimited number of times. When calculating uses per day, round up unless otherwise noted. Because none of a Fighter's skills are considered to be magical, they cannot be affected by **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). The majority of a Fighter's skills require no activation or invocation time; skills that do require invocation will specifically note that in the description. 5 seconds must pass between each use of a skill, ability, spell, or magic item.

Appendix A provides a summary of all Fighter skills in table form.

Innate Skills

(Default Invocation Time = 0 seconds)

Second Wind

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: No Limit

During a Short Rest, the character gains extra Resilience back, by knowing how to fully relax, patch her own wounds, etc. The extra Resilience gained is equal to his level, and will restore disabled limbs if the amount regained is higher than her Threshold.

Level 1

(Default Invocation Time = 0 seconds)

Battle Fever

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Uses: ½ Level, minimum of 2

With this skill the Fighter gains additional skills at various levels. These effects will only last for the duration of the **Battle Fever**. The duration of this skill is five minutes or until the end of the current combat, whichever comes first. The use of **Battle Fever** must be called out loudly by the Fighter. The Fighter does not need to have the capacity to speak to use this skill.

1st level: the Fighter gains an additional point of Maximum Resilience. The Fighter loses the additional point one minute after the end of the combat (if the loss of the one extra point results in the unconsciousness of the Fighter, then the Fighter is unconscious).

3rd level: the Fighter is effectively +2 resistance versus LI effects when in Battle Fever. This skill is not an immediate counter, so to resist an LI spell, ability or skill, this skill must have been called out first.

4th level: The Fighter can continue using a limb after it has been disabled once. This can only be done once per **Battle Fever**. The Fighter should call out "Ignore Pain" when this occurs. The Fighter still takes the damage, but the limb is not disabled by the blow.

5th level: The Fighter's Threshold rises by +2 while in **Battle Fever**.

7th level: the Fighter may do magical damage with a mundane weapon while in Battle Fever or do non-magical damage with a magical weapon. For example, if a Fighter normally does five points of spike damage with their weapon, the Fighter could call out 'five, magic' with a successful spike hit. Similarly, while wielding a magic weapon, the Fighter could leave off the magical attribute of the damage, The Fighter is not required to do magical damage and the weapon does not become magical, i.e. it can still be shattered.

8th level: The Fighter can continue using his limbs after they have been disabled three total times. This is not cumulative with the 4th level benefits of Battle Fever. The Fighter should call out "Ignore Pain" each time he benefits from this. The Fighter still takes the damage, but the limb is not disabled by the blow.

9th level: The Fighter is able to ignore one Knock Down of their choice that the Fighter is subjected to while they are in **Battle Fever**. She should call out "Ignore Knockdown" when this occurs.

Battlefield Lore

Range: Combat

Area: Single - battlefield

Duration:

Instantaneous

Misc.: NA

Uses: ½ Level, minimum of 2

With this skill the Fighter can 'read' the results of a battle by examining the battlefield. The Fighter will be able to determine where the fighting started, whether or not it was an ambush or a "straight up" fight, approximately how many troops were involved, what kind of troops were involved, and the general sizes of all creatures involved in the battle. The Fighter will be able to tell which side(s) probably won, which side(s) probably lost, and the general numbers of participants. This lore is limited to the battlefield and the Fighter cannot gain any information beyond the battlefield. If there is no lore available on the battlefield then the use will not be expended.

Fighter's Recovery

Range: Self

Area: Self

Duration: Special

Misc.: NA

Uses: ½ Level, minimum of 2

With this skill a Fighter can heal himself up to full Resilience during a Short Rest.

Healing will automatically bring all disabled limbs back to full function. The Fighter cannot reattach severed limbs, cannot heal himself when he has been affected by a throat slit, and cannot use this skill to heal when unconscious.

Level 2

(Default Invocation Time = 0 seconds)

Blade Sharp

Range: Touch

Area: Single - Weapon

Duration: 1 Combat

Misc.: NA

Uses: Level

A Fighter using this skill can improve the damage done by a specific weapon, magic or mundane, granting it a +1 Spike damage to the character of the Fighter's choosing who uses the weapon. This includes blunt weapons. The Fighter may improve one weapon per use of this skill. If the weapon is put away, put down, or given to another character, the weapon loses its edge. The Fighter must spend a quick count of 100 role-playing the sharpening or adjusting the weapon in question. The weapon may only be affected by one Blade Sharp skill at any one time.

5th level: The Fighter may improve a weapon to do +2 Spike damage, rather than +1.

8th level: The Fighter may improve a weapon to do +3 Spike damage.

Gauge Opponent –Spikes

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Uses: Level

With the use of this ability, the Fighter can gauge the current Spike damage of the target creature and determine how many Spikes it has left. The Fighter should call out "**Gauge Opponent –Damage**" and indicate the intended target. The target or the GM will respond with the number of Spikes left and the Spike damage.

Repair Shields and Armor

Range: Touch

Area: Single - 1 Item

Duration: Instantaneous

Misc.: NA

Uses: ½ Level, minimum of 2*

This skill allows a Fighter to repair shields and leather armor damaged by in-game effects during a Short Rest. Shields and broken Leather Armor will be fully repaired. The Fighter must role-play mending the shield or armor for at least 1 minute during the rest.

4th level: The Fighter can repair Chain Mail as well.

6th level: The Fighter can also repair Scale Mail.

8th level: The Fighter can repair Plate Mail.

Level 3

(Default Invocation Time = 0 seconds)

Gauge Magical Weapons and Armor

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Uses: No Limit

With this skill the Fighter can gauge the magical enhancements that pertain to damage (bonus Spike damage and added Spike) and protection on weapons, armor and shields. This skill will tell the Fighter what the item does, not what it is worth. A Fighter can use this skill to gauge magical properties of magical weapons and armor. For example, a Fighter could handle a +2 Great sword and know that it is a

magical weapon and that it granted a +2 to Spike damage, but not that it can release a **Fire Ball** (Magic User 5) once a day. He would realize that there is “more to this item than I can determine”. The Fighter must handle an item for a quick count of 60 to use this skill.

Gauge Opponent –Armor

Range: Melee
Misc.: NA

Area: Single
Uses: Level

Duration: Instantaneous

With the use of this ability, the Fighter can determine how many armor-point counters the target has remaining. She should call out “Gauge Opponent – Armor” and then ask how many unexpended armor-point counters the character has.

Weapons Instructor

Range: Melee
Misc.: NA

Area: Single
Uses: Level

Duration: Permanent

With this skill a Fighter can teach other characters how to use weapons they are not proficient with. The weapon must be one that the character class is normally allowed to have proficiency with. As an example, assume a Magic User has always used a staff, but decides he wants to use a sword instead. After being trained by the Fighter, the Magic User could immediately transfer his weapon proficiency to the sword. This weapon switch is permanent (and must be noted on the character’s registry form), until this skill is applied again.

The Fighter should role-play teaching the character how to use the new weapon for 1 minute. This skill cannot be used to teach a character how to use Spikes with her off hand.

Level 4

(Default Invocation Time = 0 seconds)

Two Weapon Fighting

Range: Self
Misc.: NA

Area: Self
Uses: No Limit

Duration: Permanent

At 4th level and above, Fighters are able to use Spikes with either hand. This is a base skill of the class and cannot be put into a magic item.

Battle Instruction

Range: Melee
Misc.: NA

Area: Special – 1 ally per level
Uses: No Limit

Duration: Special

With this skill a Fighter can teach other characters how to get the most out of their melee attacks during a Short Rest or at the beginning of the game. By showing them how to fight for at least 15 seconds per student, the Fighter can grant her students one additional Spike each. No character can gain more than one Spike from this skill at any one time, even if instructed by multiple Fighters. The blow will remain available until used or until the next Short Rest, whichever comes first. The Fighter should role-play giving the other characters basic combat tricks and skills for the required time. She may successfully instruct a maximum of one student per experience level.

Gauge Opponent – Maximum Resilience

Range: Melee
Misc.: NA

Area: Single
Uses: Level

Duration: Instantaneous

With the use of this skill the Fighter can gauge the total Maximum Resilience of the target creature. For example, if a Fighter uses this skill on a 5th level Fighter who is under the effects of an **Exuberate** (Cleric 4), he will learn that the target has a total Maximum Resilience of 15. The Fighter should call out “**Gauge**

Opponent – Maximum Resilience” and indicate the intended target. The target or the GM will respond with the target’s current Maximum Resilience.

Level 5

(Default Invocation Time = 0 seconds)

Disengage

Range: Melee

Area: Single

Duration: Quick 60

Misc.:NA

Uses: ½ Level

This skill allows the Fighter to prevent the target from attacking or pursuing him. To use this skill the Fighter must call out “**Disengage**”

The target may not pursue the Fighter nor attack the Fighter with melee weapons for a quick count of 60. Upon calling the skill, the Fighter must immediately disengage from the target, and cannot attack the target for the duration of this skill without ending the effect prematurely. If the opponent is unaffected by the skill for whatever reason, the use is still counted against the total number of uses for that day and 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item.

Level 6 - 10

There are no shared Fighter skills above 5th level.

Soldier (Fighter)

The Soldier is a disciplined fighter, used to working in groups, making a shield-wall against a common enemy. She is neither as reliant on blade-work as the Weaponmaster, nor as brutal as the Warrior, but instead fills the middle ground, a mixture of intelligence, skill, and training.

Class Statistics

The table below provides spikes and spike damage, resilience, and threshold for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All Types

Armor Allowed – Any Type

Shield Allowed – Any Type

Level	Resilience	Threshold	Spikes	Spike Damage
6	15	4	5	7
7	19	5	5	8
8	25	5	6	9
9	31	6	6	10
10	35	6	6	12

Soldier Skills

A Soldier uses Fighter skills and is considered a Fighter. Skills listed with are available to Legacy Fighters.

Appendix A provides a summary of all Soldier skills in table form.

Innate Skills

(Default Casting Time = 0 seconds)

Camp Skill

Range: Special

Area: Special

Duration: Special

Misc.: NA

Uses: No Limit

The Soldier is considered proficient in making camp. She can start a non-magical fire given 10 minutes and dry wood. She can find clean water given 20 minutes and reasonably accessible water. She can provide basic shelter and enough food for 5 people to survive, given 3 hours.

Shield Skill

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Uses: No Limit

If, at the beginning of a combat, the Soldier is using a shield, he gains one additional Armor Point. The Soldier must intend to use the shield (i.e. she cannot start combat and toss the shield aside).

Level 6

(Default Invocation Time = 0 seconds)

Wathit

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Uses: Level

By observing a creature for 10 seconds, the Soldier can gather information about its natural properties. Natural properties of a creature include information such as how much spike damage the creature does,

what special attack the creature has, approximately how many points of Resilience the creature has, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. The Soldier cannot use this ability to determine a creature's level or class. The Soldier will learn 1 property of his choice for each use and may spend additional uses-per-day to learn additional properties.

Level 7

(Default Invocation Time = 0 seconds)

Parry Blow

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: ½ Level

With this skill a Soldier can parry any one successful melee, projectile, or thrown weapon attack, with the exceptions of **Backstab** (Thief 1), **Free Strike** (Monk 9), and **Kill Dagger** (Thief 2). Non-damaging blows such as **Numbing Blow** (Knight 9) can also be parried. If hand-held attacks such as **Electrify** (Magic User 1), **Killing Attack** (Killing Monk 8, Ranger 10, Magic User 10, Knight 8, Cleric 9), or spike are parried, then that spell, ability, skill, or spike is still discharged and used. Note that the blow still lands on the weapon (is parried), so attacks such as **Electrify** (Magic-User 1) will still be effective. **No Defense Blow** (Knight 6), **Physical Attack** (Monk 3), **Throw** (Monk 5) and **Sacrifice Throw** (Monk 3) cannot be parried. In order to use this skill the Soldier must not be unconscious, held, or otherwise immobilized. The Soldier must loudly call out "**Parry**" when he uses this skill. This skill is an immediate counter.

Level 8

(Default Invocation Time = 0 seconds)

Impervious Shield

Range: Touch

Area: Single - Shield

Duration: 1 Combat

Misc.: NA

Uses: ½ level

With this skill, a Soldier can improve a shield so that it acts as a magical shield for the purposes of shattering abilities. In addition, the shield will not "conduct" damage from SAS such as **Wizard's Bolt** (Magic User 1), **Electrify** (Magic User 1), **Seeds of the Elements** (Druid 6), **Physical Attack** (Monk 3) and the like. The Warrior should call out "Impervious Shield" when such SAS are used. The Soldier must spend a quick 60 role-playing enhancing the shield.

Shield Bash

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: KD30

Uses: ½ level

While using a shield, the Soldier can cause another creature to be knocked down for a quick 30 count. There may be no obstructions, such as another person, a tree, or a medium sized bush, between the Soldier and the target. If use of **Shield Bash** triggers a **Divine Retribution** (Cleric 3), the Soldier will take the spell's damage to his shield arm; the target will still be affected by the knockdown. If the **Shield Bash** is countered by the use of **Dodge Blow (Fighter 7, Thief 3)** or **Evade** (Monk 7), the skill will still be expended. 5 seconds must pass before the Soldier can use another SAS or magic item. This skill requires no meditation time. (Note – you should not actually shield bash your opponent.)

Level 9

(Default Invocation Time = 0 seconds)

Stay Down

Range: Melee

Area: Single

Duration: 10 seconds

Misc.: KD45

Uses: No Limit

Against an opponent who is knocked down, the Soldier can make an attack that causes a quick 45 count knockdown. Once this skill has been used against a specific creature, it cannot be used again on that creature until the creature has gained its feet. To use **Stay Down**, the Soldier must strike the target or its equipment and call "**Stay Down**, knockdown quick 45". This will re-start the struck opponent's knockdown "timer" to a quick 45 count.

Level 10

(Default Invocation Time = 0 seconds)

Extreme Blade Sharp

Range: Touch

Area: Single - Weapon

Duration: 1 Combat

Misc.: NA

Uses: Level

A Fighter using this skill can improve the damage done by a specific weapon that she is using, magic or mundane, granting it a +5 to Spike damage. This includes blunt weapons. The Fighter may improve one weapon per use of this skill. If the weapon is put away, put down, or used by anyone other than the Fighter herself, the weapon loses its edge. The Fighter must spend a quick count of 100 role-playing the sharpening or adjusting the weapon in question. The weapon may only be affected by one Blade Sharp skill at any one time.

Warrior (Fighter)

Using brute strength and ferocious offense, the Warrior is a specialist at one-one-many combat. He is used to being alone in a sea of enemies, and making them pay for ever daring to cross him. The Warrior gets more out of spells cast on him, and can deal out damage in record amounts when using large weapons. Berserkers, barbarians, and lone adventurers are often following the Warrior path.

Class Statistics

The table below provides spikes and spike damage, resilience, and threshold for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All Types

Armor Allowed – Any Type

Shield Allowed – Any Type

Level	Resilience	Threshold	Spikes	Spike Damage
6	15	4	5	7
7	19	5	5	8
8	25	5	6	9
9	31	6	6	10
10	35	6	6	12

Warrior Skills

A Warrior uses Fighter skills and is considered a Fighter.

Appendix A provides a summary of all Warrior skills in table form.

Innate Skills

(Default Casting Time = 0 seconds)

Brutal Hulk

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Uses: NA

When using a magical item that grants extra Spikes, the Warrior gains one additional Spike from the item.

Level 6

(Default Invocation Time = 0 seconds)

Power Attack

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Uses: NA

While in **Battle Fever** (Fighter 1), the Spike bonus granted by Greatweapons becomes a +2 and the bonus from Polearms becomes +4.

Indomitable Offense

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: ½ Level

The Warrior is very difficult to hinder or distract. Whenever she is affected by an SAS or effect that would cause weakness, she can counter it with this skill. She should call out “counter” when she uses it. This will only counter the weakness part of the effect, the Warrior will still take any other effects such as damage.

Level 7

(Default Invocation Time = 0 seconds)

Enhanced Defenses

Range: Self

Area: Single - Spell

Duration: Special

Misc.: NA

Uses: ½ level

The Warrior can get more protection out of spells cast on him. Spells that grant additional Resilience give 2 additional points. SAS that grant a bonus vs. LI grant one additional plus. Only one spell is enhanced by one use of this skill.

Level 8

(Default Invocation Time = 0 seconds)

Cleave

Range: Melee

Area: Triple **Duration:** Instantaneous

Misc.: NA

Uses: Level

After a Warrior makes a successful melee Spike attack on an opponent, he may cause three other opponents within melee distance to take half the damage of the attack. He can effect less than three targets if he chooses. He should call out the colors or names of the affected opponents and tell them the damage. Any special damage types and materials should also be called. No other special properties of the hit will affect the secondary targets (like knockdowns or poison).

Geldrake attacks his enemy, a zombie, and calls “Spike 6 fire, cold steel”. The attack hits the zombie. He calls out to the two other zombies that he can reach with his sword “Cleave! 3 fire, cold steel”.

Level 9

(Default Invocation Time = 0 seconds)

Fighter’s Blow

Range: Self

Area: Single - Attack

Duration: Instantaneous

Misc.: NA

Uses: Level

When the Fighter uses this skill, he adds the Piercing type to any attack. This skill must be called out in advance of the attack, like a Spike: “Activate Fighter’s Blow, [damage] Piercing!”. The Fighter may choose to expend a Spike to do extra damage with the **Fighter’s Blow**. A Knight may avoid this effect by calling out **Resist Pain** (Knight 5) as an immediate counter, negating the strike completely. If the opponent is unaffected by the blow, or if the weapon strike is countered by the use of **Resist Pain** (Knight 5), **Dodge Blow** (Fighter 7, Thief 3) or **Evade** (Monk 7), the skill use is still expended.

Level 10

(Default Invocation Time = 0 seconds)

Shatter

Range: Melee

Area: Single – Weapon or Shield

Duration: Instantaneous

Misc.: NA

Uses: ½ Level

With this skill, the Fighter can shatter any non-magical hand-held weapon or non-magical shield, including a bow or crossbow, by striking it with his own weapon. If shattered, the weapon or shield is rendered useless, but it can be restored by the spell **Mend** (Magic User 1), **repair shields and armor**(fighter 2), or other item-repairing powers. Before using this skill, the Fighter must activate it like a Spike: "Activate Shatter Conducting!". If the skill fails to work, the Fighter should immediately call "Drop, [name of target item]. The named item must be dropped to the ground and left there for a quick count of 30.

Weaponmaster (Fighter)

Those who study the ways of the single blade, or who master the arts of Florentine fighting, learn control, speed and precision are the keys to dealing death. They specialize in one-on-one fights, where they can concentrate on an opponent, countering every attack, riposting with blinding speed. Swashbucklers, pirates, and the nobility often learn the ways of the Weaponmaster.

Class Statistics

The table below provides spikes and spike damage, resilience, and threshold for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All Types

Armor Allowed – Any Type

Shield Allowed – Any Type

Level	Defense	Threshold	Spikes	Spike Damage
6	15	4	5	7
7	19	5	5	8
8	25	5	6	9
9	31	6	6	10
10	35	6	6	12

Weaponmaster Skills

A Weaponmaster uses Fighter skills and is considered a Fighter.

Appendix A provides a summary of all Weaponmaster skills in table form.

Innate Skills

(Default Casting Time = 0 seconds)

Combat Quickness

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Uses: NA

The Weaponmaster gains 4 Armor Points out of Leather armor, and, if only wearing Leather or lighter armor (such as no armor or natural armor) can use **Dodge Blow** once per combat without expending uses.

Level 6

(Default Invocation Time = 0 seconds)

Disarm

Range: Melee
Instantaneous

Area: Single – Held non-shield item

Duration:

Misc.: NA

Uses: ½ Level

This skill disarms an opponent who is holding a weapon or item, but does not work against natural weapons such as claws, talons, or tentacles, nor on shields. The skill must be activated by the Fighter calling out “Activate Disarm , Conducting!”.

If the blow hits a non-shield item, the target must drop the item and let it hit the ground, after which it can be retrieved. If the opponent is unaffected by the skill (for example by resin or by **Catch** (Weaponmaster 8), or if the weapon strike is countered by the use of **Dodge Blow** (Fighter 7, Thief 3) or **Evade** (Monk 7)),

the skill use is still expended. 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item.

Level 7

(Default Invocation Time = 0 seconds)

Dodge Blow

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: ½ Level

With this skill a Fighter can completely dodge any 1 blow from a hand-held weapon attack, with the exceptions of **Backstab** (Thief 1), **Free Strike** (Monk 9), and **Kill Dagger** (Thief 2). Non-damaging blows such as **Numbing Blow** (Knight 9) can also be dodged. Special attacks (including Spikes) are dodged, they are considered expended as **Dodge Blow** is an immediate counter. In addition to attacks from hand-held melee weapons, the abilities **Physical Attack** (Monk 3), **Throw** (Monk 5) and **Sacrifice Throw** (Monk 3) can also be dodged. In order to use this skill the Fighter must not be unconscious, held, or otherwise immobilized. The Fighter must loudly call out "**Dodge**" when he uses this skill. This skill is an immediate counter.

Level 8

(Default Invocation Time = 0 seconds)

Catch

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: Level

The Weaponmaster can counter any ability that makes him drop his weapon. He should call out "Catch, counter!" when he does so. This includes **Disarm** (Weaponmaster 6) and **Dropsy** (Magic User 3, Bard 7), but not **Shatter** or other SAS that actually destroys the weapon. Catch is an immediate counter.

Level 9

(Default Invocation Time = 0 seconds)

Expertise

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Uses: NA

Whenever the Weaponmaster is using either a single sword, or two swords, he adds +2 to his Spike damage under the +Spike Damage (weapon) stacking category.

Level 10

(Default Invocation Time = 0 seconds)

Final Smile

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Uses: ½ Level

This ability allows the Weaponmaster to cause a throat slit with a single weapon strike to a target's torso. The target will be unable to speak, cast, or use scrolls until the throat slit is healed.; he will die in 1 minute if not given enough healing.

Chapter 14: Knight

The concepts that best describe a Knight are honor, courage, and strength. Knights can use all types of weapons and armor, which makes them formidable opponents in hand-to-hand combat. Knights have skills involving strength and courage, and can identify and effectively combat supernatural creatures such as undead, lycanthropes, and demons. In addition to these strengths, Knights can heal themselves and others. Each Knight is a member of a Knightly Order chosen by the player, and is expected to live up to a standard of conduct set forth by that Order.

Specializations

Once a Knight reaches 6th level, she will have to decide which road to take. There is the Avenger, strong in offense, with a myriad of aggressive abilities to put down even the most daunting foes. There is the Commander, a leader amongst warriors, capable of healing his friends and bolstering his allies. Finally, there is the Guardian, an armored tank, brimming with defensive abilities. There are some of each in most Knightly Orders: offense, defense, and command.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All types

Armor - Any

Shield - Any

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
1	25	6	2	2	2
2	30	7	2	3	3
3	35	8	2	3	3
4	40	10	3	4	4
5	45	12	3	4	4

Knight Abilities

Knights gain their abilities through their strength and courage; they use most of their abilities by spending ability points. Many of a Knight's abilities require no invocation time, but their use still requires an expenditure of ability points and must be called out before use. A Knight's abilities do not require a verbal, somatic, or material component, but some do require a period of meditation to be invoked. A Knight must be conscious in order to use any of her abilities.

A Knight is expected to live up to the code of conduct set forth by his Order. If a Knight violates this code, he will lose some portion of his Knightly abilities, based on the severity of the infraction and the guidelines provided below. A GM should warn a Knight who is in danger of violating his code, and should use common sense in determining the appropriate penalty. If no GM observes the violation, the player is expected to impose a penalty on herself in the spirit of strong role-playing.

Knightly Codes

A Knightly code is generally created by the player who portrays the Knight, although some players may choose to work together to create an order of Knights who all follow the same code. A Knightly code consists of one or more major points and two or more minor points. Major points should outline the main purpose of the order of Knights, and act as the Knight's guiding principles. Minor points should further refine the standard of conduct for the order.

Example: Code of the Knights of the Sword

Major Point: A Knight of the Sword must always strive to oppose the forces of Evil.
Minor Point: A Knight of the Sword may never tell a lie or deliberately mislead anyone.
Minor Point: A Knight of the Sword must be the model of Courtesy, Humility, Honesty, and Chivalry.

Infractions

Mild infractions are those unintentional or unavoidable violations of a major point of the Knight's code or willful violations of a minor point that result in no serious consequences. As a penalty for a minor infraction, a Knight might lose up to ½ her level in ability points for the remainder of the game day. Note that wielding (not just holding or carrying) more than one magical weapon is considered a minor infraction.

Example: Bronwyn, a Knight of the Sword, lies about her mission in order to avoid unwanted attention from the local Thieves' Guild, with no particular consequence.

Serious infractions include conscious violations of the code's major points in the name of a good cause (perhaps in the name of the Knight's alignment), or a willful infraction of a minor point of the code resulting in serious consequences. As a penalty for a serious infraction, a Knight might lose ability points equal to his level, to be regained at a rate of one per major game day provided the Knight follows his code in an exemplary fashion. As an alternative penalty, the Knight's magical weapon might cease to function, with the pluses of the weapon regained at a rate of one per major game day.

Example: Bronwyn refuses a request to escort an elderly couple through dangerous woods. The couple is attacked by bandits on their way home and is seriously injured.

Extreme infractions consist exclusively of willful and heedless violation of major points of Knightly codes. Punishment may consist of the immediate loss of all of the Knight's ability points and use of Knightly abilities, as well as immediate loss of all magical properties of the Knight's weapon. These measures may only be reversed by game design. A significant challenge and sacrifice should be presented in order for a fallen Knight to regain his good standing.

Example: Bronwyn willingly assists a known and obvious demon in sacking a helpless town.

Appendix A provides a list of all Knight skills and abilities in table form.

Innate Skills

(Default Meditation Time = 0 seconds)

+0 Magical Weapon

Range: Self **Area:** Self **Duration:** Permanent
Misc.: NA **Cost:** 0

The Knight may choose a +0 magical weapon that is a relic of her Knightly Order; this weapon can be a bow, crossbow, or any type of melee weapon. As the Knight rises in level the relic weapon will progressively become more powerful, but will only have magical bonuses while in the hands of a Knight of sufficient level from the same order. This magical weapon acts exactly as a standard magical weapon, and stacks in the +Spike Damage (Enhancement) category. Under no circumstances can the Knight's order increase the pluses of the relic weapon.

If a Knight's relic weapon is lost or destroyed, it will be replaced by the Knight's order between games. If a Knight finds a weapon that is preferable to the relic weapon, the Knight can take the new weapon to the order between games and have it blessed by the order in exchange for the return of the relic weapon. A Knight wielding an order-blessed weapon will receive either the damage enhancement described in the

Heraldic Lore

Range: Self
Misc.: NA

Area: Self
Cost: 1*

Duration: Instantaneous

When this ability is used, the Knight will learn the details of the group represented by a heraldic device that he can see or has had described to him. This may be a noble family, a society or a knightly order. If it is a knightly order, the knight will learn a number of facts including the order's code, general bent, alignment, and knightly symbol. The Knight can also use this ability on any order whose name or symbol she knows or has heard a description of. This will not work on logos (such as the symbol for a merchant's store or the sign outside an inn) or other pictures. *If there is no **Heraldic Lore** available then the Knight does not spend any ability points.

Identify Supernatural Creature

Range: Melee
Misc.: NA

Area: Single
Cost: 1

Duration: Instantaneous

With this ability the Knight can identify a supernatural creature such as an undead, lycanthrope, or demon and can determine its type (undead, lycanthrope, demon, etc.) as given in gamecopy. If no type is given in gamecopy the GM may provide whatever type information they believe is appropriate. This ability will not provide any information regarding a supernatural creature's abilities.

Reveal Supernatural Creatures

Range: Combat
Misc.: NA

Area: Sight
Cost: 1

Duration: Instantaneous

With this ability the Knight reveals all supernatural creatures (for example, undead, lycanthropes, and demons) in in the direction she is facing. This spell provides the Knight with a 'snapshot' of all supernatural creatures in the area of effect, which she will remember after the ability is used. Results of this ability are subject to GM availability and knowledge. This ability is blocked by one inch of wood, earth, stone, or metal, but cannot be blocked by shields.

Strength I

Range: Self
Misc.: NA

Area: Self
Cost: 1

Duration: 1 Combat or 5 minutes

For the duration of this ability, the Knight may use double human strength to lift or move objects; no damage increase applies to the lifted objects and the Knight cannot break locks or locked doors.

Strength I can be used as an immediate counter to **Clinging Vine** (Druid 1), **Plant Attack** (Druid 3), **Snare** (Ranger 8), **Deadfall** (Ranger 9), and **Weakness** (Magic User 3), and will increase the Knight's resistance to each spell by one level. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Level 2

(Default Meditation Time = Quick 30 Count)

Additional Damage

Range: Self
Misc.: NA

Area: Self
Cost: Var.

Duration: 1 Combat

A Knight using this ability can charge his relic weapon or order-blessed weapon, increasing her Spike damage by +1 for every 2 ability points spent. The Knight can expend up to her level in ability points.

Fortitude

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 2

After the Knight finishes meditating, he may regain usage of a single disabled limb. This ability does not give any healing.

Supernatural Wathit

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 2

This spell allows the Knight to gather information about the natural abilities of a supernatural creature, such as an undead, lycanthrope, or demon. Natural properties of a creature include information such as how much spike damage the creature does, what special attack the creature has, approximately how much Resilience the creature has, and what the creature's major weakness or major strength is. The Knight cannot use this spell to determine the level or class of a supernatural creature. The Knight can determine the value of a single attribute, and must specify which attribute he wishes to investigate.

Level 3

(Default Meditation Time = Quick 45 Count)

+1 vs. LI Effects

Range: Self

Area: Self

Duration: Special

Misc.: NA

Cost: 3

This ability can be used to give the Knight a +1 resistance versus LI effects, and can be used in one of two ways

- To provide the Knight with +1 versus LI for one combat or one game day, whichever comes first
- As an immediate counter to an LI spell that is targeted at the Knight, providing the Knight with +1 versus LI for that single attack. This use requires no meditation time.

Immunity to Fear

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 3

This ability provides the Knight with a period of immunity to fear-related spells and effects such as **Spook** (Magic User 2). This ability does not need to be activated prior to a fear-based attack to be effective, and can be used as an immediate counter. Once invoked, the duration of this ability is one combat or 5 minutes, whichever is longer. This ability requires no meditation time.

Level 4

(Default Meditation Time = Quick 45 Count)

Additional Damage vs. Supernatural Creatures

Range: Self **Area:** Self **Duration:** 1 Combat or 5 minutes
Misc.: NA **Cost:** 4

This ability provides the Knight with additional damage which is effective against supernatural creatures, such as an undead, lycanthrope, or demon. The Knight gains a +6 to his Spike damage against creatures she has positively identified as supernatural by use of *Reveal Supernatural Creature* or other similar means and grants two additional Spikes that can only be used against those creatures.

Immunity to Magical Disease

Range: Self **Area:** Self **Duration:** Permanent
Misc.: NA **Cost:** 0

The Knight is immune to all magical diseases. This ability is permanently in effect, and does not need to be activated by the Knight.

Neutralize Non-Magical Disease

Range: Touch **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** 4

This ability cures the target of all non-magical diseases, unless otherwise specified by game design. It does not restore lost Resilience, but does prevent further loss or disability.

Strength II

Range: Self **Area:** Self **Duration:** 1 Combat or 5 minutes
Misc.: NA **Cost:** 2

For the duration of this ability the Knight can break non-magical ropes including any that are restraining the Knight. **Strength II** can be used as an immediate counter to **Clinging Vine** (Druid 1), **Plant Attack** (Druid 3), **Snare** (Ranger 8), **Deadfall** (Ranger 9), and **Weakness** (Magic User 3), and will increase the Knight's resistance to each spell by 2 levels. A Knight can break free of the effects of an Uvas glyph with the use of **Strength II**. All the benefits and restriction of **Strength I** (Knight 1) apply to **Strength II**. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Level 5

(Default Meditation Time = Quick 60 Count)

Avenging Blow

Range: Melee **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** 5

This ability allows the Knight to do a single, powerfully damaging Spike to a target. The blow will do two points of damage per level of the Knight. This ability can only be delivered with a successful hit with a hand-held blessed or order weapon after the weapon is charged with a quick 60 count meditation, and the Knight must call out "Activate **Avenging Blow, [damage]**" to activate the Spike. Other damage modifiers may be added to the damage from **Avenging Blow**. Because it is a Spike, the Knight must have unexpended Spikes available in order to use this ability. This ability does not stack in the +Spike damage category, instead it takes the place of the base Spike damage. For example, if a 5th level Knight had **Additional Damage** up for 2 points and used **Avenging Blow**, it would do 12 points.

Dispel Fear

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 5

A Knight can dispel all fear-related effects on himself and one other individual within Melee range. The Knight does not need to know the name of the fear-based effect that was used against the target.

Group Immunity to Fear

Range: Melee

Area: Party

Duration: 1 Combat

Misc.: NA

Cost: 5

During a Short Rest, the Knight can give a stirring speech, bolstering his companions. A group of up to 12 people specified by the Knight will be made immune to all fear-related effects. Each person affected by this ability is considered to have this ability on an individual basis. This is not an immediate counter to fear effects.

Resist Pain

Range: Self

Area: Single - Limb

Duration: 1 Combat

Misc.: NA

Cost: 5

This ability can be used to increase the Knight's resistance to pain. This ability will allow the Knight to choose one limb and keep using that limb even if it would normally be disabled. The Knight still takes the damage, but the limb is not disabled by the blow. The Knight will also be immune to the effects of **Pain Strike** (Cleric 4) for the duration of this ability. When used in this manner, the duration of this ability is one combat or one game day, whichever comes first and requires a normal meditation time. Note that a character may not have more than one **Resist Pain** active at any one time.

Alternatively, this ability can be used with no meditation time as an immediate counter to a **Pain Strike** (Cleric 4), (allowing her to ignore the weakness effect) or an effect or hit that would disable a limb. The Knight still takes any damage, but the limb is not disabled by the effect or hit.

Level 6

(Default Meditation Time = Quick 60 Count)

Neutralize Magical or Supernatural Disease

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 6

This ability cures the target of all magical and supernatural diseases, unless otherwise specified by game design. It does not restore lost Resilience, but does prevent further loss or disability from all neutralized diseases.

No Defense Blow

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 6

With this ability, the Knight can perform a Spike attack that will cause damage independent of any defense. The character must use up a Spike to use this ability. The strike will bypass most protections, immunities and other mitigations. This ability will penetrate **Concentration** (Magic User 6). This Spike must be activated with a call of "No Defense Blow, [x] damage, Activated!" and takes no invocation time.

Level 7

(Default Meditation Time = Quick 60 Count)

Strength III

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 3

For the duration of this ability the Knight can break non-magical metallic bindings up to ½ inch thick, such as chains, including any that are restraining the Knight. **Strength III** can be used as an immediate counter to **Clinging Vine** (Druid 1), **Plant Attack** (Druid 3), **Snare** (Ranger 8), **Deadfall** (Ranger 9), and **Weakness** (Magic User 3), and will increase the Knight's resistance to each spell by 3 levels. A Knight can break herself or others free of the effects of an Uvas glyph with the use of **Strength III**. All the benefits and restriction of **Strength I** (Knight 1) and **Strength II** (Knight 4) apply to **Strength III**. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Level 8

(Default Meditation Time = Quick 60 Count)

Killing Attack vs. Supernatural Creature

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: KD5, LI

Cost: LI

This ability only works on creatures who have already been identified as supernatural by use of an SAS or similar method. The target creature immediately takes a 5 second Knockdown and damage equal to the twice the level the ability is called at. The target cannot be healed nor its armor mended until it rests for a Quick Count of 60 of undisturbed meditation. The target can only be affected by one **Killing Attack** at a time no matter the source (i.e. until the target has rested and can heal again, other **Killing Attacks** will be unsuccessful). If the strike is evaded, the ability is still used and the points are wasted. If the target calls "no effect" (because of his LI resistance or some other reason), the Knight gains a +1 to his effective LI level until the end of the combat. A character may only deliver one **Killing Attack** every 5 seconds, regardless of the source and the spell cannot be targeted at allies. This ability requires no meditation time.

Level 9

(Default Meditation Time = Quick 60 Count)

Nullify Level Drain

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 9

The Knight can nullify a level drain caused to herself or another. Each use of this ability will restore 1 drained level to the target.

Strength IV

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 4

For the duration of this ability the Knight can bend non-magical metallic bars up to 1 inch thick. **Strength IV** can be used as an immediate counter to **Clinging Vine** (Druid 1), **Plant Attack** (Druid 3), **Snare** (Ranger 8), **Deadfall** (Ranger 9), and **Weakness** (Magic User 3), and will increase the Knight's resistance to each spell by 4 levels. A Knight can break herself or others free of the effects of an Uvas glyph with the use of **Strength IV**. All the benefits and restriction of **Strength I** (Knight 1), **Strength II** (Knight 4), and **Strength III** (Knight 7) apply to **Strength IV**. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Level 10

(Default Meditation Time = Quick 60 Count)

Attuned Magical Weapon

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

The Knight's relic or order-blessed weapon will not be affected by **Dropsy** (Magic User 3) or **Disarm** (Weaponmaster 6), or the drop us of **Shatter** (Warrior 10). This ability has no effect on any other items that the Knight may be holding; all other items must still be dropped as normal when the Knight is affected by these SAS.

Avenger (Knight)

Descending on their foes with the fierce power of the righteous, the Avenger is a strong melee opponent, second only to the Fighter, whose abilities show a focus on putting his enemies down quickly and efficiently. The Avenger's relic blade adds to her damage, and there are few others who can match the Avenger's ability to rip away an opponent's defenses.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All types

Armor - Any

Shield - Any

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
6	48	15	4	4	5
7	51	19	4	5	6
8	54	25	5	5	7
9	57	31	5	5	8
10	60	35	6	6	9

Avenger Abilities

An Avenger uses Knight abilities and is considered a Knight..

Appendix A provides a list of all Avenger skills and abilities in table form.

Level 6

(Default Meditation Time = Quick 60 Count)

Relic Weapon : Avenger

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

In the hands of the Avenger who owns it, the Avenger's relic weapon or order-blessed weapon grants a +5 bonus to Spike damage if it is a polearm, a +4 bonus if it is a Greatweapon, or a +3 bonus otherwise. This stacks in the +Spike damage (weapon) group.

Improved Offense

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

The Avenger does two extra points of damage with **Avenging Blow** (Knight 5) and **No-Defense Blow** (Knight 5). This skill is a base of the character class and may not be placed in a magic item.

Level 7

(Default Meditation Time = Quick 60 Count)

Devastating Blow

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 7

This ability causes the target creature to immediately lose all points of protection (such as **Spell Protection** or **Missile Protection**); it is delivered through a successful hand held melee weapon strike. The blow will does no actual damage and should be called out immediately following the successful weapon strike. It has no effect on armor, even magically created armor like **Rhino Hide** (Druid 2). When this ability is used the Avenger must call, "Devastating Blow, 0 damage, destroys all points of protection" This ability requires no meditation time.

Level 8

(Default Meditation Time = Quick 60 Count)

Unstoppable Assault

Range: Self

Area: Self

Duration: 1 Combat

Misc.: -

Cost: 8

When the Avenger is the target of an knockdown, he may use this ability as an immediate counter to the knockdown portion of the attack. She will still take any other effects such as damage. In addition, the Avenger immediately gets one additional Spike that can only be used against the originator of the Knockdown, if it is known. If the source of the knockdown is not known, no extra Spike is gained. The Avenger must use the Spike before the end of the current combat (or next combat if not engaged) or it is lost.

Level 9

(Default Meditation Time = Quick 60 Count)

Numbing Blow

Range: Melee

Area: Single

Duration: Special

Misc.: -

Cost: 9

When the Knight uses this ability following a melee strike to a target's limb, she will cause the limb to go completely numb until the target can rest (stay out of active combat) without interruption for a quick 60 count; the affected limb cannot be used for the duration of the ability, but no damage is caused to the affected limb. The blow must be activated just like a Spike by calling out "Activate **Numbing Blow, no-defense**", before making the attack. This ability will penetrate **Concentration** (Magic User 6). This ability requires no meditation time.

Level 10

(Default Meditation Time = Quick 60 Count)

Death Commitment

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 10

This ability allows the Knight to hold off death for a period of 5 minutes or the end of the current combat, whichever comes later. To activate this ability, it must be called out loudly; the following effects will immediately occur:

- All previous damage to the Knight is instantly healed, including any from ***Killing Attack*** (Killing Monk 8, Ranger 10, Magic User 10, Knight 8, Cleric 9).
- The Knight adds 10 points to her Maximum Resilience.
- The Knight is prevented from falling unconscious for the duration of the ability.
- The Knight will not lose the use of limbs due to damage.
- Healing of any form will have no effect on the Knight for the duration of this ability, including healing that comes from autoactivated items.
- The Knight is unable to use ***Death Commitment*** again until the full duration of the first one has elapsed.

The ***Death Commitment*** will end in one of two ways: 1) the Knight takes enough damage to die, and she immediately dies; 2) the duration of the ability elapses. The Knight then takes damage equal to his current maximum Resilience total, likely killing the Knight. This ability requires no meditation time.

Commander (Knight)

The Commander is truly a leader of knights. She has special powers to heal, restore, and aid her allies, keeping them fighting until the very last moment. Her armor and offensive power are enough to make her formidable in her own right, but she excels when working with a team.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All types

Armor - Any

Shield - Any

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
6	50	15	4	4	5
7	55	19	4	5	6
8	60	25	5	5	7
9	65	31	5	5	8
10	70	35	6	6	9

Commander Abilities

A Commander uses Knight abilities and is considered a Knight.

Appendix A provides a list of all Commander skills and abilities in table form.

Level 6

(Default Meditation Time = Quick 60 Count)

Relic Weapon : Commander

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

In the hands of the Commander who owns it, the Commander's relic weapon or order-blessed weapon can be used to dispense up to 3 points per level of healing per combat. There is no limit to the amount she can heal in any one application. The Commander should call "Heal x" when he strikes the target he wishes to benefit. Five seconds must pass between uses, but no invocation time is needed to activate the healing. Once the Knight reaches 9th level, the relic weapon also grants a +5 bonus to Spike damage if it is a polearm, a +4 bonus if it is a Greatweapon, or a +3 bonus otherwise. This stacks in the +Spike damage (weapon) group.

Lay on Hands

Range: Touch
Misc.: NA

Area: Single
Cost: 6

Duration: Instantaneous

This ability cures the target of all natural, magical and supernatural diseases, unless otherwise specified by game design. It does not restore lost Resilience at this level, but does prevent further loss or disability. At higher levels, the ability has further effects:

7th: The Commander can remove weakness from one target.

8th: The Knight can nullify a life point drain caused by a supernatural creature (such as an undead, lycanthrope, or demon) to herself or another. The target will regain all Resilience lost in the drain, but will not regain Resilience lost from life-restoring abilities like **Life Spark** (Cleric 6, Spirit Monk 7) or **Raise Dead** (Cleric 10). In order to use the benefits of this power, the opponent must have been positively identified as supernatural by Reveal Supernatural Creatures, or other similar means.

9th: The target is also healed by one point per level of the Commander.

10th: The Knight can nullify a level drain caused to herself or another. Each use of this ability will restore 1 drained level to the target.

Level 7

(Default Meditation Time = Quick 60 Count)

Confidence

Range: Melee
Misc.: NA

Area: Party
Cost: 7

Duration: 1 Combat

With the use of this ability, the Knight can make a group of up to 12 people specified by the Knight +1 versus LI effects for one combat. This ability cannot be used as an immediate counter, and will only apply to LI effects encountered while the ability is in use. Each person affected by this ability is considered to have this ability on an individual basis. This ability requires no meditation time.

Level 8

(Default Meditation Time = Quick 60 Count)

Overriding Command

Range: Touch
Misc.: NA

Area: Single
Cost: 8

Duration: Instantaneous

The Commander can free another target from a durational LI effect such as **Crash Time** (Magic User 1), **Disengage** (Fighter 5), or **Sleep** (Magic User 9, Bard 9). **Overriding Command** has no effect on instantaneous effect LI abilities and there is no level limit on the LI effect that can be ended. The Commander cannot use this ability on herself. This ability requires no meditation time.

Level 9

(Default Meditation Time = Quick 60 Count)

Champion

Range: Touch
Misc.: NA

Area: Single
Cost: 9

Duration: 1 Combat

The Knight can grant one individual the powers granted to him by his order. At the time of activation, the Knight can choose up to 10 points worth of Knight abilities and give the touched target the ability to use those abilities once each before the end of the next combat. The abilities must be paid for above and beyond the cost of the use of **Champion** and the granted abilities cannot be more than two levels higher than the target of the ability. Thus, the Commander could grant one of his allies **Avenging Blow** (Knight 5) and **Resist Pain** (Knight 5), or **Lay on Hands** (Commander 6), **Fortitude** (Knight 2), and one point of

Heal (Knight 1). Abilities the Knight can't use and abilities with a cost of 0 cannot be granted. If the ability is not used before the end of the combat, it is wasted.

Level 10

(Default Meditation Time = Quick 60 Count)

Rallying Speech

Range: Combat

Area: Party

Duration: 1 Combat

Misc.: Purple Flags

Cost: 10

This ability may only be used during a Short Rest or at the beginning of the game and requires the Commander to speak words of encouragement to those he wishes to affect, giving each one a purple flag. At the end of the speech, which must last at least 15 seconds, each target gains 8 points of Maximum Resilience. In addition, once before the end of the next combat, the Commander may call "Rally!" and each person included may, if they wish, use **Speed** (holding their purple flags) (Monk 7) to return to within 10' of the Commander. Once everyone who used the **Speed** has arrived, the Commander may immediately heal each for 10 points of Resilience as they arrive. This healing has no invocation time. Each person affected by the ability is considered to have the ability in effect on an individual basis. When the duration of the ability is over for one individual it is not necessarily over for any other targets that were affected by the ability. The targets must each be within 30' of the Commander.

Guardian (Knight)

The Guardian is a protector. Her main duty is to prevent harm to those she cares for. She is an armored bulwark, last defense against all she stands against. Her powers keep her standing long after others would fall and her determination gives her strength and fortitude beyond the understanding of those without honor, discipline, and a code of conduct.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All types

Armor - Any

Shield - Any

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
6	50	18	5	4	5
7	55	24	6	4	6
8	60	30	7	5	7
9	65	36	8	5	8
10	70	40	9	5	9

Guardian Abilities

An Guardian uses Knight abilities and is considered a Knight.

Appendix A provides a list of all Guardian skills and abilities in table form.

Innate Skills

(Default Meditation Time = 0 seconds)

Protected Ward

Range: Touch

Area: Single

Duration: 1 Combat

Misc.: NA

Cost: 0

During a Short Rest or at the beginning of the game, the Guardian may choose one individual to be her protected ward. On that individual, the Guardian's Heal ability has a zero meditation time. The Guardian may only ever have one ward at a time.

Level 6

(Default Meditation Time = Quick 60 Count)

Relic Weapon : Guardian

Range: Self **Area:** Self **Duration:** Permanent
Misc.: NA **Cost:** 0

In the hands of the Guardian who owns it, the Guardian's relic weapon or order-blessed weapon grants the Guardian the ability to call out a number of Armor counters equal to half her level each combat. . . These counters should be called out as "Relic Weapon".

+2 vs. LI Effects

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: NA **Cost:** 6

This ability can be used to give the Knight a +2 resistance versus LI effects, and can be used in one of two ways:

- To provide the Knight with +2 versus LI for one combat or one game day, whichever comes first
- As an immediate counter to an LI spell that is targeted at the Knight, providing the Knight with +2 versus LI for that single attack. This usage requires no meditation time.

Challenge

Range: Melee **Area:** Single **Duration:** Special
Misc.: LI **Cost:** LI

With use of this LI ability, the Guardian challenges another to fight him and only him. He should call out "Challenge" and his LI level. If the target is affected, the target will be unable to use Spikes until the target has attacked the Guardian Knight with a weapon or until the character has been affected by a defensive spell on the Guardian (such as **Repulse Good/Evil** or **Haven**). The attack need not damage, but must connect with the Guardian or his equipment. This effect will last until the melee attack is made or until the end of the Combat, whichever is first. If the Guardian Knight goes down or goes out of sight of the target, the ability ends.

Level 7

(Default Meditation Time = Quick 60 Count)

Resist Death

Range: Self **Area:** Self **Duration:** 1 Combat or 5 minutes
Misc.: NA **Cost:** 7

With use of this ability, the Knight gains a bonus to her Maximum Resilience equal to the Maximum Resilience granted to her by her class and level. This bonus Resilience will stack with any other bonuses to Maximum Resilience. Also her limbs not be disabled due to combat damage. Due to the stresses on her body, however, she will die immediately upon hitting 0 Resilience. For example, a 7th level Knight's Resilience will change from 29 (**Defensive Exhort**) to 53. The Knight loses these additional points 1 minute after this ability ends; if the loss of the additional points results in the unconsciousness of the Knight, then the Knight will be unconscious.

Level 8

(Default Meditation Time = Quick 60 Count)

Defense Training

Range: Melee **Area:** Single **Duration:** 1 Combat
Misc.: NA **Cost:** 8

The Guardian can spend 15 seconds re-settling and optimizing another's armor, showing her how to get the most out of its features and construction. This grants the character one additional Armor Point which will last until the end of the next combat. This ability cannot be used on herself, and the Guardian should role-play adjusting the armor and showing the target a few features of it.

Mental Fortitude

Range: Self **Area:** Self **Duration:** Permanent
Misc.: NA **Cost:** 0

The Guardian is immune to all fear-related and mind-affecting spells. The Guardian is immune to: **Animal Mind, Awe, Confusion, Crash Time, Enthral, Fog Brain, Hold Being, Mute, Phantasm, Simon's Spell, Sleep, Spiritual Assault,** and **Spook**. She is also immune to any other spells or effects designated by a game as "mind-affecting" or "fear-related". This ability is permanently in effect, and does not need to be activated by the Guardian.

Level 9

(Default Meditation Time = Quick 60 Count)

Take the Blast

Range: Self **Area:** Single - spell **Duration:** Instantaneous
Misc.: NA **Cost:** 9

If the Guardian is affected by an area of effect attack, he can call "Counter" and the name of the spell, if it is known. He should make it clear to anyone else in the area of effect that they should take no damage nor effects from the spell. The Guardian will still take all the damage and other effects, however. This ability is an immediate counter with no meditation time.

Level 10

(Default Meditation Time = Quick 60 Count)

Immunity to Knockdowns

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: NA **Cost:** 10

This ability can be used to give the Knight a resistance to knockdowns, and can be used in one of two ways:

- To provide the Knight with an immunity to knockdowns until the end of the next combat.
- As an immediate counter to a single knockdown. This usage requires no meditation time.

Either way, the Guardian will still take normal damage from any damaging attack.

Chapter 15: Magic User

A Magic User's strength lies in his ability to cast spells and in the power that he can channel to those spells. Magic Users do not wear armor, and have little skill with physical weapons in a fight; instead, they have skills of an arcane nature. When it comes to magically damaging or enchanting an opponent, the Magic User is the most skillful of the character classes. No class has the same variety or power in offensive spells or personal defensive spells. The old adage that the best defense is a strong offense holds true for this class.

Specializations

Once the Magic User reaches 6th level, she will have to choose between the offensive power of the Evoker, the powerfully informative magic of the Diviner, or the ability to enter melee of the Battle Mage.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any single weapon type except propelled and greatweapon. The magic-user may only apply his proficiency to one weapon at a time. If a second weapon is used, it is considered non-proficient.

Armor – None

Shield – None

Level	Spell Points	Base Resilience	Threshold	Spikes	Spike Damage
1	30	3	2	1	2
2	37	4	2	1	2
3	44	5	2	1	2
4	51	6	2	1	2
5	58	7	2	1	2

Magic User Spells

Appendix A provides a list of all Magic User skills and spells in table form.

Innate Skills

(Default Invocation = 0 syllables)

Detect Magic

Range: Melee

Area: Sight

Duration: Instantaneous

Misc.: NA

Cost: 0

Magic Users have the innate skill to detect the existence of magical creatures, pre-cast spells, active spells, and magical items. The Magic User will receive a simple Yes or No to indicate whether magic is present within the area of effect. In addition, while using **Detect Magic** the Magic User will always be able to detect whether an item he is touching (or concentrating on within 1") is magical. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells. This skill is blocked by 1 inch of wood, earth, stone or metal, but cannot be blocked by shields.

Character Option: Cantrips

The Magic-User may choose between one of three possible 0-cost spells. The Magic-User may choose to be able to cast **Magefire** or **Wizard's Bolt**, or may choose to cast **Savvy** as a zero-cost spell for the rest of the game-day. This must be chosen at the beginning of each game and communicated to the GM.

Level 1

(Default Invocation = 50 Syllables)

Branding

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 1

The target of this spell will take 1 point of damage. Damage from this spell is considered to be magical damage, and is not treated as fire damage. The recipient is left with a brand mark specified by the caster, which can be up to 1"x1" in size. A 1st level **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) will remove the brand mark. The brand is non magical.

Empower: At 3rd level, by spending 1 additional spell-point, The mark can be the Magic-User's personal mark which is linked to the Magic-User and cannot be branded by any other Magic-User. The brand will detect as magic and will glow clearly when so detected. This is permanent and the magic can only be removed by a **Remove Curse** (Cleric,3) or **Dispel Magic** (Magic User, 4).

Empower: At 6th level, by spending 2 additional spell points, the Magic User can both add a magical component to the brand (see above) and add up to three words to the mark. These words are not a part of the physical brand and only show up under **Detect Magic** or the like.

Crash Time [Mind-Controlling]

Range: Melee

Area: Triple

Duration: 10 seconds/level

Misc.: LI

Cost: LI

This spell will cause all affected targets to fall asleep, as if in a death feint from which they cannot awaken. Affected targets will be unable to use SAS or activate magic items, although spells already in effect will continue to be in effect for their normal duration. While in this magical slumber, the target is completely protected from the effects of physical damage and most SAS, including throat slits, the effects of **Kill Dagger** (Thief 2) and any type of armor-independent damage. **Numbing Blow** (Knight 9), **No Defense Blow** (Knight 6), and **No Defense Arrow (Archer 9)** will penetrate **Crash Time**, as will all other forms of No Defense damage and environmental hazard damage (pools of lava, traps, etc.). The target should call "no mark" to indicate that she is unaffected by a spell or attack. **Crash Time** affects each target separately, and lasts for a duration of 10 seconds per level of effect or until a target is awakened; measures taken to awaken a target will only work for that target.

Noise or damage will not cause a target to awaken. Arcane methods that can awaken a target include **Awaken** (Magic User 2) and a white **Flower of Avalon** (Druid 8). The only physical means that can be used to wake the affected targets up prematurely is to lightly shake the targets for 15 seconds although someone in Crash Time can choose not to be freed by this method. The caster will not be slept by his own spell unless he chooses to be. This is an LI spell.

Dead Eye

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 1

This spell causes a magical projectile to fly from the Magic User's hands and hit a single target. The **Dead Eye** will cause 2 points of damage.

Empower: The Magic-User can spend one additional spell point to cause the **Dead Eye** to do elemental damage of his choice (fire, lightning, or cold). This will cause Dead Eye to act as an "elemental damaging spell" for the purposes of SAS that modify elemental damaging spells.

Defense

Range: Self

Area: Self

Duration: 1 Combat

Misc.: Material Component

Cost: 1

This spell creates a special magical armor of pure force around the Magic User. **Defense** grants 1 Armor Point. This armor counts as base armor (just like leather, chain, or plate) for the purposes of stacking and cannot be used if any other kind of base armor is worn. The caster is immune to **Magefire** and **Dead Eye** while the **Defense** is in effect. Material component: blue flag.

Empower: At 4th level, the Magic-User can spend 3 additional spell-points to give herself another Armor Point from this spell.

Electrify

Range: Self

Area: Self

Duration: Game Day or until used

Misc.: Material Component

Cost: 1

This spell allows the caster to cause his weapon to momentarily become an arc of magical lightning, shocking any target the caster has struck with a hand-held weapon. The weapon's entire damage is converted to electricity, and does piercing, conducting lightning damage.

The caster may only release the electrical shock through weapons touch (not with physical contact), and the shock will be transmitted through any clothing, weapon, or shield of the target. The caster actually carries the shock within their body and releases it by will through a weapon; someone touching the caster will not release the energy. Grounding and the like are not effective against the shock. The damage is delivered to the area hit. When the caster hits something with the he should call out "**Electrify** one lightning, piercing, conducting'. In all cases, the whole of the damage (i.e. not including the weapon strike), counts as lightning spell damage for purposes of **Spell Absorption**, **Spell Negation**, **Spell Protection**, etc. and as lightning damage for purposes of **Elemental Protection**.

Spikes cannot be added to electrified weapon attacks and putting up an **Electrify** while a Spike is active will waste the Spike.

The **Electrify** damage may only be delivered once per casting of the spell. The duration of **Electrify** is until used or one game day, whichever comes first. The material component of this spell must be held in the caster's hand and not be attached to the caster's weapon. Material component: red flag.

Enthrall [Mind-Controlling]

Range: Melee

Area: Single

Duration: 1 Combat or 5 Minutes

Misc.: LI

Cost: LI

If cast in combat, and effective, **Enthrall** will only prevent the target from attacking the caster until the **Enthrall** has been countered or dispelled (or the duration expires). If cast out of combat, this spell will cause an affected target to regard the caster as an important friend and ally, and to trust and believe whatever the caster says. Under no circumstances will an affected target act to harm the caster, and she will give consent to have additional non-damaging spells cast on her by the caster. The target will not do anything that goes against her own basic nature or that seems dangerous to her, with the exception that she will do her best to defend the caster against attack. If the caster attacks the target, the **Enthrall** will immediately end, in- or out- of combat. This is an LI spell.

Lock

Range: Touch

Area: Single

Duration: Game Day

Misc.: Rev.

Cost: Var.

This spell magically locks a door, hatch, lid, or gate for the cost of 1 spell point. Something that has been magically locked can only be unlocked with a reverse **Lock** spell for the cost of 1 spell point or **Dispel Magic**. **Dispel Magic** (Magic User 4, Cleric 5, Druid 5), can also be used to remove a **Lock**. When used on a mechanical lock, this spell will allow the caster to engage the lock without use of the key; this use of this has a variable spell cost as described in the table below, and the caster can spend up to his level in spell points. A **Lock** spell will remain in effect for one game day or until it is reversed.

The reverse of this spell allows a Magic User to unlock a magical or mechanical lock. A Lock spell can be reversed at a cost of 1 spell point. A mechanical lock has a variable spell point cost (as described in the table below) to unlock, and the caster can spend up to his level in spell points; therefore, a 2nd level caster could open a type A lock, a 4th level caster could open a type B lock, and so on. Chapter 8 provides further details on the relationship between locks and the use of this spell. Reverse **Lock** is instantaneous.

Lock Type	Spell Point Cost for Lock and Reverse Lock
A	2 points
B	4 points
C	6 points
D	8 points
E	10 points
F	12 points
G	Cannot lock or unlock with Lock spell

Magefire

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 0

This spell can only be cast if the Magic User chose it as her cantrip. Magefire causes a blast of magical power to erupt from the caster's hand and hit a single target. The damage inflicted is one 1 point, and damage is taken in the torso. **Magefire** is a 0 cost spell that may be cast at will, but, because it is a spell, if it is interrupted, the Magic User expends one spell-point. Magefire does not do fire damage, and can only be targeted at an animate creature.

Mend

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 1

For one spell point, this spell will mend one object that has been damaged by an in-game effect, including **Warp** (Druid 2) or **Weapon Shatter** (Fighter 9), unless prohibited by game design or GM discretion.

Mend can only be used on an object that is non-magical, no larger than human-sized, and inanimate.

Mend can also be used to return Resilience to any creature wearing armor, returning 1 point of Resilience.

Read Language

Range: Self

Area: Self

Duration: 5 Minutes

Misc.: NA

Cost: 1

With this spell, the caster is able to read one unknown written language (mundane or magical), including **Mage's Script** (Magic User 2). This spell will not decipher codes in any given language; it only makes the language readable.

Reveal Magic

Range: Combat

Area: Sight

Duration: Instantaneous

Misc.: NA

Cost: 1

With this spell the Magic User reveals all magic in in the direction he is facing. This spell provides the Magic User with a 'snapshot' of all magic in the spell area, which he will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast spells, active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells.

Savvy

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 1

This spell can be cast on a magical target, and will provide the caster with information regarding the target's magical properties. The information provided by this spell is defined in the game design, and will often be comprised of multiple pieces of information. Each use of this spell will provide 1 property of the item, and will also identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. The **Savvy** spell does not usually give information regarding curses, but can do so by game design. This spell can be chosen as the Magic-User's cantrip, and if it is chosen, has a cost of zero.

Speak Easy

Range: Self

Area: Self

Duration: 5 minutes

Misc.: NA

Cost: 1

This spell allows the caster to understand and speak a previously incomprehensible, non-magical, spoken language. If the language is magical, the caster will know that the language is magical, but will be unable to understand or speak it. This ability does not work on written languages, or on non-verbal languages such as sign language.

Wizard's Bolt

Range: Touch

Area: Single - bolt

Duration: Until used

Misc.: Material Component

Cost: 0

This spell can only be cast if the Magic User chose it as her cantrip. **Wizard's Bolt** allows the Magic-User to produce a bolt of magical energy that can be used much like a thrown weapon. Each bolt is represented by a blue bean bag, and must successfully hit a target or her belongings to cause damage; if the target parries or blocks the bolt with a weapon or shield, it will still cause damage to the limb holding

the weapon or shield. If the bean bag does not hit the target, the bolt will have no effect but cannot be used again. **Wizard's Bolt** is not actually a thrown weapon and cannot be targeted by SAS that affect thrown weapons.

The bolt does one point of damage to whatever hit location it strikes and should be called as "**Wizard's Bolt**, [damage], conducting!". This damage rises to 2 points at 4th level, 3 at 8th level. This is not elemental damage. A bolt can only be used by the Magic-User who created it, and can only be used once. 5 seconds must pass between each use of a bolt. A Magic-User cannot carry more than ½ her level (round up) in bolts at any time. Each bolt will last one game day or until used, whichever comes first.

Wizard's Bolt is a 0 cost spell that may be cast at will, but, because it is a spell, if it is interrupted, the Magic User expends one spell-point. Material component: One blue bean bag per casting.

Level 2

(Default Invocation = 50 Syllables)

Awaken

Range: Melee **Area:** Triple **Duration:** Instantaneous
Misc.: NA **Cost:** 2

This spell can awaken a magically or naturally sleeping target, including one slept by **Crash Time** (Magic User 1) or in **Death Feint** (Monk 3); however, this spell will not awaken a target slept by a purple **Flower of Avalon** (Druid 8). The recipient of an **Awaken** will awaken immediately alert, and will be immediately free to fight, walk, cast spells, or perform any other action.

Fog Brain [Mind Affecting]

Range: Melee **Area:** Single **Duration:** Instantaneous
Misc.: LI, Rev. **Cost:** LI

This spell will cause the target to forget everything that occurred in the previous 5 minutes. If a target of **Fog Brain** has a logical reason to believe that he has been affected by a **Fog Brain**, then he will be aware that he has a memory lapse. Logical reasons might include missing gold or items, unexplained damage, foreign surroundings, or missing information, but are ultimately governed by GM discretion. Spells already in effect will continue to be in effect for their normal duration. The reverse of this spell can be used in one of two ways, at the discretion of the caster: it can either cause the target to clearly remember the information and events of the previous 5 minutes, or it can reverse the effects of the most recent **Fog Brain** cast on the target. Reverse **Fog Brain** need only be cast at the level of the affected individual. The effects of **Fog Brain** and reverse **Fog Brain** are permanent and non-magical, unless the target is otherwise affected. This is an LI spell.

Know Aura

Range: Melee **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** 2

This spell tells the Magic User the level of a particular creature, place, spell, or magic item. The caster must request the specific piece of information in which he is interested (for example, the level of the creature, degree of the lock, level of the glyph, or approximate effect of a magic item). If the Magic User is interested in a spell that is affecting another creature, he will learn the exact name of the spell and the exact level at which an LI spell was cast.

Mage's Script

Range: Touch

Area: Single - page

Duration: Permanent

Misc.: NA

Cost: 2

With the use of this spell the Magic User is able to write in a magical script that can only be read by another character with use of **Read Language** (Magic User 1). The caster can write up to one page (8.5" x 11") of material per casting of this spell. The writing itself is not magical and can be destroyed by mundane means.

Message

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 2

This spell allows the caster to send a private message to a target within 100' who is not involved in melee or casting a spell. The message can be up to 1 minute in length when read aloud or spoken at a normal speed. The message should be written down or whispered to a GM or SK; the GM or SK will then deliver the message to the recipient. The message will not be translated if the Magic User and the recipient do not understand each other.

Spook [Mind Affecting, Fear]

Range: Melee

Area: Single

Duration: 30 seconds

Misc.: LI

Cost: LI

This fear-based spell causes the target to run away from the Magic User for a period of 30 seconds. The target may take any other actions as long as he is still running away from the Magic User (fight, activate items, etc.) This is an LI spell.

Strong Arm

Range: Touch

Area: Single

Duration: 1 Combat

Misc.: NA

Cost: Var

This spell increases the physical strength of the target. The target raises the Spike damage of the character by +1 per 2 spell-points expended by the Magic User and the ability to use the Knight ability **Strength I** (Knight 2) once during the duration of the spell. The Magic User may use a number of spell points equal to his level. The target may sacrifice a +2 to her Spike damage (granted by this spell) to increase the Strength ability to **Strength II** (Knight 4), or sacrifice four to increase it to **Strength III** (Knight 7). Thus at 6th level, the Magic User could spend 6 points to give a +3 to Spike damage and **Strength I**, and the recipient of the spell could choose to decrease it to +1 to Spike damage and increase the **Strength I** to a **Strength II**.

Level 3

(Default Invocation = 75 Syllables)

Bloodhound

Range: Same plane

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 3

When this spell is cast, the direction of a known or familiar target within the spell's range will be revealed to the caster. The caster must have seen the item or target previously, and the spell will give an immediate indication of the current direction to the target. Results are subject to GM discretion and knowledge.

Confusion [Mind Affecting]

Range: Melee

Area: Single

Duration: 10 seconds/level

Misc.: LI

Cost: LI

This spell will cause the target to lose the ability to focus his thoughts enough for spell casting. The target of the spell will be *confused* for the duration of this spell; however, autoactivated magic items will still be triggered as normal. This is an LI spell.

Create Scroll

Range: Touch

Area: Single - scroll

Duration: Game Day or until used

Misc.: Material Component

Cost: Var.

This spell allows a Magic User to create a scroll that can retain a spell for the current game day. Only a spell that can be cast on another character can be placed into this scroll; Spells with a target of 'Self' only cannot be cast onto a scroll. Once a scroll is created it can be used at any time, although it will disintegrate at the end of the current game day; it may not be preserved by any means whatsoever. A scroll is not a magic item and can be destroyed by normal means, including fire, acid, and tearing.

The spell placed on the scroll cannot be of a higher level than the caster can normally cast without an LI modifier; for example, a caster cannot use **LI Enhancement +1** (Magic User 3), **Invoke** (Cleric 7) or any other level modifier to cast a spell onto a scroll. Only one spell may be placed onto a scroll. Spells that modify other spells, such as **Autocast** (Magic User 7), are considered to be separate spells on their own; thus it would be impossible to place an **Autocast Dropsy** or an **LI Enhancement +1 Enthral** on a scroll.

The steps required to create and use a scroll are as follows:

- 1) The Magic User must cast the **Create Scroll** spell, for a cost of 3 spell points.
- 2) The Magic User must place 25 gold pieces per level of spell effect on a mundane sheet of paper or parchment.
- 3) The Magic User must write out the verbal invocation of the spell in clear, readable script to prepare the paper to receive the scroll.
- 4) The Magic User or another spell caster must cast the desired spell onto the prepared paper, spending the normal number of spell points.
- 5) The name and level of the spell must be recorded on the scroll; the level at which the spell is cast should be recorded in the upper right-hand corner. If a scroll does not have its level recorded then the scroll is effective at the base level of the spell (for example, an **Enthral** (Magic User 1) would be effective at 1st level).
- 6) The spell on the scroll may be invoked at any time by reading or performing an incantation of the appropriate length, based on the spell's level (50 syllables for 1st and 2nd level spells, 75 syllables for 3rd and 4th level spells and 100 syllables for 5th level and above). Invoking the scroll has no cost in spell points.

Example: A 5th level Magic User wishes to create a *Fire Ball* (Magic User 5) scroll, so he spends 3 spell points and 125 gold pieces to prepare the paper, then spends 5 spell points to cast the *Fire Ball* onto the scroll.

All of the restrictions on the use of magic items described in Chapter 9, including the MILL, apply to the use of scrolls. Most importantly, a character can only read a scroll that was cast at his level +2 or less, and a character who cannot read cannot invoke a scroll. If a character is of too low a level to use a scroll, then there will be no effect if he attempts to read the scroll.

A spell may be read from a scroll only once. Once the scroll is fully read, the writing disappears and the scroll goes back to being a normal, mundane piece of paper. If a character is interrupted while trying to read a scroll, the magic of the scroll is not discharged; he will be able to read the scroll again starting from the beginning. If there is no incant written on the scroll, the player is responsible for role-playing spell casting for the appropriate time.

A Magic User may create up to ½ of his level, rounded-up, of scrolls per game day and they may only be produced during game time. A Magic User cannot use a **Double Effect** Evoker 7) spell to increase the number of scrolls that he can create. Material Component: Paper for scroll, & gold pieces.

Dropsy

Range: Melee

Area: Single

Duration: 5 seconds

Misc.: LI

Cost: LI

This spell causes the target to immediately open his grip, often dropping any and all items that he is holding in his hands. Note that shields or other non-weapon items that are strapped on to the arm or hand need only be let go, they do not need to be removed or put on the ground. The character cannot pick up anything until the end of the duration.

Characters cannot attach weapons to their bodies (for example, looping a sword strap around a wrist) to avoid this effect.

LI Enhancement +1

Range: Self

Area: Self

Duration: Game Day or until used

Misc.: NA

Cost: 3

When this spell is cast, the Magic User will be able to cast a later LI spell of his choice at +1 level of effectiveness. For example, a 4th level caster could cast an LI spell to affect a 5th level target. When this enhancement is applied to the casting of an LI spell, the Magic User will still have to expend for the full spell point cost of the LI spell; use of **LI Enhancement +1** does not reduce the cost of the LI spell in any way. The duration of this spell is until an LI spell of the caster's choice is enhanced, or one game day, whichever comes first.

Weakness

Range: Melee

Area: Single

Duration: 1 Combat or 5 minutes

Misc.: LI

Cost: LI

This spell causes the target to be *weakened*, stopping her from using Spikes. This is an LI spell.

Level 4

(Default Invocation = 75 Syllables)

Dispel Magic

Range: Melee

Area: Single - Spell

Duration: Instantaneous

Misc.: LI

Cost: LI

With this spell the Magic User can negate the spell of any caster, cast up to the level of the Magic User. Only spells with a duration can be dispelled (instantaneous spells cannot be dispelled). The Magic User should call out "**Dispel**" followed by the name of the spell and the level of the **Dispel Magic** he is casting (for example, an 8th level Magic User could call out "Dispel **Divine Retribution**, 4th level"). To negate one of his own spells before the end of its duration, the Magic User must also use **Dispel Magic**. When this spell is used in conjunction with **LI Enhancement +1** or **+2** (Magic User 3 or Magic User 6) the Magic User can affect levels higher than his own. This is an LI spell and costs 1 spell point per 2 levels of the **Dispel Magic** he is casting (round up). Spells with variable spell-levels (such as LI) must be dispelled at the level they have been cast at (so a 10th level **Enthrall** must be dispelled by an LI 10 **Dispel Magic**).

Fire/Ice/Lightning Strike

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: KD30

Cost: 4.

With this spell the Magic User can release a bolt of Fire, Ice or Lightning that will strike one target. The target will take 6 points of damage, and will also take a quick 30 count knockdown. Once a Magic User has cast this spell with a particular element, the Magic User will be restricted to casting this spell using that element for the rest of the game-day.

Phase Out

Range: Self

Area: Self

Duration: 5 minutes

Misc.: Material Component

Cost: 4

This spell causes the Magic user, and everything in his possession, to phase out of the material plane; it can only be used when the life of the Magic User is seriously threatened (if the GM decides that this spell has been used inappropriately, the spell will not work, and the caster will lose the spell points used to cast the spell). If the Magic User is restrained by manacles or other bonds when he phases out, he will escape them. This spell is activated by saying the words "**Phase Out**", and requires no other incantation. If the Magic User is unable to say "**Phase Out**" (for example, if he is gagged or paralyzed), he is unable to invoke this spell.

While in **Phase Out**, the caster cannot physically interact with any other environment; therefore, he cannot open doors, hold doors open, pick up an object, or perform other similar actions. The caster can, however, walk, run, and talk to people who are not in a phased out state. While in **Phase Out**, the caster cannot be the target of an attack or spell other than **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). However, if the caster has an ongoing damaging effect or spell (such as a Pyro glyph or venom poison), he will continue to take damage in the phased out condition.

While phased out, the Magic User can only perform actions that he could normally do without taking damage in a non-phased out condition; for example, he will not gain the ability to walk across water, swim through lava or acid, walk through walls, or float through space. He will be unable to cast spells, including **Dispel Magic** (Magic User 4, Cleric 5, Druid 5), and cannot activate magic items or pre-cast SAS. Traps and glyphs may not be circumvented by this spell. This spell does not render the caster invisible, and if struck with a physical object he must declare "passed through".

The **Phase Out** spell can be dispelled by another caster with a **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) of the appropriate level. It is not possible to surround someone who is in **Phase Out** in order to prevent him from leaving an area.

When the caster phases back in, either by waiting the 5 minute duration of the spell or having the spell dispelled by someone else, he will be unable to use SAS, activate magic items, or engage in anything but defensive combat for 5 seconds. Defensive combat means that the caster cannot cause damage in melee.

Unless physically prohibited from having the material component of this spell in his hand (for example, by being tied up or restrained), the flag must be in the caster's hand to invoke this spell. Material component: White flag.

Spell Protection

Range: Self

Area: Self

Duration: Game-day or until expended

Misc.: Material Component

Cost: 4

The character gets three points of protection against damaging spells. When the protected target wants to ignore a damage source, she should call out "Spell Protection". When the third one is ignored, the spell ends. A character can only have one **Spell Protection** in effect at any given time. If a spell is protected against, all effects of the spell are ignored. Material component: Blue flag.

Empower: At 6th level, the Magic User can spend an additional 3 points and will act as if he were two levels higher for the purposes of how much damage can be stopped by the points of protection.

Level 5

(Default Invocation = 100 Syllables)

Fire Trap

Range: Touch

Area: Special

Duration: Special

Misc.: Material Component

Cost: Var.



This spell allows the Magic User to place a magical trap on the opening of a pouch, book, doorway, or other similar opening. When the target is opened by anyone other than the Magic User, the **Fire Trap** will immediately detonate and cause 8 points of fire damage to the individual who triggers the trap (up to a range of 30 feet). The Fire Trap symbol must be placed on the outside of the target within 1 inch of the opening, and costs the Magic User 200 gold pieces to cast. This spell requires 1 minute of conjuration time plus the 100

syllables invocation. The caster who creates the **Fire Trap** will be able to open the target item without triggering or dispelling the magic of the spell, but no others are able to do so.

Triggering the **Fire Trap** will not burn paper items such as scrolls and books. Opening an item that is protected by a **Fire Trap** is considered to take a finite amount of force; that is, if a **Fire Trap** is cast upon a book, the book will not open if dropped, it must be deliberately opened. This does not mean the target is more difficult to open, merely that it will not open on its own. This spell cannot be used to create grenades or explosive missiles – a **Fire Trap** cast upon an oil flask will only be detonated if the oil flask is opened, not if the flask is shattered by throwing or other means.

A character must have physical representations of all the items upon which he claims to have cast a **Fire Trap**. The symbol itself must be readily visible and at least 1-inch square. The **Fire Trap** symbol is shown above. This spell may be cast at any level (min 5) up to the level of the caster and costs 1 spell-point per level. This has no effect on the damage of the trap, but simply makes it harder to dispel. Material Component: Fire trap symbol, and gold pieces.

Chain Lightning

Range: Combat

Area: Special

Duration: Instantaneous

Misc.: KD30

Cost: 5

This spell causes a ball bolt of lightning to strike one individual, doing 6 points of lightning damage, and will also take a quick 30 count knockdown. If the target is knocked down, the caster may immediately (part of the same spell, 5 second rule does not apply) call another **Chain Lightning** against another individual who is within Melee distance of the original target (when she takes the Knockdown). This can be continued until the caster chooses not to call another **Chain Lightning**, or until there are no legal targets who haven't already been struck by this casting of **Chain Lightning**. The Magic-User has 5 seconds to call the next **Chain Lightning**.

Fireball

Range: Combat

Area: Triple

Duration: Instantaneous

Misc.: KD30

Cost: 5

This spell causes a ball of Fire to appear in an area specified by the Magic User, hitting three individuals. All targets within the area of effect will take 6 points of fire damage, and will also take a quick 30 count knockdown. **Fireball** will not generally set things on fire.

Iceblast

Range: Melee

Area: Triple

Duration: Instantaneous

Misc.: KD30

Cost: 5

This spell causes all targets within the area of effect will take 8 points of ice/cold damage, and a quick 30 count knockdown.

Mental Signal [Mind Affecting]

Range: Self

Area: Self

Duration: Game Day or until used

Misc.: NA

Cost: 5

With this spell, the caster designates a simple event or condition and will be informed if and when it occurs. Conditions such as "I want to know when I am within 10 feet of the sword Doomslayer," or "I want to know when I meet someone who is disguised as the king" are within the intent of this spell. This spell will not work for conditions such as "I want to know if my friend is alive" or "I want to know if someone knows I stole something," nor will this spell notify the caster of the intent of someone else, such as "I want to be notified if someone is lying to me," or "I want to know when someone is about to backstab me." The limit of this spell is GM knowledge, and the caster still loses the points it took to cast the spell even if the spell is unsuccessful. Only events that occur on the same plane as the caster can be detected with this spell. The duration is until the stated event occurs or one game day, whichever comes first.

Missile Protection

Range: Self **Area:** Self **Duration:** Game-day or until expended
Misc.: Material Component **Cost:** 5

The character gains three points of protection against thrown or propelled weapons. When the protected target wants to ignore a damage source, she should call out "Missile Protection". If an attack is protected against, all effects of the that attack are ignored. This spell does not provide any protection against SAS that are represented by a beanbag, such as **Wizardbolt** (Magic User 1), **Seeds of the Elements** (Druid 6) or **Physical Attack** (Monk 3). The duration of this spell is one game day or until all points of protection are used up. Material component: Blue flag.

Tracer

Range: Melee **Area:** Single **Duration:** Game Day
Misc.: NA **Cost:** 5

When a caster casts this spell, a target is marked and for the rest of the game-day the caster can determine the direction and approximate distance to the marked target as long as it is on the same plane. Sensing the marked target requires 5 seconds of meditation and only one target can be marked at a time; a second casting of the spell means losing the previous mark.

Level 6

(Default Invocation = 100 Syllables)

Concentration

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: Material Component **Cost:** 6

For the duration of this spell, while actively casting a spell, the Magic User is immune to all damage of 1 point and all non-damaging spells and SAS, including beneficial ones. In addition, whenever he begins casting a new spell, he gains 6 points of protection from spells and weapon attacks. These points last only until used or the caster finishes the current spell, whichever comes first. The number of points goes up with the Magic-Users level (7 points at 7th level, 8 at 8th, etc.). When an attack is stopped by this spell, the Magic User should let the attacker know that it did not succeed, and when the Magic User uses a point of protection, she should call "Protect!". Also, while under the effects of a **Concentration**, the Magic User's spell casting cannot be interrupted by most magical attacks or weapon hits, even if she has used up all her protection points (she still can take damage, but may continue to cast as long as she is conscious and has both arms). A Knockdown will interrupt the spell. Reading scrolls and activating magic items are not considered to be spell casting, and thus a caster with **Concentration** in effect would not gain any protection from the spell while reading a scroll or activating an item.

A minimum of 5 seconds must pass between spell castings, and the Magic User is vulnerable to attacks and SAS as normal during this time.

Concentration will provide protection against the damage and effects of a **Kill Dagger** (Thief 2) and other types of armor-independent damage. This spell will not protect the Magic User against damage from **Divine Retribution** (Cleric 3) or **Wrath** (Cleric 5) nor will it stop damage from No Defense attacks (although unless that damage knocks out the caster or takes off an arm, the spell is not interrupted). **Dispel Magic** (Magic User 4, Cleric 5, Druid 5) on the **Concentration** can be effective against the caster at any time, not just in the periods between incantations. Material component: Blue flag.

Enhanced Savvy

Range: Touch **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** Var.

This spell can be cast on a magical target, and will provide the caster with information regarding the target's magical properties. The information provided by this spell is defined in the game design, and will often be comprised of multiple pieces of information. A Magic User can spend up to his level in spell

Polymorph

Range: Melee

Area: Single

Duration: 5 minutes.

Misc.: LI, Material Component

Cost: LI

By using this spell, a caster can partially change a willing target into a humanoid version of one of the land-based animals listed below. The size of the target will not change; for example, a caster cannot reduce the size of the target in order to avoid a barrier. The affected target is able to use SAS, activate magic items, and fight, as normal. No other statistics, including Resilience, spell points, and spike damage, are altered. The target will not be able to understand or speak the animal's language.

- **Frog** – The character turns a shade of green and her legs bulge with muscle. She can **Leap** once every 5 seconds. The character can breathe underwater.
- **Turtle** – The character will not take damage from attacks to the back of the torso unless they are No Defense or Piercing, and should call out “Turtle shell, no mark!” whenever struck by such attacks. Spells (that by default target the torso) are not stopped. The character cannot run.
- **Wolf** – The character can use **Tracking** and **Thief's Hearing** for the duration of the spell.
- **Elephant** – The character benefits from **Strength III** and is immune to weakness and knockdowns.

None of the target's possessions are polymorphed into the new form. The target should role-play the nature of the animal, but still has the mind of a human rather than that of the animal. The target can still understand and speak languages normally. This is an LI spell and must be cast at a high enough level to affect the current level of the intended recipient in order to be effective. Material component: Green flag.

Teleport

Range: Touch

Area: Special

Duration: Instantaneous

Misc.: NA

Cost: Var.

By using this spell, the Magic-User can teleport himself, and any other willing participants, from one teleport locus to another teleport locus of her choosing. The locus must be on the same plane, and the Magic-User must have seen the destination locus with his own eyes (which loci he knows should be recorded on his character record). Only teleport loci that are specifically enchanted can be used as teleportation loci. This spell can only be cast out of combat, and will work only at the discretion of the GM. The travel is instantaneous, and the spell will fail if the destination is no longer enchanted, is entirely blocked, or if travel there would cause the Magic-User immediate harm (such as if the locus has been trapped or filled with acid). The cost of this spell is 7 spell points per traveler (including the Magic-User himself).

Empower: Once the Magic-User has reached 9th level, he may spend 9 spell point per traveler to travel to loci that are on a different plane.

Level 8

(Default Invocation = 100 Syllables)

Phase 2 Out

Range: Touch

Area: Self + Single

Duration: Special

Misc.: Material Component

Cost: 8

With this spell, the caster and one other willing, bound, unconscious, or dead person can **Phase Out** as described in the 4th level Magic User spell. All restrictions of **Phase Out** will apply to both targets. Once in **Phase Out**, the two targets cannot physically interact; they can, however talk to each other. This spell has an instantaneous casting time. Both people affected by the spell are considered to have the spell on an individual basis, and can consequently be dispelled on an individual basis. Material component: 2 White flags.

Level 10

(Default Invocation = 100 Syllables)

Blast

Range: Combat

Area: Triple

Duration: Instantaneous

Misc.: KD30

Cost: 10

This spell causes a ball of magical energy to appear in an area specified by the Magic User. All targets within the area of effect will take 20 points of damage, and will also take a quick 30 count knockdown.

LI Extension

Range: Self

Area: Self

Duration: Game Day or until used

Misc.: NA

Cost: 10

When this spell is cast, the Magic User will be able to increase the area of effect for a single-target LI spell of his choice; instead of affecting just Single, the area will be Triple. The duration of this spell is until an LI spell of the caster's choice is enhanced, or one game day, whichever comes first.

Battle Mage (Magic-User)

The Battle Mage is a contradiction. He is a warrior, a fighter who mixes melee prowess with the study and execution of the arcane arts. Although he is formidable on the back lines, slinging strikes and magefire, his forte is in the melee, bolstering himself with magic, trading blows with monsters and foes alike. Although not a Fighter or a Knight, the Battle Mage is nothing to be scoffed at, especially once his aura begins to glow red.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any single weapon type except propelled and greatweapon.

Armor – None

Shield – None

Level	Spell Points	Base Resilience	Threshold	Spikes	Spike Damage
6	60	8	3	1	2
7	63	9	3	1	2
8	65	10	4	1	2
9	70	11	4	1	2
10	75	12	5	1	2

Battle Mage Spells

The Battle Mage uses Magic User spells and is considered a Magic User.

Appendix A provides a list of all Battle Mage skills and spells in table form.

Innate Skills

(Default Invocation = 0 syllables)

Battle Magic

Range: Self

Area: Self

Duration: Special

Misc.: NA

Cost: 0

Every time the Battle Mage casts a spell in combat, she gains a Spike that she can use any time before the end of the combat, or before the next spell they cast, whichever comes first. Note that discharging a pre-cast spell (such as *Electrify*) does not count as “casting a spell”.

Level 6

(Default Invocation = 100 Syllables)

Arcane Anvil

Range: Self

Area: Self.

Duration: Until expended

Misc.: NA

Cost: 6

This spell allows the Battle Mage to sacrifice gold pieces in exchange for building up a pool of armor mending power. This spell cannot be cast in combat. For every 50 gold that the Battle Mage sacrifices, he can gain the ability to mend 2 points armor, just as if it came from a non-scroll, non-potion item. The mending must be used in increments of 2, and a maximum of 2 points per level of the Battle Mage can be used at once. The pool granted by this spell cannot be more than 5 times the level of the Battle Mage, but he can "re-fill" the pool by recasting the spell. Each use requires quick 30 count of meditation.

Lightning Blade

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

As the Battle Mage rises in level, her **Electrify** (Magic User 1) becomes more powerful, doing one additional point of damage for every level of Battle Mage he gains (2 pt Electrify at 6th level, 3 at 7th, etc.)

This skill is a base of the character class and may not be placed in a magic item.

In addition, the Battle Mage can add the following Empowers to any casting of **Electrify**:

Empower: The Battle Mage can spend one additional spell point to cause the **Electrify** to do fire or ice damage rather than lightning. This needs to be made clear when the spell is triggered. Empower: At 7th level, when the Battle Mage casts **Electrify**, he can spend 2 spell points to increase the damage of the **Electrify** by 1 point. (This can only be done once per **Electrify**.)

Empower: At 8th level, when the Battle Mage casts **Electrify**, she can spend 5 additional spell points to add a 0-second knockdown to the **Electrify's** effects if it successfully does damage.

Empower: By 9th level, the Battle Mage can spend one additional spell point to make the **Electrify** self-recharging: When the Battle Mage successfully does damage with an **Electrify**, she can autocast **Electrify** for 3 spell-points with a 0 second invocation as long as it happens before the MU casts other spells. The Battlemage should call "Recharge!" when this happens. Although the recharge can be done within 5 seconds of using another skill, ability, item, or spell, the new **Electrify** still invokes the 5 second rule. The cost may be increased if additional properties are added to the **Electrify**, such as additional damage, elemental changes, etc.

Empower: At 10th level, the Battle Mage can spend 10 additional spell-points to cause the **Electrify** to do No Defense damage.

Mage Armor

Range: Self

Area: Self

Duration: 1 combat

Misc.: Material Component

Cost: Var.

Mage Armor can only be cast out of combat. This spell creates a special magical armor of pure force around the Battle Mage. The armor grants 1 Armor Point per spell-point spent and the Battle Mage can spend a number of spell-points equal to half his level. This armor counts as base armor (just like leather, chain, scale, or plate) for the purposes of stacking and cannot be used if any other kind of base armor is worn (including **Defense** (Magic User 1)). The caster is immune to **Magefire** (Magic User 1), **Wizard's Bolt** (Magic User 1), and **Dead Eye** (Magic User 1) as long as the spell is in effect. Material component: blue flag.

Level 7

(Default Invocation = 100 Syllables)

Force Strike

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 7

This spell creates causes an instantaneous blast of pure force against an individual opponent. The spell does 2 points of damage and causes a 5 second knockdown. This spell has no cast time.

Level 8

(Default Invocation = 100 Syllables)

Shield

Range: Self

Area: Self

Duration: Game-day or until expended

Misc.: NA

Cost: 8

This spell grants the caster 3 points of protection vs. melee damage. The Battle Mage should call out "Shield" each time he ignores the damage. The caster will only take knockdowns or other effects from damage that is not protected against by the spell. The duration of this spell is one game day or until all the points of protection are expended.

Level 9

(Default Invocation = 100 Syllables)

Combat Strength

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Cost: 9

Until the next end of combat, the Battle Mage adds +5 to her Spike damage.

Level 10

(Default Invocation = 100 Syllables)

Flow of Power

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Cost: 10

With this spell, the Battle Mage charges himself with the energy of combat, becoming much more than he was. For the duration of this spell, whenever she casts a single-target damaging spell, her Battle Magic grants a +3 to Spike damage as well as the additional Spike. In addition, whenever she successfully damages with a Spike attack, she gains a special **Autocast** (Magic User 8) that can only be used on a single-target damaging spell.

Diviner (Magic-User)

The Diviner uses his ability to see into and through things to make himself a more effective caster. He can see the future, the past, and into the minds of his foes, seeking out weakness, learning vulnerabilities and putting together the pieces of the puzzle. They are excellent at discovering the nature of magical constructs and items, and sometimes even better and discovering the nature of people.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any single weapon type except propelled and greatweapon.. The magic-user may only apply his proficiency to one weapon at a time. If a second weapon is used, it is considered non-proficient.

Armor – None

Shield – None

Level	Spell Points	Base Resilience	Threshold	Spikes	Spike Damage
6	66	8	3	1	2
7	74	9	3	1	2
8	82	10	4	1	2
9	91	11	4	1	2
10	100	12	5	1	2

Diviner Spells

The Diviner uses Magic User spells and is considered a Magic User.

Appendix A provides a list of all Diviner skills and spells in table form.

Innate Skills

(Default Invocation = 0 syllables)

Scry Item

Range: Touch

Area: Single - Item

Duration: Instantaneous

Misc.: NA

Cost: 0

By touching any item and meditating for 5 seconds, the Diviner can determine how many savvy-able properties the item has and what the first listed savvy is. This skill will never reveal more than the first savvy listed on the item description.

Understand

Range: Touch

Area: Single - Item

Duration: Instantaneous

Misc.: NA

Cost: 0

By touching any item and meditating for 5 seconds, the Diviner can learn all the magical properties of an item, just as if the item had been fully savvied. The Diviner can use this skill once per level per game.

Level 6

(Default Invocation = 100 Syllables)

Acuity

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 6

When this spell is cast, the target will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. The target will permanently remember the occurrences, unless otherwise affected. This spell only allows the target to remember things within his memory; a play-by-play description of all the conversations in a tavern will not be recalled, nor will the target be able to remember the face of someone who attacked him from behind if he did not see the attacker's face. This spell is governed strictly by GM/SK knowledge. This will also remove the effects of a **Fog Brain**, if the Magic User is aware of the **Fog Brain**.

Divination

Range: Self

Area: Self

Duration: Special

Misc.: NA

Cost: Var

Divination taps into the universe, showing the Diviner things he could never normally see. It can only be cast outside combat. The Diviner can use Divination to mimic the effects of any one of the following spells or abilities. The spell point cost for Divination is 1 spell point per time the Diviner has already cast Divination in that same game-day, plus whatever cost is listed below.

- **Detect Good/Evil** (Cleric 0, 1 point cost)
- **Detect Law/Chaos** (Cleric 0, 1 point cost)
- **Diagnose** (Cleric 3, 3 point cost)
- **Foresee** (Cleric 2, var point cost)
- **Know Aura** (Cleric 3, 3 point cost)
- **Know Class** (Thief 4, 4 point cost)
- **Know Religion** (Cleric 2, 2 point cost)
- **Major Lore** (Monk 3, 3 point cost)
- **Reveal Curse** (Cleric 3, 3 point cost)
- **Scry Glyph** (Cleric 3, 3 point cost)
- **Sense Traps** (Ranger 3, 3 point cost)
- **Speak with Dead** (Cleric 6, var. point cost)

Andren casts Divination for the first time today, and uses it to mimic Reveal Curse, costing him a total of 3 spell-points. He then casts Divination again to mimic Major Lore, costing him 4 spell points because the cost of the Divination has gone up by one.

Level 7

(Default Invocation = 100 Syllables)

Cloak

Range: Touch

Area: Single

Duration: Game-day

Misc.: NA

Cost: 7

With this spell the Diviner cloaks a single individual from being scryed or divined in a number of ways. The character will not trigger **Mental Signal** (Magic-User 5) (meaning that even if the individual's actions or presence would normally trigger the **Mental Signal**, if she is cloaked, she will not), and the character and her auras will be immune to the following spells and abilities: **Detect Good/Evil** (Cleric 0), **Detect Law/Chaos** (Cleric 0), **Detect Magic** (Magic-User 0), **Reveal Magic** (Magic-User 1, Cleric 1), **Know Aura** (Cleric 3), **Know Class** (Thief 4), **Know Religion** (Cleric 2), **Divination** (Diviner 7), **Scry Weakness** (Diviner 7), **Divine Elemental Vulnerability** (Diviner 8), **Truth Sense** (Thief 4, Spirit Monk 7) and **Truth Force** (Cleric 8, Monk 8). In addition, items on that character are similarly cloaked and immune to **Reveal Magic** (Magic User 1, Cleric 1), **Detect Magic** (Magic-User 0), and **Treasure Sense** (Rogue 6). Those SAS, when used on the recipient of the **Cloak**, will give only the result "cloaked". In addition, direct questions about the target from **Foresee** (Cleric 2), **Personal Augury** (Diviner 8, Spirit Monk 8),

creature's major weakness is. In addition to the information gained, this will also allow the Diviner to do additional damage with his damaging spells against that creature and grants him a +1 on the level of his LI spells against that creature (there is no additional cost for the additional level, and this can allow the caster to fully affect creatures higher than her experience level). The additional damage done is equal to half the level of the damaging spell (round down). These benefits exist until the end of the game-day. The major weakness is dependent on game-design and GM knowledge.

Level 9

(Default Invocation = 100 Syllables)

Memory Sift

Range: Touch

Area: Single

Duration: 5 minutes

Misc.: LI

Cost: LI

When the Diviner casts this spell, he can learn the answers to questions that are posed telepathically to the touched target. The target must answer all questions as truthfully and completely as she can, but only the Diviner will learn the answers. For every question asked, the target's LI resistance rises by one. If the target's LI resistance becomes higher than the level at which this spell was cast, the spell ends. This LI resistance is only against this spell and this Diviner, but lasts until the end of the game-day. This is an LI spell.

Personal Augury

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 9

This ability allows the Diviner to communicate with the energies of the universe to divine information regarding actions that she and her team might take. One question, consisting of up to 15 words, can be asked per use. The Diviner will receive an answer of up to 15 words; the results of this ability are based on GM discretion.

Level 10

(Default Invocation = 100 Syllables)

Precognition

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 10

This ability will provide the Diviner with information regarding the general nature of the immediate future. She will receive a picture in her mind (by GM description) of the next encounter in the game. The Diviner will be informed of how many people or creatures are in the encounter, how they are dressed, what weapons they carry, and other visual details. She will not be informed of the intent of the people that she sees, and will not know whether they mean to attack or be friendly. This spell is governed by GM discretion. This ability may yield unreliable information in a world game where non-player and player characters are free to roam and encounter whatever they choose.

Discovery

Range: Special

Area: Single

Duration: Game-Day

Misc.: NA

Cost: 10

After casting this spell, the Diviner learns all the properties of a creature in sight, or a creature she knows the name of. The Diviner learns a number of items about the creature including:

- how many Spikes the creature has and what its Spike damage is.
- what special attacks the creature has
- the creature's approximate maximum Resilience.
- how many Armor Points the creature has
- whether the creature is natural or special, supernatural or undead
- what the creature's major weakness is, including elemental damage type vulnerabilities and any vulnerabilities to special weapon materials
- what the creature's major strength is
- other properties defined by the game design or GM.

In addition, the Diviner will learn anything about the target that would be discovered by the use of Major **Lore**. For the rest of the game-day against that particular creature, the Diviner will add +3 to the level at which he casts LI spells against it, and can cast Divine Elemental Vulnerability on that creature for only 2 spell-points. All information is dependent on GM knowledge and game-copy.

Evoker (Magic-User)

The Evoker is artillery. As long as her points hold out, she can unleash destruction from great distance, dropping fire, lightning, ice, and pure force on her enemies from the safety of the back lines. Although weak on defense, the Evoker's offensive power is indisputable.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and spell point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any single weapon type except propelled and greatweapon. The magic-user may only apply his proficiency to one weapon at a time. If a second weapon is used, it is considered non-proficient.

**Armor – None
Shield – None**

Level	Spell Points	Base Resilience	Threshold	Spikes	Spike Damage
6	66	8	3	1	2
7	74	9	3	1	2
8	82	10	4	1	2
9	91	11	4	1	2
10	100	12	5	1	2

Evoker Spells

The Evoker uses Magic User spells and is considered a Magic User.

Appendix A provides a list of all Evoker skills and spells in table form.

Innate Skills

(Default Invocation = 0 syllables)

Item Sense

Range: Touch

Area: Single - item

Duration: Instantaneous

Misc.: NA

Cost: 0

With a quick 30 count meditation, the Evoker can determine the first savvy property of any magical item. This skill will never give more than the first property listed on the item.

Level 6

(Default Invocation = 100 Syllables)

Stun

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: KD45

Cost: 6

The target of this spell is knocked down for a quick 45 count. The caster should call "**Stun**, knockdown quick 45".

LI Enhancement +2

Range: Self

Area: Self

Duration: Game Day or until used

Misc.: NA

Cost: 6

When this spell is cast, the Magic User will be able to cast a later LI spell of his choice at +2 level of effectiveness. For example, a 6th level caster could cast an LI spell to affect an 8th level target. When this enhancement is applied to the casting of an LI spell, the Magic User will still have to expend for the full spell point cost of the LI spell; use of **LI Enhancement +2** does not reduce the cost of the LI spell in any way. The duration of this spell is until an LI spell of the caster's choice is enhanced, or one game day, whichever comes first.

Level 7

(Default Invocation = 100 Syllables)

Double Effect

Range: Self

Area: Self

Duration: Game Day or until used

Misc.: NA

Cost: 7

When this spell is cast, the Magic User will be able to increase the range category by one level (Combat range effects cannot be increased) or change the area of effect of a Single target spell to Double (can only be used for spells with an area of "Single") of a later spell of his choice. **Double Effect** can only be applied to a spell that is cast by the Magic User; it cannot be used to enhance a spell that originates from a scroll or magic item. **Double Effect** cannot be used to make self-only spells also affect another. The duration of this spell is until a spell of the caster's choice is enhanced, or one game day, whichever comes first.

Elemental Enhancement

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: Material Component

Cost: 7

When this spell is cast, the Magic User will be able to increase the damage of all **Fire/Ice/Lightning Strikes** (Magic User 4) and **Fireball, Chain Lightning, and Iceblast** (Magic User 5) by 4 points of damage. Material component: Red Flag

Level 8

(Default Invocation = 100 Syllables)

Petrify

Range: Melee

Area: Single

Duration: Special

Misc.: LI, Rev.

Cost: LI

This spell allows the Magic User to turn a target and his possessions into stone; for the duration of the spell the target will detect as magic. While petrified, the target cannot be affected by any non-damaging spell, including **Rock to Mud** (Druid 6), and cannot be healed. If the target is poisoned or has some form of continuing damage, such as a disease or curse, then the poison or continuing damage will effectively be frozen until the end of the spell's duration or until the target is turned back into flesh.

The spell is permanent until the character is healed for 6 points or the **Petrify** is dispelled. The target cannot heal himself. After which, the spell lasts 10 seconds/level at which the Petrify was cast.

A reverse **Petrify** will reverse the effects and the target will be immediately free to act. The reverse Petrify need only be cast at the target's level to be effective. This is an LI spell.

Prismatic Fork

Range: Combat

Area: Double

Duration: Instantaneous

Misc.: KD30

Cost: 8

This spell creates a forked bolt of elemental power that will affect two targets. The targets will each take 15 points of fire, ice, or lightning damage, and will also take a quick 30 count knockdown. The elemental type does not have to be the same for each target.

Level 9

(Default Invocation = 100 Syllables)

Bolt

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: KD30

Cost: 9

This spell creates a magical **Bolt** that will affect a single target. The target will take 25 points of damage, and will also take a quick 30 count knockdown.

Spell Reflection

Range: Self

Area: Self

Duration: 1 Combat

Misc.: Material Component

Cost: 9

This spell will provide the Magic User with 1 point of protection that will stop the damage from any (and only) physically damaging spells and spell effects, including single target attacks such as **Electrify** (Magic User 1) and area attacks such as **Fireball** (Magic User 5). Any damage stopped by the protection may immediately be called against the caster. No other properties of the spell are reflected (knockdowns), but any damage types are kept. Damage from **Spell Reflection** is considered spell damage and so it, too, can be reflected. Material component: Blue flag.

Empower: The caster may spend 9 additional spell-points to give herself 2 points of protection instead.

Aoikt is struck by an 8 point Firestrike, which is stopped by the protection. Aoikt calls 8 points of fire damage against the attacking caster. Neither character takes the knockdown.

Level 10

(Default Invocation = 100 Syllables)

Killing Attack

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: KD30, LI

Cost: LI

This ranged spell causes the target creature to immediately take a quick 30 count Knockdown and damage equal to the twice the level that the **Killing Attack** is called at, if successful. This target cannot be healed nor its armor mended until the target rests for a quick 60 count of undisturbed meditation. The target can only be affected by one **Killing Attack** at a time no matter the source (i.e. until the target has rested and can heal again, other **Killing Attacks** will be unsuccessful). If the target calls "no effect" (because of his LI resistance or some other reason), the Evoker gains a +1 to his effective LI level until the end of the combat. A character may only deliver one **Killing Attack** every 5 seconds, regardless of the source and the spell cannot target allies.

Chapter 16: Monk

Monks are masters of human anatomy, particularly their own. Thus, when it comes to feats involving the mastery of mind over body, the Monk is supreme among the character classes. In addition to these abilities, each monk specializes in a discipline, and gains even more abilities within her particular area of expertise. Monks have as many or more means of attack and defense in melee as any other character class, and they can additionally perform feats that may seem miraculous to others. These abilities, which include the ability to protect from a physical attack, to heal their own bodies, and withstand environments that might kill others, are gained from meditation; as a result, few of the Monk's abilities can be applied to other characters.

Specializations

At 6th level, each Monk chooses to specialize in one of the following fields: Killing, Movement, or Spirit. Once chosen, this specialty must be recorded with the IFGS Registry and can never be changed. In addition to the abilities gained by every Monk at levels 6 through 10, each of the specialties provides its adherents with abilities that are appropriate to the specific field. These abilities are described later in this chapter, and are grouped by specialty and level.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any except greatweapon.

Armor – None

Shield – None

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
1	30	6	2	2	2
2	37	7	2	3	3
3	44	8	2	3	3
4	51	10	3	4	4
5	58	12	3	4	4

Monk Abilities

Monks have abilities that come from the mental control they can exercise over their bodies; they use most of their abilities by spending ability points. Unless otherwise stated in the ability description, each of the Monk's abilities requires a period of meditation; by default, this meditation time is a quick count of 30 for 1st and 2nd level abilities, a quick count of 45 for 3rd and 4th level abilities, and a quick count of 60 for abilities 5th level and higher. Five seconds must pass between the use of any SAS or magic item.

Monk abilities are not considered to be magical, and do not require a verbal or somatic component. Monks must be conscious to use any of their abilities, with the exception of **Life Support** (Spirit Monk 8); however, Monks can meditate under the effects of a paralysis such as that caused by a **Kill Dagger** (Thief 2).

Appendix A provides a list of all Monk skills and abilities in table form.

Innate Skills

(Default meditation Time = 0 seconds)

Body Weaponry

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0.

The Monk can opt to fight unarmed, rather than with external weapons. To do so, he may use up to two short staves that must be purple in color to represent physical blows (kicks, punches, etc) and can be a maximum of 36" from end to end. These are considered natural weapons and are thus immune to **Dropsy** (Magic User 3, Bard 7), **Disarm** (Weaponmaster 7) and the like. They do not take damage from weapon strikes, and act like weapons in every other way. If the game uses brown flags to show natural weapons, the monk must use brown flags. Note that a monk could use one purple staff and one sword at the same time. The Monk can always use Spikes with his natural weapons, regardless of which hand it is held in.

Natural Center

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 0.

During each Short Rest, the Monk heals damage equal to his level. If this number is higher than his Threshold, he can also regain use of a disabled limb. This is in addition to any other healing during the Short Rest.

Physical Attack

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: Material Component

Cost: 0

This ability represents a significant martial arts attack delivered by hand, fist, or foot, and is represented by a thrown purple bean bag. The bean bag must be thrown at the target from within Melee Range, and the Monk may not hold any weapon in the hand that is delivering the **Physical Attack** [Note: throwing the bean bag is considered to be a mechanic of the ability, and can still be performed by a character with no arms]. The Monk must call "**Physical Attack**" and the total damage of the attack when the bean bag strikes the target. **Physical Attack** does damage equal to his normal melee damage. The damage can be enhanced just as a weapon strike (i.e. Spikes can be applied, etc.) but cannot benefit from weapon-specific enhancements (i.e. a +1 sword does not grant extra physical attack damage, although any magical enhancement that affects unarmed damage will affect **Physical Attack**). The damage is applied to whichever area was struck by the bag.

Physical Attack functions like a weapon strike in terms of armor or protections but does conducting damage (and should be called that way). Damage from a **Physical Attack** is considered to be normal melee damage. If use of **Physical Attack** triggers a **Divine Retribution** (Cleric 3), the Monk will take the spell's damage to the limb that threw the bean bag. If the bean bag misses the target, or if the ability is countered by the use of **Dodge Blow (Fighter 7, Thief 3)** or **Evade** (Monk 7), the ability points will still be expended. 5 seconds must pass before the Monk can use another SAS or magic item, including additional **Physical Attacks**. This ability requires no meditation time. Material component: Purple bean bag.

Sense Magic Item

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 0

By holding her hand within 1 inch of the target and meditating for a quick 30 count, the Monk can tell if an item is magical. There is no ability point cost for this ability.

Timing

Range: Self

Area: Self

Duration: 1 hour

Misc.: NA

Cost: 0

This skill enables the Monk to accurately track times of up to an hour's length. The Monk should inform the GM of her intent to use **Timing**; the GM will then use her watch and inform the Monk when a specified amount of time has elapsed. There is no limit on the number of times this skill may be used per game day.

Level 1

(Default meditation time = Quick 30 Count)

Blocking

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Cost: 1

This ability adds 1 Armor Point. In addition, the monk's hands will become immune to melee damage while holding a weapon or while using natural weapons (but this will not stop "conducting" damage such as **Wizard's Bolt**, **Electrify** and **Physical Attack** that normally pass through a weapon). **Blocking** also grants additional benefits as the monk rises in level. **Blocking** lasts until the duration expires, and cannot be "refreshed" to re-add points of armor within that time. In addition, the monk's hands become immune to damage from **Physical Attack** (Monk 0).

2nd level: Blocking adds 2 Armor Points instead of 1.

5th level: **Blocking** will also make the monk's hands immune to non-magical thrown weapons.

6th level: **Blocking** grants 3 total Armor Points.

8th level: The monk's hands will even be immune to magical thrown weapons and bean-bag spells and bean-bag spells and abilities that are blocked with the hands are prevented from affecting the monk (including **Seeds of the Elements** and **Wizard's Bolt**). The duration of this ability is one combat or one game day, whichever comes first.

10th level: **Blocking** grants 4 total Armor Points.

Heal Self

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: Var.

The Monk can heal herself for 1 Resilience point per ability point expended, and may expend up to her level in ability points per **Heal Self**. The Monk may heal a throat slit on herself with this ability.

Legend Lore

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 1*

With this ability, the Monk can determine the legends and history surrounding any famous object, location, historical event, or legend; the Monk will not learn magical abilities of the item with this ability. The Monk need only hear the name or something unique about the target of a **Legend Lore**, and does not have to be in possession of an item to learn about it. If any other types of lore, such as nature, heraldic, or religion, exist for the target, the Monk will know the type of lore available but not its specific content. *If there is no **Legend Lore** available then the Monk does not spend any ability points.

Level 2

(Default meditation time = Quick 30 Count)

Diagnose Self

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 2

This ability will inform the Monk of all negative effects (including drunkenness, disease, a curse, poison, enthrallment, **Fog Brain** (Magic User 2), and paralysis) that are afflicting her. If the Monk is under the effects of a curse or a spell such as **Enthrall** (Magic User 1, Druid 2, Bard 6), she will be informed of the level of effect of the curse or spell.

Escape Bonds

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 2

The Monk can escape from any mundane bindings. It will take the Monk 5 minutes to escape instead of the quick count of 30 meditation time.

Fortitude

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 2

After the Monk finishes meditating, he may regain usage of a single disabled limb. This ability does not give any healing.

Leap

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 2

With this ability, the Monk can jump either a lateral distance of up to 20 feet or a vertical distance of up to 10 feet. **Leap** may be used to jump chasms, pits, and other obstacles. The Monk will still be affected by hits and spells while leaping; however, these affects will not prevent the **Leap** from being completed. The Monk may not take any offensive actions, activate magic items, or activate pre-cast SAS for 5 seconds after completing the **Leap**; she can, however, fight defensively. This ability requires no meditation time.

Savvy

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 2

This ability can be used on a magical target, and will provide the Monk with information regarding the target's magical properties. The information provided by this ability is defined in the game design, and will often be comprised of multiple pieces of information. Each use of this ability will provide 1 property of the item, and will also identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the monk will only be informed that more than 10 additional properties exist. **Savvy** does not usually give information regarding curses, but can do so by game design.

Level 3

(Default meditation time = Quick 45 Count)

Avoidance

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

Whenever the Monk is struck by an attack that is a Double or Triple area of effect, she can call "No Effect" to the effect as long as she is not the first one targeted. This will also protect the Monk if he is struck by arcs of **Chain Lightning** (Magic User 5) other than the first bolt.

Aoikt calls out a Prismatic Fork on Geldrake the Fighter and Sif the Monk. Sif is called second, and calls back "No Effect!" to the Prismatic Fork.

Death Feint

Range: Self

Area: Self

Duration: 5 minutes

Misc.: NA

Cost: 3

When this ability is used, the Monk will fall into a deep meditative state, and will appear to be dead. While in this meditation, the Monk is completely protected from the effects of physical damage and most SAS, including the damage and effects of a **Kill Dagger** (Thief 2) and other types of armor-independent damage. **Numbing Blow** (Knight 9), **No Defense Blow** (Knight 6), and **No Defense Arrow (Archer 9)** will penetrate **Death Feint**, as will all other forms of No Defense damage. The Monk should call "no mark" to indicate that she is unaffected by a spell or attack.

While in **Death Feint**, all spells will continue to run normally; those with a duration of combat will expire one minute into the **Death Feint**. While in **Death Feint**, poison and disease are halted as if the Monk is under the effects of a **Stasis** (Cleric 6). Once the Monk leaves the **Death Feint**, poison and disease will again begin to run normally. **Death Feint** does not cause the Monk to detect as magic. While in **Death Feint**, the monk may not activate magic items or use pre-cast or any other SAS.

The Monk must remain in the **Death Feint** for at least 1 minute, which will remove her from combat. **Death Feint** lasts until the Monk deems it safe, but the Monk may end the ability at any time by making a voluntary movement. When **Death Feint** ends, the Monk may not take any offensive actions, activate magic items, or activate pre-cast SAS for 5 seconds; she can, however, fight defensively. This ability can be negated by **Awaken** (Magic User 2) or by a white **Flower of Avalon** (Druid 8), but not with **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). This ability requires no meditation time.

Ki Enhancement

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: Material Component

Cost: 3

The Monk can choose to do a special **Physical Attack**. This attack does the Monk's normal Spike damage but does not use up a Spike. The ability must be activated with "Activate Physical Attack, [damage], conducting.". The enhanced **Physical Attack** costs 3 total points to use. This ability requires no meditation time. Physical Material Component: Purple beanbag.

Major Lore

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 3

With this ability, the Monk will learn all of the lore surrounding any lore target; the Monk will not learn magical abilities of the target with this ability. All information provided by the following SAS will be revealed, with all stipulations of each SAS: **Battlefield Lore** (Fighter 1), **Heraldic Lore** (Knight 1), **Legend Lore** (Monk 1), **Nature Lore** (Ranger 1), **People Lore** (Thief 2), and **Religion Lore** (Cleric 1). The ability points for this ability will be spent regardless of whether there is lore information available.

Sacrifice Throw

Range: Melee
Misc.: KD30

Area: Self + Single
Cost: 3

Duration: Instantaneous

When the Monk uses this ability, the Monk and the target creature are knocked down for a quick 30 count. There may be no obstructions, such as another person, a tree, or a medium sized bush, between the Monk and the target. If for some reason the target creature is not knocked down, the Monk will still take the knockdown. If use of **Sacrifice Throw** triggers a **Divine Retribution** (Cleric 3), the Monk will take the spell's damage to the limb of her choice; the target will still be affected by the knockdown. If the Sacrifice Throw is countered by the use of **Dodge Blow (Fighter 7, Thief 3)** or **Evade** (Monk 7), the ability points will still be expended and the Monk must take the knockdown, but may immediately get back up. 5 seconds must pass before the Monk can use another SAS or magic item. This ability requires no meditation time.

Safe Fall

Range: Self
Misc.: NA

Area: Self
Cost: 3

Duration: Instantaneous

This ability will protect the Monk from damage caused by a single in-game fall, if the distance of the fall is no greater than 10' per level of the Monk. For example, a 3rd level Monk using **Safe Fall** would take no damage from a fall of 30' or less. If the Monk takes a longer fall, she will receive no protection with this ability. Falling damage varies, and is defined by game design. This ability requires no meditation time, and the 5 Second Rule does not apply to its use.

Level 4

(Default meditation time = Quick 45 Count)

Ki'ai

Range: Combat
Misc.: KD30

Area: Single
Cost: 4

Duration: Instantaneous

A Monk can focus energy through sound to perform a **Ki'ai** (pronounced key-eye) attack, which will cause 5 points of damage and a quick 30 count knockdown. The Monk must be able to speak in order to use the ability, and must call out "**Ki'ai**, 5 points, knockdown quick 30" after identifying the target. This attack is not considered to be magical, and cannot be countered by an SAS such as **Spell Protection** (Magic User 4). This ability requires no meditation time.

Kip

Range: Self
Misc.: NA

Area: Self
Cost: 4

Duration: Instantaneous

This ability can be used as an immediate response to a knockdown, and allows the Monk to reduce a knockdown of any duration to 0 seconds. The Monk must drop to at least one knee, loudly call out "**Kip**", and may then immediately get back up. This ability cannot be used to counter a Monk's own **Sacrifice Throw** (Monk 3). This ability is an immediate counter, and requires no meditation time.

Neutralize Non-Magical Disease

Range: Self
Misc.: NA

Area: Self
Cost: 4

Duration: Instantaneous

This ability cures the Monk of all non-magical diseases, unless otherwise specified by game design. It does not restore lost Resilience, but does prevent further loss or disability.

Neutralize Poison

Range: Self
Misc.: NA

Area: Self
Cost: 4

Duration: Instantaneous

countered by the use of **Dodge Blow (Fighter 7, Thief 3)** or **Evade** (Monk 7), the ability points will still be expended. 5 seconds must pass before the Monk can use another SAS or magic item. This ability requires no meditation time.

Level 6

(Default meditation time = Quick 60 Count)

Acuity

Range: Self
Misc.: NA

Area: Self
Cost: 6

Duration: Instantaneous

When this ability is used, the Monk will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. The Monk will permanently remember the occurrences, unless otherwise affected. This ability only allows the Monk to remember things within her memory; a play-by-play description of all the conversations in a tavern will not be recalled, nor will she be able to remember the face of someone who attacked her from behind if she did not see the attacker's face. This ability is governed strictly by GM/SK knowledge. This will also remove the effects of a **Fog Brain** (Magic User 2), if the Monk is aware of the **Fog Brain**.

Sense II

Range: Self
Misc.: NA

Area: Self
Cost: 6

Duration: Game Day or until used

By using this ability the Monk can alter her metabolism to neutralize the paralyzing effects of a **Kill Dagger** (Thief 2). The Monk must meditate and state the use to a GM or SK before the attack occurs, and the ability will then neutralize the poison from the next **Kill Dagger** used against her; she will still take the 1 point of armor independent damage that is caused by the **Kill Dagger**, and the Thief's use of **Kill Dagger** will be expended. The duration of this ability is until used or one game day, whichever comes first.

Level 7

(Default meditation time = Quick 60 Count)

Speed

Range: Self
Misc.: Material Component

Area: Self
Cost: 7

Duration: Quick 60 Count

This ability enables the Monk to move at a rapid speed; for the duration of the ability the Monk cannot be harmed by physical or magical attacks. The Monk must loudly announce "**Speed**" and run away with a visible purple flag in her hand; other characters will be unable to pursue the Monk for the duration of the ability unless they are also using **Speed**, and will not be able to interact with or affect the Monk until the ability ends. Use of this ability does not stop time – the Monk only moves faster than everyone else.

When a Monk uses **Speed**, all other individuals should ignore her for the duration of the ability; combat or other interactions continue as normal for all other participants. The Monk may use this ability to initiate or continue combat; however, she must drop the flag and end the **Speed** prior to engaging in melee or combat. **Speed** will last for a quick count of 60 or until the Monk stops running, whichever comes first.

This ability requires no meditation time. Material component: Purple flag.

Walk on Liquids

Range: Self
Misc.: NA

Area: Self
Cost: 7

Duration: 5 minutes

With this ability the Monk can move at a normal walking pace on any horizontal liquid surface; the ability does not require great concentration, but cannot be used while carrying another individual. The Monk may defend herself from attack, but may not use other SAS while using this ability. If the Monk is knocked down while walking on liquids, she will take the knockdown, but will not sink. This ability does not protect the Monk from damage caused by hazardous liquids such as acid or lava.

Level 8

(Default meditation time = Quick 60 Count)

Perceive Illusion

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 8

This ability allows the Monk to see through illusions. This ability will not dispel the illusions; it will only allow the Monk to see through them.

Truth Force

Range: Melee

Area: Single

Duration: 5 minutes

Misc.: LI

Cost: LI

When the Monk uses this ability, an affected target is compelled to tell the truth. The target must answer all questions as truthfully and completely as she can. This is an LI ability.

Level 9

(Default meditation time = Quick 60 Count)

Free Strike

Range: Self

Area: Self

Duration: Until discharged.

Misc.: LI

Cost: 9

With this ability, the Monk can cause one attack to have the "conducting" and "piercing" qualities. At any time after the ability has been invoked, the monk can call an attack and add "conducting" and "piercing". This includes attacks provided by magic items.

Level 10

(Default meditation time = Quick 60 Count)

Death Commitment

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 10

This ability allows the Monk to hold off death for a period of 5 minutes or the end of the current combat, whichever comes later. To activate this ability, it must be called out loudly; the following effects will immediately occur:

- All previous damage to the Monk is instantly healed, including any from ***Killing Attack*** (Killing Monk 8, Ranger 10, Magic User 10, Monk 8, Cleric 9)
- The Monk adds 10 points to her Maximum Resilience.
- The Monk is prevented from falling unconscious for the duration of the ability
- The Monk will not lose the use of limbs due to damage
- Healing of any form will have no effect on the Monk for the duration of this ability, including healing that comes from autoactivated items
- The Monk is unable to use ***Death Commitment*** again until the full duration of the first one has elapsed

The ***Death Commitment*** will end in one of two ways: 1) the Monk takes enough damage to die, and she immediately dies; 2) the duration of the ability elapses. The Monk then takes damage equal to his current maximum Resilience total, likely killing the Monk. This ability requires no meditation time.

Killing Monk (Monk)

The Killing Monk is an assassin, trained in the arts of death from a very early age. To him, it is almost a religion and his skills surpass the mundane and tread on the dark end of the mystical. He is well versed in poisons and the killing arts.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any except greatweapon

Armor – None

Shield – None

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
6	66	14	4	4	5
7	74	16	4	5	6
8	82	18	5	5	7
9	91	20	5	5	8
10	100	22	6	6	9

Monk Abilities

A Killing Monk uses Monk abilities and is considered a Monk.

Appendix A provides a list of all Monk skills and abilities in table form.

Innate abilities

(Default meditation time = 0 seconds)

Sense Poison

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 0

By closely inspecting or smelling an object or character, the Killing Monk can sense the presence of poison, and determine what general type of poison is present (toxin, venom, Kill Dagger, or Red Death).

Level 6

(Default meditation time = Quick 60 Count)

Ambidexterity

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

Killing Monks are able to deliver Spikes from either hand. This skill is a base of the character class and may not be placed in a magic item.

Improved Ki Enhancement

Range: Self
Misc.: NA

Area: Self
Cost: 0

Duration: Permanent

Any use of **Ki Enhancement** (Monk 3) by a Killing Monk will cause an additional 2 points of damage (stacking in the +Spike (SAS) category). All limitations of **Physical Attack**, as well as the ability point cost of **Ki Enhancement**, still apply. This skill is a base of the character class and may not be placed in a magic item.

Level 7

(Default meditation time = Quick 60 Count)

Brew Venom Poison

Range: Touch
Game Day or until used
Misc.: NA

Area: Single - Weapon
Duration:
Cost: 7

With this ability a Killing Monk can brew a venom poison and use it to coat one of her handheld melee weapons. The Killing Monk's next successful strike with the target weapon will inflict venom poison on the target (see Chapter 7 for details), in addition to causing the weapon's melee damage; the Killing Monk must call out '**venom poison**' and the amount of melee damage after the first successful strike. Only the Killing Monk who brewed the poison may use it, and she can only have one venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow (Fighter 7, Thief 3)** or **Evade (Monk 7)**, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Killing Touch

Range: Touch
Misc.: LI, Material Component

Area: Single
Cost: 7

Duration: Special

A Killing Monk has learned the ancient art of killing by touch. For purposes of use in game, the **Killing Touch** is represented by a 2 inch square piece of duct tape marked with the character's symbol or initials. The application shows that the touch was successfully performed. The tape must be applied to the target by the Killing Monk's hand to indicate where the **Killing Touch** was applied; this ability cannot be delivered or applied by a weapon or implement. As the **Killing Touch** is placed, the Monk must call "**Killing Touch**," followed by the level of effect, which is her level +1;

The touch will only be effective if the tape is applied on the target's torso. The target will begin to take no-defense damage at a rate of 2 points every 6 minutes while conscious. If the target is *unconscious* the touch will do 8 points at the end of each minute. This damage cannot be healed until the ability ends. The Killing Monk can end the ongoing damage at any time by touching the target declaring she is doing so. The death of the target will also end this ability. The damage will then be healable as normal. If the Killing Monk is slain or goes unconscious, the ongoing damage will continue regardless. The Killing Monk may only have one **Killing Touch** going at any one time.

Killing Touch will work regardless of the target's armor or magical protections. **Killing Touch** also works independently of backpacks or other coverings on the target's back. If a shield is in use, it can be used to block a **Killing Touch**; however, if a shield is slung across the target's back, it is treated like a backpack and will provide no protection from this skill. A **Killing Touch** has no effect on non-humanoids or the undead, and cannot be used in combat.

A Monk can carry as many **Killing Touch** representations as she wishes, but must possess at least one for this skill to be used; if all of these items are lost or taken in game, the Killing Monk will be unable to use this skill until a suitable representation can be found. Material component: killing touch representation and a 2"x2" square of duct tape.

Delay

Range: Self

Area: Self

Duration: Special

Misc.: NA

Cost: 7

By using this ability, the Killing Monk can delay the use of another ability. Delay will have one of the following effects, depending on the duration of the ability it affects:

- When **Delay** is used on an ability that is only effective on the next successful weapon strike, such as **Venom Poison**, the Killing Monk will be able to apply the ability to a weapon strike of her choice. When used in this manner, the duration of the **Delay** is one combat or one game day, whichever comes first.
- When **Delay** is used on an ability that has a duration of one combat, the Killing Monk may choose to either use the ability in the next combat or to **Delay** it until the combat immediately after the next one.
- When **Delay** is used on an ability that has a fixed duration, such as 5 minutes, the Killing Monk may choose to either use the ability for the next 5 minutes or to **Delay** it until the 5 minutes after that.

To use **Delay**, the Killing Monk must meditate for a quick 60 count, expend 7 ability points, and then identify which ability she wishes to **Delay**. After waiting 5 seconds, she must then invoke the ability to be delayed and expend the appropriate cost in ability points. Only one **Delay** may be in effect at a time.

Level 8

(Default meditation time = Quick 60 Count)

Killing Attack

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: KD30, LI

Cost: LI

This ability causes the target creature to immediately take a quick 30 count Knockdown and damage equal to the twice the LI level the ability is called at. This target cannot be healed nor its armor mended until the target rests for a quick 60 count of undisturbed meditation. The target can only be affected by one **Killing Attack** at a time no matter the source (i.e. until the target has rested and can heal again, other **Killing Attacks** will be unsuccessful). If the strike is evaded, the ability is still used and the points are wasted. If the target calls "no effect" (because of his LI resistance or some other reason), the Monk gains a +1 to his effective LI level until the end of the combat. A character may only deliver one **Killing Attack** every 5 seconds, regardless of the source and the ability cannot target allies. This ability requires no meditation time.

Level 9

(Default meditation time = Quick 60 Count)

Nerve Strike

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: KD45

Cost: 9

The Killing Monk can use a Spike to strike a target's vulnerable nerve clusters and cause a **Nerve Strike**; the target will take a quick 45 count knockdown, plus 5 points of damage in addition to the Killing Monk's Spike damage. This damage is Piercing and is not stopped by Armor Points. The Killing Monk must call out "Activate **Nerve Strike, [damage], 10-second knockdown, Piercing**" before making the attack. If the weapon strike is countered by the use of **Dodge Blow (Fighter 7, Thief 3)** or **Evade (Monk 7)**, the ability points will still be expended. 5 seconds must pass before the Killing Monk can use another SAS or magic item. This ability requires no meditation time.

Level 10

(Default meditation time = Quick 60 Count)

Brew Red Death Poison

Range: Touch
Game Day or until used

Area: Single - Weapon

Duration:

Misc.: NA

Cost: 10

With this skill the Killing Monk can brew a Red Death poison and use it to coat one of her handheld melee weapons. The Killing Monk's next successful strike with the target weapon will inflict Red Death poison on the target, in addition to causing the weapon's melee damage; the Killing Monk must call out "Red Death" and the amount of melee damage after the first successful strike. Only the Killing Monk who brewed the poison may use it, and she can only have one Red Death or venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow (Fighter 7, Thief 3)** or **Evade (Monk 7)**, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Deadly Strike

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: Var.

The Killing Monk can make a melee attack that does a base 2 points of damage per ability point spent. To activate the ability, the Killing Monk must call "Activate Deadly Strike, [damage], piercing" before making the attack. The Killing Monk may spend up to his level in points. No additional damage may be added to this strike. This ability has no meditation time. NPCs should be careful not to abuse this power should they have it.

Movement Monk (Monk)

Grace, dexterity, and an understanding of the kinesthetic of combat all mark the true Movement Monk. They are taught the flowing circles of hand-to-hand, each movement flowing into the next, each attack becoming a parry and each parry becoming an attack. They are capable of reaching physical speeds unheard of to normal folk, a gift of years of discipline and introspection.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any except greatweapon

Armor – None

Shield – None

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
6	66	14	4	4	5
7	74	16	4	5	6
8	82	18	5	5	7
9	91	20	5	5	8
10	100	22	6	6	9

Movement Monk Abilities

A Movement Monk uses Monk abilities and is considered a Monk.

Appendix A provides a list of all Monk skills and abilities in table form.

Level 6

(Default meditation time = Quick 60 Count)

Improved Balance

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

Any use of **Balance** (Monk 5) by a Movement Monk will cost 1 ability point instead of 5. All other limitations of **Balance** still apply. This skill is a base of the character class and may not be placed in a magic item.

Improved Kip

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 6

This ability can be used as an immediate response to a knockdown, and allows the Monk to completely counter a knockdown. The Monk must loudly call out “**Improved Kip**”, and may then may ignore the knockdown. This ability cannot be used to counter a Monk’s own **Sacrifice Throw** (Monk 3). This ability is an immediate counter, and requires no meditation time.

Improved Leap

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

While using **Blocking** (Monk 1), as long as he is not holding anything in his hand, any hits that strike him between elbow and finger-tips is considered blocked or parried. He may wish to call "flatcatch" to make clear that he is acknowledging the hit. Because it is a parry, it will not stop conducting damage however it will stop Piercing and No-Defense damage just as a weapon parry would. It is not an immediate counter so flatcatching a Spike attack will not expend the Spike. . Note that using "natural weapons" (such as purple staves) is considered to be not holding anything in the hand.

Level 9

(Default meditation time = Quick 60 Count)

Improved Avoidance

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

The Movement Monk is immune to damaging spells with an area of Double, Triple, or Combat. This skill is a base of the character class and may not be placed in a magic item.

Level 10

(Default meditation time = Quick 60 Count)

Immunity to Knockdowns

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Cost: 10

This ability will make the Movement Monk immune to knockdowns for 1 combat; however, the Movement Monk will still take normal damage from any damaging attack.. This ability can be used as an immediate counter, and requires no meditation time.

Ultimate Speed

Range: Self

Area: Self

Duration: Game-day

Misc.: NA

Cost: 10

Until the end of the game-day, the Movement Monk will be immune to all thrown and propelled weapon attacks (she should call "Evade" on each, even if they come within 5 seconds of each other). This ability will go down prematurely if the Movement Monk is bound, unconscious (including natural sleep), or held.

Spirit Monk (Monk)

Spirit Monks are in touch with the universal energy that flows through all living creatures. They have mystical powers of healing and can sense not only their present, but their future. Spirit Monks can feel truth, hear the whispered wisdom of the stars, and channel life-giving force into their allies. Every mountain may not have a Spirit Monk atop it, seated in lotus position, his senses wide to the wonders of the multiverse, but every mountain should.

Base Attributes

This section provides the base attributes for a Spirit Monk of each level. These values are immutable, and can never be permanently changed.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any except greatweapon

Armor – None

Shield – None

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
6	66	14	4	4	5
7	74	16	4	5	6
8	82	18	5	5	7
9	91	20	5	5	8
10	100	22	6	6	9

Spirit Monk Abilities

A Spirit Monk uses Monk abilities and is considered a Monk.

Appendix A provides a list of all Monk skills and abilities in table form.

Innate abilities

(Default meditation time = 0 seconds)

Improved Bindings

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: Material Component, Uses **Cost:** 0

A binding, as described in the Healing section of Chapter 2, performed by a Spirit Monk will heal the recipient for an amount equal to $\frac{1}{2}$ the level of the Spirit Monk (round up) in addition to returning the use of a limb (which may allow it to return the use of a second limb). Each creature may still only be bound a total of twice each game day, and all other limitations of bindings apply. Material component: strip of fabric for binding.

remainder of the game day. The character will remain at the same level and number of spell or ability points as before she died. This ability has no effect on an undead or animated body.

Poison and disease remain in the body after death and will still be present when a target receives a **Life Spark**. For purposes of time progression, poisons and diseases are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) will run their duration as normal whether the target is alive or dead, and may still be in effect when the body receives a **Life Spark**. A character that has received a **Life Spark** is considered to have undergone death.

Truth Sense

Range: Melee
Misc.: LI

Area: Single
Cost: LI

Duration: 10 minutes

With this ability, the Spirit Monk can determine when an affected target is telling lies, but will not know which exact words are lies. Omission of truth will not be revealed by use of this ability. This is a LI ability.

Level 8

(Default meditation time = Quick 60 Count)

Life Support

Range: Self
Misc.: NA

Area: Self
Cost: 8

Duration: Instantaneous

This ability is automatically used whenever the Spirit Monk falls unconscious or would have died due to damage, and will heal the Spirit Monk to 1 life point, restoring consciousness. Once activated, this ability will take a quick 60 count to heal the Spirit Monk. **Life Support** will not heal a throat slit because throat slits cause an undefined amount of damage (until the Monk dies, at which point the **Life Support** will take the Monk to 1 point of Resilience). **Life Support** may not be used to restore a Monk who died from the effects of **Death Commitment** (Monk 10, Knight 10), and will only be used if the Spirit Monk has at least 8 ability points available. If the Monk went unconscious from having all four limbs disabled, Life Support will also restore one limb of the Monk's choice to usefulness.

Personal Augury

Range: Self
Misc.: NA

Area: Self
Cost: 8

Duration: Instantaneous

This ability allows the Spirit Monk to communicate with the energies of the universe to divine information regarding actions that she and her team might take. One question, consisting of up to 15 words, can be asked per use. The Spirit Monk will receive an answer of up to 15 words; the results of this ability are based on GM discretion.

Level 9

(Default meditation time = Quick 60 Count)

+2 vs. LI Effects

Range: Self
Misc.: NA

Area: Self
Cost: 0

Duration: Permanent

At 9th level, the Spirit Monk gains +2 to her resistance versus LI effects; this increase is not cumulative with the +1 gained at 7th level. This skill is a base of the character class and may not be placed in a magic item.

Shiatsu II

Range: Touch

Area: Single

Duration: 30 minutes

Misc.: Uses

Cost: 0

When this ability is used, the continuing effects of all poisons, diseases, and curses that are affecting the target will be halted for 30 minutes. This ability will not reverse any damage or effects that were taken by the target before the ability was used and does not stop damage from occurring due to other reasons.

This ability does not provide the target with immunity from any poisons, diseases, or curses that are contracted after the ability is used. If used on a dead body before the 5-minute time limit on **Life Spark** (Cleric 6, Spirit Monk 7) expires, this ability will extend the time during which **Life Spark** may be used by 30 minutes. A target may only receive the benefit from this ability once per game day. This ability can only be used once per level of the Monk per game day. This ability requires no meditation time.

Level 10

(Default meditation time = Quick 60 Count)

Immunity to Poison

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 10

By using this ability, the Spirit Monk will be immune to any poison including Red Death and **Kill Dagger** (Thief 2) poison for 5 minutes or until the end of the current combat, whichever is longer. Additionally, any existing poisons in the Spirit Monk's system are neutralized. This ability can be used as an immediate counter, and requires no meditation time.

Precognition

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 10

This ability will provide the Spirit Monk with information regarding the general nature of the immediate future. She will receive a picture in her mind (by GM description) of the next encounter in the game. The Spirit Monk will be informed of how many people or creatures are in the encounter, how they are dressed, what weapons they carry, and other visual details. She will not be informed of the intent of the people that she sees, and will not know whether they mean to attack or be friendly. This spell is governed by GM discretion. This ability may yield unreliable information in a world game where non-player and player characters are free to roam and encounter whatever they choose.

Reincarnation

Range: Self

Area: Self

Duration: Special

Misc.: NA

Cost: 0

This is a special ability that can be used even after the Spirit Monk is dead but can only be used once per game. If the player chooses to use this ability, the Spirit Monk's body disappears from where it was, leaving all of its non-innate items and equipment at that location. The Spirit Monk character will be alive again at the beginning of the next game-day (and this should be noted on the Monk's character record). She will have any innate items still with her, but unless collected by another, will have no access to treasure or items that were left at the location of the Monk's demise. **Reincarnation** can be used even if the Spirit Monk's body was lost or if the character would not normally be able to be raised. This SAS is a base function of the class and cannot be put into a magic item.

Chapter 17: Ranger

The abilities of Rangers are based upon their practical knowledge and experience of the outdoors, whether they adventure in a desert or a forest. Rangers are the best hunters and trackers of all the character classes, and have unsurpassed skills with projectile missile weapons. The Ranger's knowledge of plants and animals is legendary, and a Ranger can read a trail or a campsite like a book. A Ranger's ability with hand-to-hand weapons is only slightly less than that of a Fighter or Knight.

Specializations

The paths of the Ranger are the ways of the Bow, the way of Beasts, and the way of the Blade. The Bow Ranger, the Archer, is a master marksman, capable of feats that make her bow seem enchanted. The Beastfriend uses a quasi-magical connection to the natural world to enhance himself and his allies. The Forester is a commando, capable of disappearing into the jungle and then re-appearing with a deadly attack.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All types

Armor – Leather or Chain
Shield – Any

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
1	25	6	2	2	2
2	30	7	2	3	3
3	35	8	2	3	3
4	40	10	3	4	4
5	45	12	3	4	4

Ranger Abilities

Rangers have abilities that come from their knowledge of the outdoor environment; they use most of their abilities by spending ability points. Unless otherwise stated in the ability description, each of the Ranger's abilities requires a period of preparation; by default, this preparation time is a quick 30 count for 1st and 2nd level abilities, a quick 45 count for 3rd and 4th level abilities, and a quick 60 count for abilities 5th level and higher. Five seconds must pass between uses of any SAS. A Ranger must be conscious in order to use any Ranger abilities. Unless otherwise described, any materials required for preparation of an ability (for example, healing herbs or arrow-making supplies) are assumed to have been gathered by the Ranger at the beginning of each game day; the Ranger will find sufficient materials for the game day regardless of the terrain or location.

Ranger abilities are not considered to be magical, even Beastfriend, but come from expert training and knowledge of the outdoors; none of the damage enhancements granted by Ranger abilities will make the damage magical. Ranger abilities do not require a verbal component, and only the **Conceal Self** (Ranger 6, Thief 5) ability and potion-based abilities require a material component. To invoke an ability, a Ranger must be physically able to complete the preparation for the ability; for example, if the Ranger is tied up he cannot prepare a potion.

Rangers should role-play during their preparation times, such as going through the actions of making a potion, scanning the woods, or sharpening an arrow point. A Ranger's preparation time will be interrupted by anything that causes a loss of concentration, such as engaging in combat or being wounded. If preparation is interrupted, the Ranger will lose 1 ability point, and the attempt to use the ability will fail; the Ranger must wait 5 seconds before using another SAS or magic item. The ability points for an ability are expended when an ability is invoked, even for abilities such as **Healing Potion** (Ranger 1), **Hone Arrow**

(Ranger 2, 4, & 7), and **Ranger Herbs** (Ranger 6), where the product of the ability may be carried for a time before use.

Many of a Ranger's abilities come from potions that he can brew. All Ranger potions must be consumed in their entirety to have an effect, and must be at least ½ cup in volume unless otherwise stated. If a potion representation is not available, it will take a quick 30 count of role-playing to consume the potion. Potions cannot be combined; for example, a **Healing Potion** (Ranger 1) and a **Neutralize Poison Potion** (Ranger 4, Thief 7, Thief 10) could not be mixed in the same ½ cup volume. Rangers must role-play preparing their potions, but may bring pre-made representations to save time. Once brewed, a potion will last for the remainder of the game day unless otherwise stated in the ability's description.

Appendix A provides a list of all Ranger skills and abilities in table form.

Innate Skills

(Default Preparation Time = 0 seconds)

Gauge Non-Magical Missile Weapon

Range: Touch **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** 0

With this skill the Ranger can gauge the non-magical enhancements that pertain to damage on a missile weapon, including an arrow, crossbow bolt, bow, bowstring, or crossbow. This skill will tell the Ranger what the item does, not what it is worth. A Ranger can also use this skill to gauge non-magical properties of a magical missile weapon. For example, a Ranger could gauge the base damage done by a bow that releases a **Fire Ball** (Magic User 5) once a day, but not the magical properties, though he would realize there is "more to this item than I can determine". The Ranger must handle an item for a quick 30 count to use this skill.

Second Wind

Range: Self **Area:** Self **Duration:** Instantaneous
Misc.: NA **Cost:** 0

During a Short Rest, the character gains extra Resilience back, by knowing how to fully relax, patch her own wounds, etc. The extra Resilience gained is equal to his level, and will restore disabled limbs if the amount regained is higher than her Threshold.

Sense Potion Type

Range: Touch **Area:** Single **Duration:** Instantaneous
Misc.: NA **Cost:** 0

By inspecting a potion for a quick 30 count, the Ranger can determine the general nature of any non-magical potion. The Ranger will recognize the potion if it is a **Healing Potion** (Ranger 1), **Neutralize Non-Magical Disease Potion** (Ranger 4), or **Neutralize Poison Potion** (Ranger 4, Thief 7, Thief 10), but might not know the specific power of the potion or its remaining duration. If the potion is of some other type, the Ranger will not be able to further identify the potion with this skill.

Tracking

Range: Self **Area:** Self **Duration:** Unlimited
Misc.: NA **Cost:** 0

A Ranger can see and follow a faint, old, covered, or obscured trail. This skill is limited by GM knowledge.

Level 1

(Default Preparation Time = Quick 30 Count)

Find Water

Range: Self

Area: Self

Duration: 10 minutes

Misc.: NA

Cost: 1

With this ability the Ranger can determine in which direction a source of water can be found; this ability does not tell the Ranger the distance to water. This ability is limited by GM knowledge.

Gather Food

Range: Self

Area: Self

Duration: Special

Misc.: NA

Cost: 1

With this ability the Ranger can gather enough food to prepare a meal for up to 10 people, which might consist of fruit, nuts, tubers, berries, or an occasional squirrel or rabbit. The Ranger must spend at least 10 minutes role-playing the search for food.

Healing Potion

Range: Touch
Used

Area: Single - Potion

Duration: Game Day or Until

Misc.: NA

Cost: Var.

The Ranger can brew a **Healing Potion** that will heal himself or another character for 1 life point per point expended. The Ranger may expend up to his level in ability points per **Healing Potion**. Once the potion is brewed, it will remain potent until the end of the game day and can be imbibed at any time. The potion takes a quick count of 30 to drink.

Identify Potion

Range: Touch

Area: Single - Potion

Duration: Instantaneous

Misc.: NA

Cost: 1

By inspecting a potion for a quick count of 30, the Ranger can determine the specific nature of any non-magical potion, and will know the type, strength, and remaining duration of the potion.

Make Arrows

Range: Self

Area: 5 Arrows

Duration: Until used

Misc.: NA

Cost: 1

When used, this ability will allow the Ranger to make 5 mundane arrows or bolts. Each arrow will last until fired or one game day, whichever comes first.

Nature Lore

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Cost: 1*

With this ability, the Ranger can learn the lore surrounding any famous person, location, animal, event, or legend that relates to a natural place (subject to GM knowledge and discretion). **Nature Lore** will provide information regarding the legends and history surrounding the target, but will not identify the target's magical abilities. *If there is no **Nature Lore** available then the Ranger does not spend any ability points.

Sense Poison

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 1

By closely inspecting or smelling an object or character, the Ranger can sense the presence of poison, and determine what general type of poison is present (toxin, venom, Kill Dagger, Red Death, or any other poison type).

Speak with Animals

Range: Melee

Area: Single - Animal

Duration: 10 minutes

Misc.: NA

Cost: 1

This ability allows the Ranger to move in such a way as to leave no discernible tracks, which will conceal his passage from a character using **Tracking** (Ranger 1, Thief 3). This ability only affects the Ranger; any other character traveling with him will still leave a visible trail.

Perceive Illusionary Terrain

Range: Melee **Area:** Sight **Duration:** 10 minutes

Misc.: NA **Cost:** 3

This ability allows the Ranger to see through illusions that change the appearance of the land, such as an illusory bog that is actually a chasm. This ability will not dispel the illusions; it will only allow the ranger to see through them.

Sense Traps

Range: Melee **Area:** Sight **Duration:** 10 minutes

Misc.: NA **Cost:** 3

With this skill the Ranger will sense all traps (for example, glyphs, pitfalls, or snares) within the area of effect, whether they are visible or hidden. This ability may be moved, and can be used in both indoor and outdoor environments. The Ranger can move no faster than a walk to use **Sense Traps** effectively. The location and nature of each trap (magical, mechanical, or glyph) will be sensed, but the Ranger will not know what will trigger the trap or what type of damage it will cause. This skill is blocked by 1 inch of wood, earth, stone or metal, but cannot be blocked by shields. The duration of this skill is 10 minutes.

Target Arrow

Range: Combat **Area:** Single **Duration:** Instantaneous

Misc.: NA **Cost:** 3

After a quick 45 count aiming, this ability allows the Ranger to fire an arrow at a target as small as 3"x3"; this is the only manner in which an opponent's limb may be specifically targeted with missile fire. The Ranger should call out "**Target Arrow**" followed by the opponent's color, the arrow's damage, and which of the opponent's limbs has been targeted; for example, "**Target Arrow**, Blue, 5 points, right arm". Shields do not protect against a targeted arrow.

Level 4

(Default Preparation Time = Quick 45 Count)

Animal Pact

Range: Self **Area:** Self **Duration:** Permanent

Misc.: NA **Cost:** 0

The Ranger can make a pact with a single creature type corresponding to the **Aspect of the Beast** (Druid 8, Ranger 8) SAS (bear, falcon, mongoose, panther, snake, or wolf). All animals affected by the **Animal Pact** will be under the effects of a permanent **Animal Tamer** (Druid 1, Ranger 3) towards the Ranger, and will remain peaceful unless provoked. Any aggressive behavior by the Ranger towards an affected animal will break the pact (GM discretion). When invoking **Aspect of the Beast**, the Ranger will spend one less ability point for his chosen **Animal Pact** type.

This ability can only be used one time ever by the Ranger, and the pact must be recorded with the IFGS Registry. If the pact is ever broken, the Ranger must record the loss of the pact with the IFGS Registry. Once a pact is lost it cannot be reestablished except by game design.

Gauge Magical Missile Weapon

Range: Touch **Area:** Single **Duration:** Instantaneous

Misc.: NA **Cost:** 0

With this skill the Ranger can gauge the magical enhancements that pertain to damage on a missile weapon, including an arrow, crossbow bolt, bow, bowstring, or crossbow. This skill will tell the Ranger

what the item does, not what it is worth. The Ranger must handle an item for a quick 30 count to use this skill.

Investigate Habitation

Range: Melee

Area: Sight

Duration: Instantaneous

Misc.: NA

Cost: 0

Using this ability, the Ranger can inspect the natural or artificial habitation of a group of 5 or more creatures (characters or animals) and draw conclusions about the creatures themselves. This ability will provide information including the following, as appropriate: the approximate size of the creatures, weapon usage (including natural weapons such as claws), tool usage (and the types of tools), dietary habits, skin type (furred, scaled, flesh, etc.), and the approximate number of creatures. This ability is limited by GM knowledge and discretion.

Knockdown Arrow

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: KD30

Cost: 4

After a quick 45 count aiming, this ability allows the Ranger to fire an arrow that will cause a quick 30 count knockdown to the target. The Ranger should call out "**Knockdown Arrow**" followed by the opponent's color, the arrow's damage, and the duration of the knockdown; for example, "**Knockdown Arrow**, Blue, 1 point, Knockdown quick 30".

Neutralize Non-Magical Disease Potion

Range: Touch

Area: Single - potion

Duration: Game Day or until used

Misc.: NA

Cost: 4

The Ranger can brew a potion that will cure the target of all non-magical diseases, unless otherwise specified by game design. This potion does not restore lost Resilience, but does prevent further loss or disability. The potion requires a quick count of 30 to drink.

Neutralize Poison Potion

Range: Touch

Area: Single - potion

Duration: Game Day or until used

Misc.: NA

Cost: 4

The Ranger can brew a potion that will neutralize all magical and non-magical poisons within the target except Red Death, unless otherwise specified by game design. This potion does not restore lost Resilience but it does prevent further loss or disability. The potion requires a quick count of 30 to drink.

Wathit

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: Var.

By observing a creature for a quick count of 45, the Ranger can gather information about its natural properties. Natural properties of a creature include information such as how much Spike damage the creature does, what special attack the creature has, approximately how much Resilience the creature has, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. The Ranger cannot use this ability to determine a creature's level or class. The Ranger will learn 1 property of his choice for every 2 ability points expended, and can spend up to his level in ability points.

Level 5

(Default Preparation Time = Quick 60 Count)

Arrow of Slaying

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 5

By aiming for a quick count of 45 and expending a Spike, the Ranger can fire an arrow that will cause a significant amount of additional damage to the target. The arrow's base damage is 5 points plus the Ranger's Spike damage.

Enhanced Senses

Range: Self

Area: Self

Duration: 10 minutes

Misc.: NA

Cost: 5

With this ability the Ranger can sense the exact position, both distance and direction, of invisible and concealed creatures up to his level +2. Use of this ability will allow the ranger to target these creatures with missile fire.

Ranger's Guardian

Range: Combat

Area: Combat

Duration: 2 hours

Misc.: NA

Cost: 5

This ability creates a creature that will act as a sentry or alarm for the Ranger; only the Ranger who creates the guardian will be able to see or control it. The guardian can monitor an area of effect of Combat designated by the Ranger. Once set, the area can't be moved. The guardian will "know" any character or creature that is pointed at and named by the Ranger. While the Ranger is within the area of effect, the guardian will warn him when any unknown creature enters the guarded area. If the Ranger is asleep, he will be awakened by the guardian's warning; if the Ranger is magically slept, the guardian will be unable to wake the Ranger.

The guardian's senses will detect all creatures that can be seen, smelled, or heard, even those that are concealed; creatures that cannot be detected by the guardian may be created by game design. The guardian cannot be used as an advance scout or an attack animal, and cannot be used to trigger glyphs or other traps. The guardian's senses are only as good as those of the GM or SK.

Twin Shot

Range: Self

Area: Self

Duration: Combat or until used

Misc.: NA

Cost: 5

Upon activating this ability, the Ranger can cause one of his arrows to have an area of Double. The Ranger may then fire any one arrow and hit two targets simultaneously. The original arrow is fully copied, so a twinned Target Arrow (Ranger 3) would hit the same limb on both targets. The costs of the original arrow only need to be paid once, so a Spike would only count as one Spike, and a **Knockdown Arrow** (Ranger 4) would only have to be paid for once.

Level 6 - 10

There are no shared Ranger abilities above 5th level.

Archer (Ranger)

Master of the bow, the Archer is simply unparalleled at non-magical ranged combat. With enough arrows, he can take down an army. He can fill the sky with shafts, making an unavoidable rain of death. Although they are unstoppable with bow in hand, their talents are very focused, giving them little breadth.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All types

Armor – Leather or Chain
Shield – Any

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
1	48	15	4	4	5
2	51	19	4	5	6
3	54	25	5	5	7
4	57	31	5	5	8
5	60	35	6	6	9

Archer Abilities

An Archer uses Ranger abilities and is considered a Ranger.

Appendix A provides a list of all Archer skills and abilities in table form.

Innate Skills

(Default Preparation Time = 0 seconds)

Barbed Arrows

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

The Archer does 1 additional point of damage with his **Arrow of Slaying** (Ranger 5). This rises by an additional 1 point every level (7 plus spike point **Arrow of Slaying** at 7th level, 8 plus spike point arrow at 8th level, etc.) This skill is a base of the character class and may not be placed in a magic item.

Fletcher

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

The Archer can use **Make Arrows** (Ranger 1) for zero cost. This skill is a base of the character class and may not be placed in a magic item.

Level 6

(Default Preparation Time = Quick 60 Count)

Hawkeye Shot

Range: Sight

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 6

With a quick 45 aiming time, the Ranger can fire a shot with no distance maximum. As long as the target can be seen, the shot will hit its target. If the target is outside easy communication range, this may require the GM to communicate the hit to the target (even by radio). If there is simply no way to communicate to the target without significant interruption of the game (target is on a ridge a quarter mile away and does not have a radio), the shot simply can't be made. The Archer will generally know in advance if a shot is possible. This ability is not generally used in combat.

Harden Bow

Range: Touch

Area: Single - Bow

Duration: 1 combat

Misc.: NA

Cost: 6

With 1 minute of out-of-combat preparation of a bow, the Archer can reinforce it, making it able to block hits from melee weapons without being rendered useless or causing damage to the Archer. This reinforcement lasts until the end of the next combat and the bow must pass a safety inspection (with this SAS in mind) before the ability can be used. This will never allow a bow to be used as a melee striking weapon.

Power Shot

Range: Self

Area: Self

Duration: Until used

Misc.: NA

Cost: 6

The Archer can grant himself an additional Spike that must be used on a propelled missile attack. The extra Spike only lasts until the next end of combat, or until the Archer uses a Spike for a melee or thrown weapon attack. The Archer should call out "Power Shot" when he uses it, to identify that he has used an SAS.. She can only have one Power Shot Spike ready at any one time.

Level 7

(Default Preparation Time = Quick 60 Count)

Githar's Arrow

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: LI

Cost: LI

After a quick 45 count aiming, this ability allows the Ranger to fire an arrow that will have one of the special abilities listed below. **Githar's Arrow** does not cause any physical damage, although if used in conjunction with a critical arrow it will bypass a shield. The Ranger should call out "**Githar's Arrow**" followed by the opponent's color, the special ability of the arrow, and the level of effect; for example, "**Githar's Arrow**, Blue, **Crash Time**, 6th level". This is an LI ability.

- **Disarm** (Fighter 6): This arrow will disarm an opponent who is holding a weapon, but has no effect against natural weapons such as claws, talons, or tentacles. If the target is less than or equal to the level of effect called by the Ranger, the target must drop his weapon and let it hit the ground, after which it can be retrieved.
- **Sleep** (Magic User 9): This arrow will cause the target to fall asleep. If affected, the target will be unable to use SAS or activate magic items, although spells already in effect will continue to be in effect for their normal duration. **Sleep** lasts for a duration of 10 seconds per level of effect or until a target is awakened. Noise or damage will not cause the target to awaken. Arcane methods that

can awaken the target include **Awaken** (Magic User 2) and a white **Flower of Avalon** (Druid 8). The only physical means that can be used to wake the affected target is to lightly shake him for a quick 60 count. For a quick 60 count after waking up, the target can do nothing but defend himself.

Stun Arrow

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: KD45

Cost: 7

After a quick 45 count aiming, this ability allows the Ranger to fire an arrow that will cause a quick 45 knockdown to the target. **Stun Arrow** does not cause any physical damage, although if used in conjunction with a critical arrow it will bypass a shield. The Ranger should call out "**Stun Arrow**" followed by the opponent's color and the duration of the knockdown; for example, "**Stun Arrow**, Blue, Knockdown quick 45".

Level 8

(Default Preparation Time = Quick 60 Count)

Snap Shot

Range: Self

Area: 1 arrow

Duration: Game Day or until used

Misc.: NA

Cost: 8

This ability allows the Archer to fire an arrow with no aim time, even while moving, as long as the normal aim time is a quick 45 count or less. Despite the fact that the arrow will have no invocation or aim time, it is still considered to be a use of an SAS, and 5 seconds must pass before the Archer can use another SAS. When using this ability, the Archer must call "**Snap Shot**" before calling the normal arrow information such as SAS name, effect, and target. This ability is used concurrently with the special arrow to be used.

Black Arrow

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 8

Before using **Black Arrow**, the Archer must have used **Wathit** to discover the creature's greatest weakness. The Black Arrow takes a quick 45 count to aim and will do +9 points of damage, but will have added properties based on the greatest weakness. If the creature is vulnerable to an elemental damage type, or a special material, holy water, or anything else, the Black Arrow may be called with any or all of the discovered weaknesses. A critical arrow may be used with in conjunction with a **Black Arrow** to bypass a shield.. Each Archer may only use **Black Arrow** against any one opponent once per combat.

Treedome uses Wathit and discovers that a creature is vulnerable to cold steel and holy water. He then fires a Black Arrow, calling "Black Arrow! 10 points, cold steel, holy water"!

Level 9

(Default Preparation Time = Quick 60 Count)

No Defense Arrow

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 9

After a quick 45 count aiming, this ability allows the Ranger to fire an arrow that will cause damage independent of any defense. The amount of damage caused by the arrow is unchanged and this arrow may be a critical if desired.

Level 10

(Default Preparation Time = Quick 60 Count)

Killing Arrow

Range: Combat

Area: Single

Duration: Instantaneous

Misc.: KD30, LI

Cost: LI

After a quick 45 count aiming, this ability allows the Archer to fire an arrow that will cause the target to take a **Killing Attack**. This ability causes the target creature to immediately take a quick 30 Knockdown and damage equal to the twice the LI level the ability is called at. This target cannot be healed nor its armor mended until the target rests for a quick 60 count of undisturbed meditation. The target can only be affected by one **Killing Attack** at a time no matter the source (i.e. until the target has rested and can heal again, other **Killing Attacks** will be unsuccessful). If the arrow is evaded, the ability is still used and the points are wasted. If the target calls "no effect" (because of his LI resistance or some other reason), the Archer gains a +1 to his effective LI level until the end of the combat. A character may only deliver one **Killing Attack** every 5 seconds, regardless of the source and the ability cannot target allies.

Beastfriend (Ranger)

The Beastfriend is a Ranger who is known to the animals, and they can sense that he *belongs*. He has great power when dealing with animals, both natural and supernatural, and has a quasi-magical ability to draw from their strength to add to his own.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All types

Armor – Leather or Chain

Shield – Any

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
6	50	15	4	4	5
7	55	19	4	5	6
8	60	25	5	5	7
9	65	31	5	5	8
10	70	35	6	6	9

Beastfriend Abilities

An Beastfriend uses Ranger abilities and is considered a Ranger

Appendix A provides a list of all Beastfriend skills and abilities in table form.

Innate Skills

(Default Preparation Time = 0 seconds)

Beast Alliance

Range: Self

Area: Self

Duration: 1 game-day

Misc.: NA

Cost: 0

The Beastfriend must meditate for a quick 60 count, aligning himself with a particular aspect, either Bear, Falcon, Mongoose, Panther, Snake or Wolf. This alliance lasts for the rest of the game day, and once done, means that the Beastfriend can only choose the aspects that reflect his alliance. In return, **Minor Aspect of the Beast** (Beastfriend 6), **Aspect of the Beast** (Beastfriend 8), and **Greater Aspect of the Beast** (Beastfriend 10) all cost 1 fewer ability points, and each aspect will grant certain additional powers (see individual abilities for details). If the Ranger has used **Animal Pact** (Ranger 4) to pact with one of these kinds of creatures, he may only choose that kind of creature when using **Beast Alliance**.

Insect Bane

Range: Touch

Area: Single

Duration: Combat

Misc.: NA

Cost: 0

This power gives the recipient complete protection from all insects, including those summoned by **Insect Strike** (Druid 3).

Understand Animals

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

The Ranger can understand the speech of naturally occurring and non-sentient animals. The animals will not necessarily cooperate with the Ranger, nor will the Ranger be able to make himself understood to them with this ability.

Level 6

(Default Preparation Time = Quick 60 Count)

Calm the Savage Beast

Range: Melee

Area: Single - Animal

Duration: 5 minutes

Misc.: LI

Cost: LI

This skill allows the Beastfriend to infuse an animal (natural or supernatural) with calm. This skill will negate the effects of any of the following (magically induced or not) for the duration of the skill: fear, drunkenness, insanity, frenzy, nightmare, **Battle Fever** (Fighter 1), **Spook** (Magic User 2), and any type of intense emotion. This skill does not induce a docile nature or alter the intent of the recipient, it only causes calmness. This is an LI ability.

Minor Aspect of the Beasts

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: NA

Cost: 6

This ability allows the Ranger to assume the aspect of one of the animals listed below. The Ranger will not shape change into the animal, but will obtain some of its abilities as well as the ability to communicate with other animals of the same type. If the Ranger chooses to assume an aspect that corresponds to his **Animal Pact** (Druid 0, Ranger 4), this ability will cost one fewer point. This stacks with the **Beast Alliance** discount. While under the effects of this ability, the Ranger may use magic items and SAS as normal, and will still be able to understand and speak his normal languages.

Each aspect will provide uses of SAS that can only be used by the Ranger during the duration of the aspect. **Minor Aspect of the Beasts** lasts 5 minutes or until the end of the current combat.

- **Bear:** Max Resilience +4. The Ranger gains 1 Spike and is +1 to his Spike damage during the duration of the aspect, while missile and throwing damage drops to zero. In addition, she can use **Strength I** (Knight 2) once during the aspect.
Alliance Benefit: The Ranger gains a +2 to Spike damage, instead of +1.
 - **Falcon:** Spike damage while using thrown or propelled weapons is +2. The Ranger may use a Fighter's **Dodge Blow** once during the duration.
*Alliance Benefit: Can use **Throw** (Monk 5) once during the duration.*
- Mongoose:** Spike damage +2, max Resilience +2.
Alliance Benefit: The Beastfriend gains +1 Spike that must be used before the end of the ability.

- **Panther:** Spike damage +1 and the Ranger can use **Climbing** (Thief 5), and **Leap** (Monk 2) once each during the duration.
Alliance benefit. The Beastfriend can use **Dodge Blow** (Weaponmaster 7, Thief 3) once during the duration.
- **Snake:** The Ranger gets a +3 bonus to Spike damage that lasts until she uses a Spike. He also gets a +1 to LI Resistance for the duration.
Alliance benefit. The Beastfriend can call “conducting” on the Spike and can use **Sense Poison** (Thief 1) once during the duration.
- **Wolf:** The Ranger can create one 2 point Healing Potion per team-mate at zero cost and the Beastfriend can use one binding for free during the duration. These potions all remain potent for the rest of the game day.
Alliance benefit. Can invoke **Exuberate** (Cleric 4) with a 5 second meditation

Level 7

(Default Preparation Time = Quick 60 Count)

Animal Haven

Range: Self **Area:** Self **Duration:** Combat or 5 minutes
Misc.: LI, Material Component **Cost:** LI

After invoking this power, the Beastfriend gains powerful protection against the attacks of normal animals. Animals affected by the aura are unable to make successful attacks directed at the Beastfriend. Attacking creatures must be informed of the existence of an **Animal Haven** and its level. If the Beastfriend is hit by an attack, she can counter it by calling out ‘haven’ followed by the LI level the ability was cast at. If the attacker does not call out ‘No Effect’, then the attack is countered. This ability only works on attacks directed at the Beastfriend and has no effect on abilities with an Area of Double, Triple, Combat, Sight, or Voice. This ability will not stop others from communicating with or following the target.

The Beastfriend may not take any offensive actions towards any animals while the ability is in effect, and may not take any offensive actions towards them for 5 seconds after the ability ends, even if the ability is dismissed by the Beastfriend. A character with an **Animal Haven** in effect can use defensive abilities such as **Wrath** (Cleric 5) and can change targets while under the effects of the **Animal Haven**.

The Beastfriend can end the **Animal Haven** by loudly calling out "Dismiss Animal Haven" and removing the yellow flag. This is an LI ability, but unlike other LI abilities, it can be cast up to 2 levels higher than the caster’s level. Note that animals immune to LI will be able to attack the **Animal Haven’s** recipient, even though she will be unable to attack back. Material component: Yellow flag.

Hawksight

Range: Self **Area:** Self **Duration:** 30 seconds
Misc.: NA **Cost:** 7

The Beastfriend can reach out to the birds and stretch his senses out to them, seeing through their eyes. The character can get a basic birds-eye view of the surrounding area (which will be described by the GM). This may include information that will give the PC ideas about upcoming encounters (“there are five people waiting near the road to the North”) and will help prevent the Beastfriend from getting lost. What information is available is up to the GM, but should at least include large structures, roads, and the general terrain properties. The Beastfriend can only use this ability for 30 seconds at a time and the Beastfriend must meditate for a quick count of 60 to prepare for it.

Turtle’s Shell

Range: Self **Area:** Self **Duration:** 1 Combat or until ended (see below)

Misc.: NA

Cost: 7

The Beastfriend takes on the armored strength of the turtle. For the duration of the ability, the Ranger will be immune to melee attacks to the back of his torso and will be able to hold his breath for up to 1 hour. He is also immune to **Kill Dagger** (Thief 2) on his torso and **Killing Touch** (Killing Monk 7) on his back. His LI resistance increases by +2 for the duration of the ability, but if struck by ice damage or affected by extreme cold, the ability will end prematurely.

Tiger's Grace

Range: Self

Area: Self

Duration: 1 Combat or until ended (see below)

Misc.: NA

Cost: 7

The Beastfriend takes on the dexterity and poise of the great cats. Until the end of the next combat, the Beastfriend can use **Balance** (Monk 5), and **Safe Fall** (Monk 3) an unlimited number of times, and can use **Leap** (Monk 1, Thief 1) and **Climbing** (Thief 1) each up to twice. In addition, the Beastfriend can also **Backstab** (as per Thief) for damage equal to his level for the duration (she does not add her Spike damage modifier). Water (rain, rivers, etc.) will end this ability immediately.

Level 8

(Default Preparation Time = Quick 60 Count)

Aspect of the Beasts

Range: Self

Area: Self

Duration: 1 Combat or 5 Minutes

Misc.: NA

Cost: 8

This ability allows the Ranger to assume the aspect of one of the animals listed below. The Ranger will not shape change into the animal, but will obtain some of its abilities as well as the ability to communicate with other animals of the same type. If the Ranger chooses to assume an aspect that corresponds to his **Animal Pact** (Druid 0, Ranger 4), this ability will cost one fewer point. This stacks with the **Beast Alliance** discount. While under the effects of this ability, the Ranger may use magic items and SAS as normal, and will still be able to understand and speak his normal languages.

While in **Aspect of the Beasts**, the Ranger should role-play the characteristics of the aspect he has chosen (for example, a mongoose or panther might move quickly or a bear might move in a lumbering fashion). Each aspect will provide uses of SAS that can only be used by the Ranger during the duration of the aspect. **Aspect of the Beasts** lasts 5 minutes or until the end of the current combat, whichever is longer. The character may not have **Aspect of the Beasts** active at the same time as **Minor Aspect of the Beasts**.

- **Bear:** Max Resilience +6. +2 points of natural armor. The Druid gains 3 Spikes and is +2 to his Spike damage during the duration of the aspect, while missile and throwing damage drops to zero. In addition, she can use **Battle Fever** (Fighter 1) as if he were a 10th level Fighter and is under the effects of **Strength II** (Knight 4) for the duration of the aspect. *Alliance Benefit:* The Beastfriend has the ability to regain Resilience equal to her Threshold once per combat with a 5 second meditation. Once during the aspect he can use the Knight's **+2 vs. LI effects** (Guardian 6).
- **Falcon:** Spike damage while using thrown or projectile weapons is +3, Max Resilience +5. The Druid may autocast **Gale** (Druid 4) once during the duration of the aspect at no spell-point cost, and may use a Fighter's **Dodge Blow** twice during the duration. The Druid will be under the effects of **True Sight** (Magic User 7) for the duration of the aspect. The Druid may **Leap** (Monk 2) a distance of up to 40 feet once during the duration of the aspect. *Alliance Benefit:* The Beastfriend can do one additional critical arrow per set of 10 (to a maximum of 10) and can use

generated by her body by using this ability). He cannot fire his own arrows using **Porcupine's Quills**. Up to the Rangers level of these quills may be Critical quills.

Wolverine's Frenzy

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: NA **Cost:** 9

The Beastfriend assumes the ferocity and fearlessness of the wolverine. Until the end of the next combat, or until he takes damage that breaks his Threshold (whichever comes first), he gains a +4 bonus on Spike damage and is immune to fear effects.

Level 10

(Default Preparation Time = Quick 60 Count)

Greater Aspect of the Beasts

Range: Self **Area:** Self **Duration:** 1 Combat or 5 Minutes
Misc.: NA **Cost:** 10

This ability allows the Ranger to assume the aspect of one of the animals listed below. The Ranger will not shape change into the animal, but will obtain some of its abilities as well as the ability to communicate with other animals of the same type. If the Ranger chooses to assume an aspect that corresponds to his **Animal Pact** (Druid 0, Ranger 4), this ability will cost one fewer point. This stacks with the **Beast Alliance** discount. While under the effects of this ability, the Ranger may use magic items and SAS as normal, and will still be able to understand and speak his normal languages.

While in **Greater Aspect of the Beasts**, the Ranger should role-play the characteristics of the aspect he has chosen (for example, a mongoose or panther might move quickly or a bear might move in a lumbering fashion). Each aspect will provide uses of SAS that can only be used by the Ranger during the duration of the aspect. **Greater Aspect of the Beasts** lasts 5 minutes or until the end of the current combat, whichever is longer. The character may not have **Greater Aspect of the Beasts** active at the same time as **Aspect of the Beasts** or **Minor Aspect of the Beasts**. For all aspects, when the aspect ends, if the loss of the additional Resilience results in the unconsciousness of the Beastfriend, then she will be unconscious.

- **Bear:** Maximum Resilience +15, natural armor +2, Spike damage +2, LI resistance +2. The Beastfriend has the ability to use three +3 blows during the duration of the aspect, while missile and throwing damage drops to zero. In addition, she can use **Battle Fever** (Fighter 1) as if he were a 10th level Fighter and is under the effects of **Strength II** (Knight 4) for the duration of the aspect. Chooses one limb to be under the effects of **Resist Pain** (Knight 5) for the duration. Can **Heal Self** (Monk 1) for 2 Resilience with a 5 second meditation an unlimited number of times. *Alliance Benefit:* The Beastfriend has the ability to mend 10 points of Resilience twice per combat with a 5 second meditation. Gains **Missile Protection** (Monk 3, Magic User 3) and **Spell Protection** (Magic User 4) when he puts up the aspect.
- **Falcon:** Maximum Resilience +8, Spike Damage +5 for projectile attacks, damaging spells, and thrown attacks. The Beastfriend may autocast **Gale** (Druid 4) once during the duration of the aspect and may use a Fighter's **Dodge Blow** and Monk's **Throw** (Monk 4) twice during the duration. The Ranger is immune to **Gale** (Druid 4) and **Dust Storm** (Shaman 7) while in aspect. The Beastfriend will be under the effects of **True Sight** (Magic User 7) for the duration of the aspect. The Beastfriend may **Leap** (Monk 2) a distance of up to 40 feet once during the duration of the aspect. *Alliance Benefit:* The Beastfriend can fire any number of critical arrows and gets a +2 Spike (weapon) bonus when firing criticals. The Beastfriend can use two special arrows once each during the aspect without point cost from the following list: **Hawkeye Shot** (Archer 6), **Arrow of Slaying** (Ranger 5), **Stun Arrow** (Archer 7), **No-Defense Arrow** (Archer 9).

- **Mongoose:** Maximum Resilience +4, Spike damage +4, Spikes +2, natural armor +1, LI resistance +2. The Beastfriend loses proficiency with projectile weapons. The Beastfriend will be protected by **Sense I** (Monk 4) and is immune to poisons for the entire duration of the aspect. Any poison already affecting the Beastfriend when this ability is initiated will have its effects frozen for the duration of the ability. The **Sense I** will end at the same time as the aspect. The Beastfriend can use Spikes with both hands and is immune to fear effects for the duration.
Alliance Benefit: The Beastfriend can **Killing Attack** (Killing Monk 8) by melee blow once during the aspect.
- **Panther:** Maximum Resilience +6, natural armor +1. The Beastfriend may use each of the following SAS once during the duration of the Aspect: **Balance** (Monk 5), **Climbing** (Thief 5), **Dodge Blow (Fighter 7, Thief 3)**, **Evade** (Movement Monk 7), **Leap** (Monk 2), and **Safe Fall** (Monk 3). The Panther is immune to knockdowns. Beastfriend can **Backstab** (Thief 1) for 8 points at will. *Alliance Benefit:* Backstab damage is 10, and the Beastfriend can **Sense Traps** (Ranger 3), **Define Traps - Mechanical** (Thief 3) and **Bypass Trap – Mechanical** (Thief 4), and **Speed** (Monk 7) once each during the aspect.
- **Snake:** Maximum Resilience +2, Natural armor +2. The Ranger gains a +6 bonus to Spike damage until she next uses a Spike and the damage from that Spike is conducting. The Beastfriend may autocast **Stun** (Magic User 7) and **Freeze Poison** (Cleric 2) once each during the duration of the aspect, and may add a **Pain Strike** (Cleric 4) to one successful melee or missile strike. Can **Sense Poison**, **Sense Traps**, and **Evade** once each during the aspect. The Beastfriend may use the **Conceal Self** (Thief 5, Forester 6) ability at her level +2. Note: the **Conceal Self** can outlast the duration of the aspect. Once the Beastfriend becomes unconcealed she may not become concealed again for the duration of the aspect.
Alliance Benefit: Ranger can call **Enthrall** at his level once per combat (after a quick 30 count of meditation), and gains **Elemental Protection** against the element of his choice.
- **Wolf:** Maximum Resilience +10, Spike damage +2. For the duration of the aspect, the Beastfriend is immune to all poisons and is under the effects of **Resist Death** (Knight 7) effective at her level. Any poison already affecting the Beastfriend when this ability is initiated will have its effects frozen for the duration of the ability. The Beastfriend may use **Fighter's Strike** (Fighter 8), **Resist Pain** (Knight 5) and **Fortitude** (Knight 2) once each during the aspect. The Wolf can use **Heal** (Knight 1) for 20 total points during the aspect (usable in any increment, each use requires a quick 30 count of meditation) and can use **Confidence** (Commander 7) once during the aspect.
Alliance Benefit: The Wolf-allied Beastfriend can cause an **Exhort** (Cleric 7) and **Invigorate** (Healer 9) once each during the aspect at zero cost by meditating for a quick 60 count. This **Exhort** can be initiated in combat.

Forester (Ranger)

The Forester is a lone wanderer, who specializes in attacking from the shadows, appearing and disappearing with deadly speed. He is neither an archer/sniper, nor a quasi-shamanic animal-channeler. He may be an assassin, an hero of the wild, a barbarian, or simply a dark stranger, wrapped in shadow and followed by blood and ruin.

Class Statistics

The table below provides spikes and spike damage, resilience, threshold, and ability point totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – All types

Armor – Leather or Chain

Shield – Any

Level	Ability Points	Base Resilience	Threshold	Spikes	Spike Damage
6	50	15	4	4	5
7	55	19	4	5	6
8	60	25	5	5	7
9	65	31	5	5	8
10	70	35	6	6	9

Forester Abilities

A Forester uses Ranger abilities and is considered a Ranger.

Appendix A provides a list of all Forester skills and abilities in table form.

Innate Skills

(Default Preparation Time = 0 seconds)

Sneak Attack

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 0

Whenever the Forester delivers a melee or thrown weapon attack against a character's back (which includes the buttocks and back of the torso only) while standing behind that character (she must be standing behind the imaginary line made by the target's shoulders), then his base damage is equal to her current Spike damage. Making a **Sneak Attack** counts as using an SAS and no other SAS can be used for 5 seconds afterwards. In addition, although changes to the Forester's Spike damage will change her **Sneak Attack** damage, no other bonuses (including actual Spikes) can be added to the **Sneak Attack**.

Two Weapon Fighting

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

Foresters are able to use Spikes with either hand. This is a base skill of the class and cannot be put into a magic item.

Ranger's Blades

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Cost: 0

While wielding two weapons in melee combat, the Forester gains a +2 bonus to her Spike damage (stacks under +Spike damage (weapon)).

Improved Sense Potion Type

Range: Touch

Area: Single - Potion

Duration: Instantaneous

Misc.: NA

Cost: 0

By spending a quick count of 30 smelling, examining, and otherwise analyzing a potion, the Forester can learn whether the potion is magical or not, and, if so, what all of its magical properties are, as if the item had been fully savvied.

Level 6

(Default Preparation Time = Quick 60 Count)

Conceal Self

Range: Self

Area: Self

Duration: 5 minutes/level

Misc.: LI, Material Component

Cost: LI

This ability allows the Ranger to conceal himself. While he is 30 feet or more from another PC or NPC, his concealment is effective at the level of the conceal +3. As long as the Ranger moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through grass), then he will not be noticed by other creatures. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal himself if he is within 10 feet of any other creature. If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or he will be immediately detected. This is an LI skill, and the character must inform anyone who approaches him, "Conceal," followed by the level of effect.

The Ranger may not take any offensive actions while in concealment, but may attack immediately after coming unconcealed. He must call "Conceal Down!" or obviously put his yellow flag away so that it is no longer visible when he drops the concealment. This ability cannot be dispelled, but the Ranger can be detected with **True Sight** (Magic User 7) or **Enhanced Senses** (Ranger 5).

A concealed person cannot make any fast movements, nor invoke abilities, or the concealment will terminate (active struggling while bound is considered movement). A concealed person cannot activate magic items or pre-cast spells, skills, or abilities. This is an LI ability. Material component: Yellow flag.

Disarm Trap – Mechanical

Range: Touch

Area: Single - Trap

Duration: Instantaneous

Misc.: NA

Cost: 6

With this skill the Forester can disarm a mechanical trap. The Forester must be aware of the trap either by direct observation or use of **Sense Traps** (Ranger 3).

Ranger Herbs

Range: Touch

Area: Single - Herb or Root

Duration: Game Day or until used

Misc.: NA

Cost: 6

This ability allows the Ranger to prepare one of the rare herbs and roots listed below, or to prepare additional herbs or roots by game design. The Ranger must specify which type of herb or root he is preparing, and will only prepare enough to affect one creature one time. The Ranger is assumed to have gathered all of the raw materials for this ability at the beginning of the game day. The Ranger must spend 15 seconds preparing the root or herb for use; once prepared, the herb or root will maintain its potency for the rest of the game day or until used, whichever comes first. Any character can brew a potion from a prepared herb or root by simply adding it to ½ cup of water.

The ability point expenditure for this ability is incurred when the Ranger prepares the herb or root; if the Ranger purchases already-prepared herbs or roots, or finds them through other means, he will not have to expend any ability points to create potions from them.

- **Athelas** – When a potion brewed from this herb is consumed, it will neutralize the effects of all known poisons including Red Death. This herb does not restore lost Resilience, but does prevent further loss or disability.
- **Damiana** – When a potion brewed from this herb is consumed, the target will fall madly in love with the character that gave it to him, and will behave accordingly. This herb will affect any creature that is equal or lesser in level to the Ranger who prepared it. Duration: 15 minutes.
- **Nightshade** – When a potion brewed from this herb is consumed, it will poison the target. 15 seconds after the potion is consumed, the target will fall into a coma; the target will die 2 hours after falling into the coma.
- **Devil's Weed** – A potion brewed from this root will give the target the ability to cast 1st level Magic User spells for a short time. The target will not gain the ability to cast **Magefire** or **Wizard's Bolt**. The potion will not provide the target with any spell points, so he must have access to spell or ability points for casting; these can be either innate to his class or provided by magic items. Although the target is limited to 1st level Magic User spells, he can cast those spells at his own level of effect for the appropriate point cost; for example, a 6th level Ranger could cast a 6th level **Entrall** (Magic User 1) for 3 ability points. This potion does not negate any of the target's other abilities. Duration: 5 minutes or the end of the current combat, whichever is greater.
- **Hellebore** – When a potion brewed from this root is consumed, the target gains a +3 bonus to Spike damage. When the duration wears off, the character will lose 5 Resilience. Duration: 1 Combat or 5 minutes
- **Melange** – When a creature drinks a potion made from this root, he will enter into a prophetic dream state for 5 minutes. During this time, the target will be entranced and stationary; he will receive information from the GM about the current adventure or his future, at the GM's discretion. The trance cannot be broken before the duration has passed, except by use of a **Freeze Poison** (Cleric 2) or **Neutralize Poison** (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10). Duration: 5 minutes.

Level 7

(Default Preparation Time = Quick 60 Count)

Group Concealment

Range: Melee

Area: Party

Duration: 5 minutes/level

Misc.: LI, Material Component **Cost:** 7

By use of this ability the Ranger can conceal himself and others as per the **Conceal Self** (Ranger 6, Thief 5) ability. If the observer is more than 30 feet away from the concealed group, the concealment is effective at the Ranger's level +3. If the observer is within 30 feet of the concealed group, then the concealment is effective at the Ranger's level. The area of effect is a 5 foot radius circle around the Ranger, and does not move with the Ranger. Anyone who approaches the concealed group should be told Conceal, followed by the level of effect.

If any member of the concealed group moves outside of the area of effect, the concealment effect will drop for him on an individual basis; all restrictions on coming out of **Conceal Self** (Ranger 6, Thief 5) apply. No member of the concealed group may take any offensive action while in concealment, but may attack immediately upon becoming unconcealed. A person must call "Conceal Down" loudly or obviously put away her yellow flag so that it is no longer visible, when they drop the concealment, and this will end the **Group Concealment** for everyone. This skill can't be dispelled, but can be detected with SAS such as **True Sight** (Magic User 7) or **Enhanced Senses** (Ranger 5). Material component: Yellow flag.

Group Move Without Tracks

Range: Melee **Area:** Party **Duration:** 5 minutes/level
Misc.: NA **Cost:** 7

By use of this ability, the Ranger can obscure the tracks of a group of up to 12 people, which will conceal the group's passage from a character using **Tracking** (Ranger 1, Thief 3). The group must remain within a 10 foot radius circle, and can move no faster than a normal walking pace. The Ranger must move at the back of the group to effectively obscure the trail.

Irongoo

Range: Touch **Area:** Single - Potion **Duration:** Game day or until used
Misc.: NA **Cost:** 7.

The Ranger can brew an **Irongoo** unguent that, when rubbed on armor, will refresh one expended Armor counter. Once the potion is brewed, it will remain potent until the end of the game day and can be rubbed on armor at any time (by taking a quick count of 30 to role-play rubbing the lotion on the armor)

Track Lore

Range: Melee **Area:** Single - Set of Tracks **Duration:** Instantaneous
Misc.: NA **Cost:** Var.

By observing a set of tracks for a quick count of 60, the Ranger can gather information about the natural properties of the creature that left them. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many Resilience the creature has, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. The Ranger cannot use this ability to determine a creature's level or class. The Ranger will learn 1 property for every 4 ability points expended, and can spend up to his level in ability points.

Tripline

Range: Touch **Area:** Single - trap **Duration:** Game Day or until triggered
Misc.: KD30, Material Component **Cost:** 7

This ability allows the Ranger to set a mechanical trap known as a **Tripline**, which will be triggered by the first creature other than the Ranger who comes within 5' of it. The **Tripline** will cause 4 points of damage to each leg (8 total damage), plus a quick 30 count knockdown.

The Ranger must specify the exact boundaries of the **Tripline** to the GM, and must either remain within 30' of the trap or mark the area with a black flag for it to remain effective. If the Ranger remains within 30' of the trap, he is responsible for calling out the effect of the trap when it is triggered; if he marks it with a black flag, a GM or NPC should call the effect when it is triggered. A Ranger can only have one **Tripline** in existence at a time. A **Tripline** cannot be seen by other characters, but will be identified by SAS such as **Sense Traps** (Ranger 3) and **Trap Sense** (Thief 2). The duration of **Tripline** is until triggered or one game day, whichever comes first.

As long as the trap has not been triggered, the Ranger can spend a quick 60 count disarming and retrieving the trap. In this case, the points are refunded and the trap is not considered used. Material component: Black flag.

Level 8

(Default Preparation Time = Quick 60 Count)

Ranger Herbs II

Range: Touch **Area:** Single – Herb or Root **Duration:** Game day or until used
Misc.: NA **Cost:** 8

This ability allows the Ranger to prepare one of the rare herbs and roots listed below, or to prepare additional herbs or roots by game design. The Ranger must specify which type of herb or root he is preparing, and will only prepare enough to affect one creature one time. The Ranger is assumed to have gathered all of the raw materials for this ability at the beginning of the game day. The Ranger must spend 15 seconds preparing the root or herb for use; once prepared, the herb or root will maintain its potency for the rest of the game day or until used, whichever comes first.

The ability point expenditure for this ability is incurred when the Ranger prepares the herb or root; if the Ranger purchases already-prepared herbs or roots, or finds them through other means, he will not have to expend any ability points to create potions from them.

- **Jaqvine Bean** – These small beans will spring into vines in a very short amount of time. They can be easily cultivated to almost any length up to 20 feet long and they are very strong. The vine will climb up rough surfaces (such as stone or bark) allowing anyone to use Climbing (Thief 1) on that surface for the next hour. The vine can also be cut to use as a rope in some instances (this is up to the GM and should be determined by whether an actual rope representation is available or needed). Finally, if asked to grow around an object, they will tie the object up. This can be a person who is willing, held, bound, or unconscious. It takes approximately 30 seconds for a bean to turn into a vine, and the cultivation into a particular shape or usage cannot be done while engaged in other activities such as combat. Only the Forester has the necessary experience to get the vine to grow as desired. After one hour, the vine withers away.
- **Sudo Root** – This is a small, bitter root that can be chewed for a quick count of 60 to give the chewer powerful abilities of persuasion. After chewing, the user can autocast **Simon Spell** at his level once in the next 5 minutes.
- **Corpsewalk Bloom** – This black flower is surrounded by a halo of nettled, dark green leaves. When placed on any kind of cold flesh, it will immediately dig in roots. Corpsewalk Blooms do not like warm flesh, and a body must be dead at least 5 minutes before the bloom will dig its roots in. Once dug into a body, it will cause the body to rise and walk about, twitchingly. The body will generally walk straight forward, and must be directed physically if it is to turn. The body will basically have 2 Resilience and a Threshold of 1 (struck limbs will become disabled, and after 2 points the body will simply fall over) and will not follow commands. If laid down, it will often take a good minute or two before the body gets back into a walking position and moves on. The body is not undead, nor alive. The bloom will live for about 15 minutes or until torn out.
- **Mordenkain's Spore** – These spores make a fine dust that can be collected in a pouch or held in the hand. When spread over a magical area, or over an enchanted person, they have the same effect as a **Dispel Magic** cast at the level of the Ranger. It takes a quick count of 60 to spread the spore, and the user must then declare what effect will be dispelled and the level of the Dispel. The effect is instantaneous. The target must be basically stationary or the spores cannot be properly applied.

Snare

Range: Touch **Area:** Single – trap **Duration:** Game Day or until triggered

Misc.: KD30, Material Component **Cost:** 8

This ability allows the Ranger to set a mechanical trap known as a **Snare**, which will be triggered by the first creature other than the Ranger who comes within 5'. When the target sets off the **Snare** he will take a quick 30 count knockdown and will be unable to move his feet unless freed by another person. Freeing the target of a **Snare** requires at least quick 45 count of role-playing the act of dismantling the trap.

The Ranger must specify the exact boundaries of the **Snare** to the GM, and must either remain within 30' of the trap or mark the area with a black flag for it to remain effective. If the Ranger remains within 30' of the trap, he is responsible for calling out the effect of the trap when it is triggered; if he marks it with a yellow flag, a GM or NPC should call the effect when it is triggered. When called, the Ranger should first call the knockdown, then the trap, the target's color; for example, "Knockdown quick 30, **Snare**, blue". A Ranger can only have one **Snare** in existence at a time. A **Snare** cannot be seen by other characters, but will be identified by SAS such as **Sense Traps** (Ranger 3) and **Trap Sense** (Thief 2). The duration of **Snare** is until triggered or one game day, whichever comes first.

As long as the trap has not been triggered, the Ranger can spend a quick 60 count disarming and retrieving the trap. In this case, the points are refunded and the trap is not considered used. Material component: Black flag.

Level 9

(Default Preparation Time = Quick 60 Count)

Deadfall

Range: Touch **Area:** Single - trap **Duration:** Game Day or until triggered

Misc.: KD30, Material Component **Cost:** Level

This ability allows the Ranger to set a mechanical trap known as a **Deadfall**, which will be triggered by the first creature other than the Ranger who comes within 5'. The **Deadfall** will cause 15 points of damage, plus a quick 30 count knockdown; all damage is applied to the target's torso. In addition, if the target's LI resistance is equal to or less than the Ranger's level, the target will be unable to move for 5 minutes or until he is freed by another character. Freeing the target of a **Deadfall** requires at least a quick 45 count of role-playing the act of dismantling the trap. The Ranger must expend his level in ability points when creating a **Deadfall**.

The Ranger must specify the exact boundaries of the **Deadfall** to the GM, and must either remain within 30' of the trap or mark the area with a black flag for it to remain effective. If the Ranger remains within 30' of the trap, he is responsible for calling out the effect of the trap when it is triggered; if he marks it with a yellow flag, a GM or NPC should call the effect when it is triggered. When called, the Ranger should first call the knockdown, then the trap, the damage the target's color, and the trap's level of effect; for example, "Knockdown quick 30, **Deadfall**, 15 points, blue, LI 9". A Ranger can only have one **Deadfall** in existence at a time. A **Deadfall** cannot be seen by other characters, but will be identified by SAS such as **Sense Traps** (Ranger 3) and **Trap Sense** (Thief 2). The duration of **Deadfall** is until triggered or one game day, whichever comes first.

As long as the trap has not been triggered, the Ranger can spend a quick 60 count disarming and retrieving the trap. In this case, the points are refunded and the trap is not considered used. Material component: Black flag.

Hunting Pursuit

Range: Self

Area: Self

Duration: Until terminated

Misc.: NA

Cost: 9

This ability will allow the Ranger to follow and locate a familiar creature, and can be used on any target of his level or below that has come within 30 feet of the Ranger. The Ranger will be able to track the target regardless of its mode of travel, as long as the Ranger actively pursues the target; if the target moves to a different plane, the Ranger will lose the trail and the ability will end.

For the duration of the Hunting Pursuit, the Ranger will be under the effects of **Enhanced Senses** (Ranger 5). If the target is concealed at a level high enough to go undetected by the Ranger, he cannot be tracked with this ability. This ability can be used to follow a target using **Move Without Tracks** (Ranger 3, Monk 5, Ranger 7). This ability will last until the Ranger finds the creature, the hunt is abandoned, or for one game day, whichever comes first.

Level 10

(Default Preparation Time = Quick 60 Count)

Trapmaster

Range: Self

Area: Self

Duration: 1 Combat or 5 minutes

Misc.: Material Component

Cost: 10

Until the end of the next combat or 5 minutes, the Forester can re-set any trap that he set that has been set off. He must go to the trap and spend a quick count of 30 "re-setting" it. Once done, the trap will be as if it had not gone off. It will not trigger on anyone already within the radius, but will trigger on anyone new coming into it. The trapmaster can do this an unlimited number of times until the end of the duration.

Killing Cut

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: KD30, LI

Cost: LI

With this skill the Forester can cause a **Killing Attack** with a successful **Backstab**. After the Backstab has been made and successfully hit the back of the target's torso, the Forester may use this ability to call a **Killing Attack**. This causes the target creature to immediately take a quick 30 count Knockdown and damage equal to the twice the LI level the ability is called at. This target cannot be healed nor its armor mended until the target rests for a quick 60 count of undisturbed meditation. The target can only be affected by one **Killing Attack** at a time no matter the source (i.e. until the target has rested and can heal again, other **Killing Attacks** will be unsuccessful). If the backstab is evaded, the ability is still used and the points are wasted. If the target calls "no effect" (because of his LI resistance or some other reason), the Forester gains a +1 to his effective LI level until the end of the combat. A character may only deliver one **Killing Attack** every 5 seconds, regardless of the source and the ability cannot target allies.

Chapter 18: Thief

Stealth, agility, deftness of hand, and a deep knowledge of human nature are the Thief's tools of trade. When it is time for secrecy or subtlety, a Thief has many skills to offer, whether the situation calls for spying and eavesdropping or silent removal of a guard or two. Entry into forbidden places, opening of locked doors, evaluation of treasure, understanding people, getting a good bargain, and disguising a character's appearance – it's tough to match a Thief in these situations and more.

Specializations

Once the Thief reaches 6th level, he must choose his specialization. Some thieves are killers, who practice with poisons and techniques to become Assassins. Others choose a life as an adventurer, learning the ways of locks and traps, dungeons and monsters. The last path is a very different one; the thief learns the ways of arcane magic, powered by poetry and words. This is the way of the Bard, of skalds and storytellers.

Class Statistics

The table below provides spikes and spike damage, resilience, and threshold totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any 2 weapon types except greatweapon and polearm

Armor Allowed – Leather

Shield Allowed – None

Level	Resilience	Threshold	Spikes	Spike Damage
1	5	2	1	2
2	6	2	2	2
3	7	2	2	2
4	9	3	2	3
5	11	3	2	3

Thief Skills

Thieves have skills that come from their agility and basic knowledge of human nature. All of a Thief's skills (until he becomes a Bard) are considered to be innate – skills are gained at different levels at no spell or ability point cost. The only limitation on a Thief's use of her skills is that they are restricted to a finite number of uses per game day. In most cases, the number of uses is based on the level of the Thief, but some skills can be used an unlimited number of times. When calculating uses per day, round up unless otherwise noted. Because none of the base Thief's skills are considered to be magical, they cannot be affected by **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). This is also true of the skills for Assassins and Rogues, but not Bards who use spell-points to create magical spells which **can** be dispelled. The majority of a Thief's skills require no activation or invocation time; skills that do require invocation will specifically note that in the description. 5 seconds must pass between each use of a skill, ability, spell, or magic item.

Some of a Thief's skills come from potions that she can brew. All potions must be consumed in their entirety to have an effect, and must be at least ½ cup in volume unless otherwise stated. If a potion representation is not available, it will take 5 seconds of role-playing to consume the potion. Potions cannot be combined; for example, a **Healing Potion** (Ranger 1) and a **Neutralize Poison Potion** (Ranger 4, Thief 7, Thief 10) could not be mixed in the same ½ cup volume. Thieves must role-play preparing their potions, but may bring pre-made representations to save time. Once brewed, a potion will last for the remainder of the game day unless otherwise stated in the ability's description.

Appendix A provides a summary of all Thief skills in table form.

Innate Skills

(Default Invocation Time = 0 seconds)

Second Wind

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: No Limit

During a Short Rest, the character gains extra Resilience back, by knowing how to fully relax, patch her own wounds, etc. The extra Resilience gained is equal to his level, and will restore disabled limbs if the amount regained is higher than her Threshold.

Character Option: Thief's Focus

The Thief may choose between one of three possible innate skills. The Thief may choose **Dodge Blow**, **Intuit Code**, or **Find Trap**. This may be chosen at the beginning of each game.

Dodge Blow

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: ½ Level (Round Up)

With this skill a Thief can completely dodge any 1 blow from a hand-held weapon attack, with the exceptions of **Free Strike** (Monk 9) and **Kill Dagger** (Thief 2). Non-damaging blows such as **Numbing Blow** (Knight 9) can also be dodged. If hand-held attacks such as **Electrify** (Magic User 1), **Killing Attack** (Killing Monk 8, Ranger 10, Magic User 10, Knight 8, Cleric 9), or **No Defense Blow** (Knight 6) are dodged, then that spell, ability or skill is still discharged. In addition to attacks from hand-held melee weapons, the abilities **Physical Attack** (Monk 3), **Throw** (Monk 5) and **Sacrifice Throw** (Monk 3) can also be dodged and are considered discharged. In order to use this skill the Thief must not be unconscious, held, or otherwise immobilized. The Thief must loudly call out "**Dodge**" when she uses this skill. This skill is an immediate counter.

Intuit Code

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: ½ Level (Round Up)

A Thief can use this skill to reduce the difficulty of a code, find clues to the riddle solution, or even solve a puzzle. The amount of aid given is determined by game design and GM discretion.

Find Trap

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: Level

A Thief can use this skill to ask one question about the traps around his current location. In order to use **Find Trap**, the Thief must first have gotten a warning about traps from his **Trap Sense** (Thief 2) skill. The Thief can ask one of the following three questions: What kind of trap is the closest trap? What direction is the closest trap? How many traps are within Close range of me? Additional uses of this skill can be expended to ask additional questions.

Level 1

(Default Invocation Time = 0 seconds)

Backstab

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Uses: No Limit

Whenever the Thief delivers a melee or thrown weapon attack against a character's back (which includes the buttocks and back of the torso only) while standing behind that character (she must be standing behind the imaginary line made by the target's shoulders), then his base damage is equal to her level plus his current Spike damage. Making a **Backstab** counts as using an SAS and no other SAS can be used for 5 seconds afterwards. In addition, although changes to the Thief's Spike damage will change her **Backstab** damage, no other bonuses (including actual Spikes) can be added to the **Backstab**.

Gauge Value of Non-Magical Treasure

Range: Touch

Area: Single - item

Duration: Instantaneous

Misc.: NA

Uses: No Limit

A Thief can accurately gauge the Blue Book value of non-magical treasure. He will not know exactly what the local populace will give for the item, but will have a good estimate on which to base his bargaining for gems, jewelry, or other items of treasure. If used on a magic item, this skill will provide the value of the mundane materials used in its creation.

Pick Locks

Range: Touch

Area: Single - lock

Duration: Special

Misc.: Material Component

Uses: Level per lock, minimum of 2

This skill provides the Thief with the ability to pick a lock, as described in Chapter 8, and can accurately gauge the type and difficulty of a lock by inspecting it. A Thief must have an IFGS lock pick, which must comply with the guidelines in Chapter 8, and she may carry as many lock picks as she wishes. A Thief may attempt to pick a particular lock a number of times equal to her level, except for a 1st level Thief who can make 2 attempts on a lock, and must start at the beginning of the lock with each new attempt. Material component: lock pick.

Sense Poison

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Uses: No Limit

By closely inspecting or smelling an object or character, the Thief can sense the presence of poison, and determine what general type of poison is present (toxin, venom, Kill Dagger, or Red Death).

Thief's Hearing

Range: Combat

Area: Voice

Duration: 5 minutes

Misc.: NA

Uses: Level, minimum of 2*

This skill allows the Thief to hear sounds, such as chanting, spell casting, or shuffling, that are being made at a distance or beyond an obstacle. The Thief can overhear conversations up to 30 feet away, or can listen through a normal door or wooden wall. This skill does not give the Thief linguistic abilities, and she will only understand conversations that are in a language that she also knows. The Thief must inform a GM or SK that she is trying to listen, and the results will be limited by GM or SK knowledge; if an action happens too quickly for it to be communicated from the NPC to the GM and then to the Thief, then the Thief will not hear clearly enough to discern the specifics of a conversation. However, if the Thief overhears something such as a group of NPCs discussing whether they intend to let the PCs go or to kill them, the GM will be able to pass along the basic details of the conversation. Use of this skill is governed by GM discretion – it is useless on a noisy street or in a loud bar. *Uses of this skill are cumulative with **Improved Thief's Hearing** (Thief 4).

Level 2

(Default Invocation Time = 0 seconds)

Two Weapon Fighting

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Uses: No Limit

At 2nd level and above, Thieves are able to use Spikes with either hand. This is a base skill of the class and cannot be put into a magic item.

Gauge Value of Magic Item

Range: Touch

Area: Single - Item

Duration: Instantaneous

Misc.: NA

Uses: No Limit

The Thief can determine the approximate Blue Book value of a magic item. In order to use this skill, the Thief must know the magical properties of the item from use of **Savvy** (Magic User 1, Monk 2), **Legend Lore** (Monk 1), or other source; the assigned value will be based on the known properties. She will not know exactly what the local populace will give for the item, but will have a good estimate on which base her bargaining for other items.

Kill Dagger

Range: Touch

Area: Single

Duration: 15 minutes

Misc.: LI, Material Component **Uses:** ½ Level, minimum of 2*

A Thief can make a small object called a **Kill Dagger**, which normally takes the form of a small object such as a small dagger or a ring with a needle, and is used to deliver a paralyzing poison. For purposes of use in game, the **Kill Dagger** is represented by a 2 inch square piece of duct tape that has been marked with an identifying symbol or name. The tape must be applied to the target by the Thief's hand to indicate where the **Kill Dagger** was applied; this skill cannot be delivered or applied by a weapon or implement. As the **Kill Dagger** is placed, the Thief must call "**Kill Dagger**," followed by the level of effect, which is her level +3; if the Thief does not call out the level of effect, the **Kill Dagger** will have no effect. The square of duct tape representing the **Kill Dagger** must be left in place as a representation of the skill's use.

When a **Kill Dagger** is applied between the shoulder blades of a target creature, it delivers a poison that causes instant paralysis for 15 minutes or until a **Neutralize Poison** (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10) or **Freeze Poison** (Cleric 2) is done; the target can be fed a **Neutralize Poison** potion as if she were unconscious (requires quick 30 count to administer). If the poison is delivered to the center of a target's back, she will be completely paralyzed; if delivered to any other part of the body the target will suffer full paralysis in 5 minutes, lasting for 10 more minutes, if the poison is delivered to a limb that limb will immediately be paralyzed, with full paralysis occurring 5 minutes later which will last for 10 more minutes. Once paralyzed, the target may not cast spells or activate magic items, including an item of Monk's **Neutralize Poison**; autoactivated magic items will function normally. **Kill Dagger** poison is Level Influential, which means that the poison can only affect characters at the level of the **Kill Dagger** or below.

Kill Daggers work regardless of the target's armor or magical protections, with the exception of **Concentration** during spell casting. **Kill Dagger** also works independently of backpacks or other coverings on the target's back. If a shield is in use, it can be used to block a **Kill Dagger**; however, if a shield is slung across the target's back, it is treated like a backpack and will provide no protection from this skill. A **Kill Dagger** has no effect on an undead creature, and cannot be used on someone actively involved in combat.

A Thief can carry as many **Kill Dagger** representations as she wishes, but must possess at least one for this skill to be used; if all of these items are lost or taken in game, the Thief will be unable to use this skill until a suitable representation can be found. A **Kill Dagger** can be used only by the Thief who created it. *Uses of this skill are cumulative with **Apply Kill Dagger to Needle Trap** (Thief 9). Material component: kill dagger representation and a 2"x2" square of duct tape.

People Lore

Range: Self **Area:** Self **Duration:** Instantaneous
Misc.: NA **Uses:** ½ Level, minimum of 2

With this skill, the Thief will learn information about a noteworthy person, group, or organization (subject to GM knowledge and discretion). This skill can also be used in reverse to identify the person, group, or organization that is associated with information already known by the Thief. If there is no **People Lore** available then the Thief will not expend one of her uses.

Sharpen Daggers +1

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: NA **Uses:** ½ Level, minimum of 2*

A Thief using this skill can improve his Spike damage with thrown weapons by +1 *Uses of this skill are cumulative with **Sharpen Daggers +3** (Thief 5) and **Sharpen Daggers +5** (Rogue 8).

Trap Sense

Range: Self **Area:** Self **Duration:** Permanent
Misc.: NA **Uses:** No Limit

With this skill the Thief will get a warning if there are any trap-triggers within 30', or, if she is in a room or corridor, whether the current room or corridor is trapped. **Trap Sense** will "go off" on non-magical or magical traps, including glyphs. This warning is up to the GM to give. Without using **Find Trap** (Thief 0), the Thief will only know that one or more traps are there, not where they are.

Level 3

(Default Invocation Time = 0 seconds)

Define Trap – Mechanical

Range: Self **Area:** Self **Duration:** Instantaneous
Misc.: NA **Uses:** Level*

When the Thief uses this skill, he can determine the lethality and general purpose of a known mechanical trap. The Thief will know whether the trap, when triggered, will seal doors, release poison, activate pits, drop the ceiling, or cause some other effect, and will know the relative amount of damage caused by these effects (low – up to 20 % of the Thief's Maximum Resilience, moderate – 20 to 50% of the Thief's Maximum Resilience, or high – greater than 50 % of the Thief's Maximum Resilience). *Uses of this skill are cumulative with **Define Trap – Magical** (Thief 7).

Escape Bonds

Range: Self **Area:** Self **Duration:** Instantaneous
Misc.: NA **Uses:** ½ Level, minimum of 2

The Thief can escape from any mundane bindings. It will take the Thief 5 minutes to escape.

Fence Item

Range: Touch **Area:** Single - item **Duration:** Instantaneous
Misc.: NA **Uses:** Level

With each use of this skill, the Thief may sell one mundane or magical item to a person who receives and disposes of stolen goods, called a fence. By doing so, the Thief will receive 75% of the item's gold piece price as listed in game copy; if no such value exists the item may not be fenced. This skill may only be used at the end of the game, and only on items gained during the current game unless otherwise indicated by game design. This skill does not prevent the Thief from trying to locate a fence in a town during a game; if the Thief does locate a fence by game design, it will not count as a use of this skill.

Memory

Range: Self **Area:** Self **Duration:** Game day
Misc.: NA **Uses:** Level

When a Thief uses this skill he can remember up to 5 minutes of verbiage or 1 page of text for up to one game day. This could be used to remember information such as directions, a list, a map, names, a riddle, or an answer. The Thief must study the target text for at least a quick 45 count, and the Thief must state to a GM or SK that he is using this skill within 5 minutes of studying the text or hearing the verbiage. The Thief does not have to be able to understand the text or verbiage in order to remember it.

Reduce Lock Type, -1

Range: Touch **Area:** Single - lock **Duration:** 5 minutes
Misc.: NA **Uses:** Level*

With this skill a Thief is able to reduce the type of a lock by 1 level, making it easier for the lock to be opened by another character with **Reverse Lock** (Magic User 1), physical damage, or spell damage; this skill has no effect on the lock's difficulty to pick. For example, a Type D lock could be reduced to Type C to make the lock susceptible to physical damage. Chapter 8 includes a table which defines each lock type. This skill allows the Thief to specify one of the following attributes, which will be reduced by 1 level:

- Lock type for Physical Damage
- Lock type for Spell Damage
- Lock type for Spell Point Cost for Reverse Lock

To use this skill the Thief must be next to, and touching, the lock while the lock is opened with damage or spells; if the lock is damaged by an area effect spell, the Thief must be included in the area of effect. This

skill cannot be used on a Type G lock, except by game design. A lock may not be reduced more than once.

Alternatively, once the Thief has achieved 4th level, and as long as she is not currently picking the lock, the Thief can use this skill to give herself one "touch" on this lock as per Thief's Touch (Thief 2). This can be only once per lock, and never while the Thief is actually working on the lock. *Uses of this skill are cumulative with **Reduce Lock Type, -2** (Thief 7).

Set Needle Trap

Range: Touch **Area:** Single - object **Duration:** Game Day or until triggered

Misc.: Material Component **Uses:** ½ Level*

This skill allows the Thief to set a mechanical needle trap on a small object, which will be triggered by the first creature other than the Thief that touches the object without first using **Bypass Trap** (Thief 4) or **Disarm Trap** (Thief 5). A needle trap can be set on any lid, door, lock, knob, lever, or other similar, rigid mechanical device. The needle trap will cause 2 points of piercing damage and will poison whichever limb was used to open the door or lid, or to use the knob or pick the lock. If there is any question, the damage and poison will be done to the torso. The poison will numb the limb, making it unusable and lasts for one hour. Until it is neutralized or frozen, the limb cannot be used. This ability cannot be used in melee.

It will take the Thief a quick 45 count to set the needle trap. The Thief must specify the exact location of the needle trap to the GM, and must either remain within 30' of the trap or mark the area with a black flag for it to remain effective. If the Thief remains within 30' of the trap, she is responsible for calling out the effect of the trap when it is triggered; if she marks it with a yellow flag, a GM or NPC should call the effect when it is triggered. A needle trap cannot be seen by other characters, but will be identified by SAS such as **Sense Traps** (Ranger 3) and **Trap Sense** (Thief 2). The duration of this skill is until triggered or one game day, whichever comes first. *Uses of this skill are cumulative with **Apply Kill Dagger to Needle Trap** (Thief 9).

As long as the trap has not been triggered, the Thief can spend a quick 60 count disarming and retrieving the trap. In this case, the trap skill is not considered used. Material component: Black flag.

Tracking

Range: Self **Area:** Self **Duration:** Unlimited

Misc.: NA **Uses:** No Limit

A Thief can see and follow a faint, old, covered, or obscured trail. This skill is limited by GM knowledge.

Set Projectile Trap

Range: Touch **Area:** Single - trap **Duration:** Game Day or until triggered
Misc.: KD30, Material Component **Uses:** ½ Level

This skill allows the Thief to set a mechanical projectile trap, which will be triggered by the first creature other than the Thief comes within 5'. The projectile trap will cause 4 points of piercing damage, plus a quick 30 count knockdown; all damage is applied to the target's torso.

It will take the Thief a quick 45 count to set the projectile trap. The Thief must specify the exact boundaries of the needle trap to the GM, and must either remain within 30' of the trap or mark the area with a black flag for it to remain effective. If the Thief remains within 30' of the trap, she is responsible for calling out the effect of the trap when it is triggered; if she marks it with a black flag, a GM or NPC should call the effect when it is triggered. A projectile trap cannot be seen by other characters, but will be identified by SAS such as **Sense Traps** (Ranger 3) and **Trap Sense** (Thief 2). The duration of this skill is until triggered or one game day, whichever comes first.

As long as the trap has not been triggered, the Thief can spend a quick 60 count disarming and retrieving the trap. In this case, the trap skill is not considered used. Material component: Black flag.

Thief's Touch

Range: Self **Area:** Self **Duration:** Instantaneous
Misc.: NA **Uses:** Level

This skill can be used in conjunction with **Pick Locks** (Thief 1) to enhance the Thief's skill at lock picking. When the Thief fails an attempt at **Pick Locks**, she can use this skill to continue her attempt at the point where he touches the lock, instead of having to start over from the beginning of the lock. To invoke this skill, the Thief must call out "**Thief's Touch**" immediately after he touches the lock; she does not have to declare use of this skill before beginning to pick the lock. With the use of this skill the Thief will not suffer any ill effect from touching the lock – it will be as if the touch did not occur. The Thief is allowed one touch per level of the Thief per game day, and any number of those touches can be on the same lock. The 5 Second Rule does not apply to uses of this skill.

Truth Sense

Range: Melee **Area:** Single **Duration:** 10 minutes
Misc.: LI **Uses:** ½ Level

With this skill, the Thief can determine when a target of her level or below is telling lies, but will not know which exact words are lies. Omission of truth will not be revealed by use of this skill. If the opponent is unaffected by this skill, the use is still counted against the total number of uses for that day and 5 seconds must pass before the Thief can use another SAS or magic item.

Level 5

(Default Invocation Time = 0 seconds)

Climbing

Range: Self **Area:** Self **Duration:** Special
Misc.: NA **Uses:** Level

With this skill, the Thief can role-play climbing up, down, and across vertical surfaces. The Thief can climb 20 feet per level of the Thief, at a rate of 1 foot per second. Combat cannot be initiated from a climbed surface; if the Thief is attacked while **Climbing**, he can only defend herself from attack. If a Thief is affected by a knockdown while **Climbing**, he will 'fall' to the nearest near-horizontal surface and suffer an amount of damage determined by game design. This skill cannot be used in combat.

Conceal Item

Range: Touch **Area:** Single - item **Duration:** Game Day

Misc.: LI, Material Component **Uses:** ½ Level

This skill allows a Thief to conceal an item not larger than 3'x3'x3' (subject to GM discretion), effective at her level. The concealment will last one game day, unless the Thief chooses to remove the object from concealment. A yellow flag, clearly marked with the level of concealment, must be tied to the item. If the level of concealment is missing, then the item is not considered to be concealed. The item must be placed in a reasonable hiding place – the middle of a table would not provide sufficient concealment for successful use of this skill, and the item cannot be concealed on the Thief's person. If a creature physically encounters the item by accident, he will not detect it unless his level is higher than the level of concealment. Material component: Yellow flag.

Conceal Self

Range: Self **Area:** Self **Duration:** 5 minutes/Level

Misc.: LI, Material Component **Uses:** Level*

This skill allows the Thief to conceal herself. While she is 30 feet or more from another PC or NPC, her concealment is effective at the level of the Thief +3. As long as the Thief moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through grass), then she will not be noticed by other creatures. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal herself if she is within 10 feet of any other creature. If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or she will be immediately detected. This is an LI skill, and the character must inform anyone who approaches her, "Conceal," followed by the level of effect.

The Thief may not take any offensive actions while in concealment, and may not take any offensive actions for 5 seconds after she becomes unconcealed. This ability cannot be dispelled, but the Thief can be detected with **True Sight** (Magic User 7) or **Enhanced Senses** (Ranger 5).

A concealed person cannot make any fast movements, including invoking abilities, or the concealment will terminate (active struggling while bound is considered movement). A concealed person cannot activate magic items or pre-cast spells, skills, or abilities. *Uses of this skill are cumulative with **Improved Conceal Self** (Thief 8). This is an LI skill. Material component: Yellow flag.

Disarm Trap – Mechanical

Range: Touch **Area:** Single **Duration:** Instantaneous

Misc.: NA **Uses:** Level*

With this skill the Thief can disarm a mechanical trap. The thief must be aware of the trap either by direct observation or use of **Sense Traps** (Ranger 3). *Uses of this skill are cumulative with **Disarm Trap – Magical** (Thief 9).

Obscure Class

Range: Self **Area:** Self **Duration:** 5 minutes/Level

Misc.: NA **Uses:** ½ Level

With this skill the Thief can obscure his class from someone using the **Know Class** (Thief 4) skill. The Thief must select an alternative class to be projected by this skill; this choice will remain in effect for the duration of the skill.

Sharpen Daggers +3

Range: Self

Area: Self

Duration: 1 Combat

Misc.: NA

Uses: ½ Level, minimum of 2*

A Thief using this skill can improve his Spike damage with thrown weapons by +3. *Uses of this skill are cumulative with **Sharpen Daggers +1** (Thief 2) and **Sharpen Daggers +5** (Rogue 8).

Thief's Edge

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Uses: ½ Level

The Thief can apply an extreme edge to one melee Spike attack used by the Thief. The attack will do piercing damage equal to the Thief's level plus his current Spike damage. The Thief must call out "**Thief's Edge [damage], Piercing**" to activate the Spike. Other damage modifiers may be added to the damage from **Thief's Edge**. Because it is a Spike, the Thief must have unexpended Spikes available in order to use this ability. This ability does not stack in the +Spike damage category, instead it takes the place of the base Spike damage.

Level 6 - 10

There are no shared Thief skills above 5th level.

Assassin (Thief)

The assassin is a killer, a shadow that appears out of the night to end the life of others. She is usually a hired blade, but well worth the gold; her knowledge of killing strikes and poisons make her the deadliest of enemies.

Class Statistics

The table below provides spikes and spike damage, resilience, and threshold totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any 2 weapon types except greatweapon and polearm

Armor Allowed – Leather

Shield Allowed – None

Level	Resilience	Threshold	Spikes	Spike Damage
6	14	4	3	4
7	16	4	3	5
8	18	5	3	6
9	20	5	3	7
10	22	6	4	8

Assassin Skills

An Assassin uses Thief abilities and is considered a Thief.

Appendix A provides a summary of all Assassin skills in table form.

Innate Skills

(Default Invocation Time = 0 seconds)

Poison Lore

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: No Limit

By inspecting a poison, the Assassin can determine its methods of application (contact, ingested, by wound), the effects of the poison, and any special methods of neutralization.

Precision

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Uses: No Limit

The Assassin's base **Backstab** (Thief 1) damage is one higher. Once the Assassin reaches 8th level, it will be two higher. This is not a bonus (and does not stack as a bonus) but instead modifies the base damage done by the **Backstab** skill.

Level 6

(Default Invocation Time = 0 seconds)

Death Blow

Range: Self **Area:** Self **Duration:** Permanent
Misc.: NA **Uses:** No Limit

Whenever the Assassin could throat slit, he may instead do a "deathblow". This causes immediate death to the struck creature.

Poison Skill

Range: Touch **Area:** Single - poison **Duration:** Game day or until used
Misc.: NA **Uses:** ½ Level

This ability allows the Assassin to prepare one of the types of poisons below. The Assassin must specify which type of poison is preparing, and will only prepare enough for one dose. The Assassin is assumed to have gathered all of the raw materials for this ability at the beginning of the game day. The Assassin must spend a quick 60 count preparing the poison for use; once prepared, it will maintain its potency for the rest of the game day or until used, whichever comes first.

The Assassin can apply any of these listed poisons with his **Kill Dagger** (Thief 2), including ones that must normally be ingested, instead of the normal **Kill Dagger** effect. Unlike the **Kill Dagger** poison, they are not Level Influential. The Assassin can tell the GM what the poison is and let the GM communicate the effects after she ascertains that the **Kill Dagger** was successful (i.e. the target is clearly marked with a duct-tape marker). Once the Assassin can make Venom Poison and Red Death, these can be applied instead.

- **Banewort** – Banewort must be taken internally, and takes 5 minutes to take effect. The target will lose access to all spells and SAS for 30 minutes. By default, this will also stop monsters from using special abilities, but this is up to game design.
- **Damiana** – When a potion brewed from this herb is consumed, the target will fall madly in love with the character that gave it to him, and will behave accordingly. This herb will affect any creature that is equal or lesser in level to the Assassin who prepared it. Duration: 15 minutes.
- **Greylock** – Greylock must be applied to the muscles, usually by blade. Three minutes after application, the target will lose all control of her muscles, becoming unable to stand or move. The target will still be fully conscious, but will be totally unable to act for 15 minutes.
- **Nightshade** – When a potion brewed from this herb is consumed, it will poison the target. 15 seconds after the potion is consumed, the target will fall into a coma; the target will die 2 hours after falling into the coma.
- **Screaming Death** – Applied by cut or by ingestion, Screaming Death causes agony, vomiting and nausea. It immediately causes the victim to be *weakened* and *dazed*. Lasts 1 hour or until after 10 minutes of heavy exercise (such as combat, or aerobics).
- **Shadowberry** – Introduced by cut or swallowing, the target's Maximum Resilience is halved (round up). The effects last for 1 hour. A second dose of Shadowberry has no effect.

Level 7

(Default Invocation Time = 0 seconds)

Brew Venom Poison

Range: Touch **Area:** Single - weapon **Duration:** Next successful weapon strike

Misc.: NA **Uses:** 2

With this skill the Assassin can brew a venom poison and use it to coat one of her handheld melee weapons. The Assassin's next successful strike with the target weapon will inflict venom poison on the target, in addition to causing the weapon's melee damage; the Assassin must call out '**venom poison**' and the amount of melee damage after the first successful strike. Only the Assassin who brewed the poison may use it, and the Assassin can only have one venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow (Fighter 7, Thief 3)** or **Evade (Monk 7)**, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Level 8

(Default Invocation Time = 0 seconds)

Improved Neutralize Poison Potion

Range: Touch **Area:** Single - potion **Duration:** Game Day or until used

Misc.: NA **Uses:** ½ Level*

The Assassin can brew a potion that will neutralize all magical and non-magical poisons within the target, including Red Death, unless otherwise specified by game design. The potion will take a quick 60 count to brew. This potion does not restore lost Resilience but it does prevent further loss or disability.

No Mercy

Range: Self **Area:** Self **Duration:** Permanent

Misc.: NA **Uses:** No Limit

The Assassin can do his **Backstab (Thief 1)** damage against an opponent who is knocked down. Note that this attack can be made against any part of a knocked down target, it need not be the back or even the torso and the target may be fully aware and defending. This counts as a use of **Backstab**, so another one cannot be used for 5 seconds. The Assassin cannot do more than one **No Mercy**-provided **Backstab** per Knockdown. To ease confusion, when **No Mercy** is used, the Assassin should just call the damage, not the "Backstab".

Level 9

(Default Invocation Time = 0 seconds)

Kill Dagger by Backstab

Range: Melee **Area:** Single **Duration:** Instantaneous

Misc.: NA **Uses:** ½ Level

With this skill the Assassin can apply a **Kill Dagger (Thief 2)** to a target that he has **Backstabbed** in combat, instead of doing damage. This will count as a use of both **Kill Dagger** and this skill. When the Assassin strikes the back of his target's torso, he should call out "Kill Dagger by Backstab" and his LI level (NOT his normal **Kill Dagger** LI level, which is his level +3). The target may continue to act until the LI level is called by the Assassin. If the Assassin fails to call a level within 2 seconds, the Kill Dagger will have no effect. The Assassin does NOT have to apply his tape-square to the target until he is free to do so, but he must be able to show he has the square prepared and available if challenged.

Piercing Backstab

Range: Self **Area:** Self **Duration:** Instantaneous

Misc.: NA **Uses:** No Limit

With this skill the Assassin can do a backstab that does piercing damage so it cannot be countered by armor.

Level 10

(Default Invocation Time = 0 seconds)

Brew Red Death Poison

Range: Touch **Area:** Single - weapon **Duration:** Next successful weapon strike

Misc.: NA **Uses:** 1

With this skill the Assassin can brew a Red Death poison and use it to coat one of her handheld melee weapons. The Assassin's next successful strike with the target weapon will inflict Red Death poison on the target, in addition to causing the weapon's melee damage; the Assassin must call out '**Red Death**' and the amount of melee damage after the first successful strike. Only the Assassin who brewed the poison may use it, and the Assassin can only have one Red Death or venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow (Fighter 7, Thief 3)** or **Evade (Monk 7)**, the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Killing Cut

Range: Melee **Area:** Single **Duration:** Instantaneous

Misc.: KD30, LI **Uses:** ½ Level

With this skill the Assassin can cause a **Killing Attack** with a successful **Backstab**. This causes the target creature to immediately take a quick 30 count Knockdown and damage equal to the twice the LI level the ability is called at (which should be the level of the Assassin). This target cannot be healed nor its armor mended until the target rests for a quick 60 count of undisturbed meditation. The target can only be affected by one **Killing Attack** at a time no matter the source (i.e. until the target has rested and can heal again, other **Killing Attacks** will be unsuccessful). If the strike is evaded, the ability is still used and the usage is wasted. If the target calls "no effect" (because of his LI resistance or some other reason), the Assassin gains a +1 to his effective LI level until the end of the combat. A character may only deliver one **Killing Attack** every 5 seconds, regardless of the source and the ability cannot target allies.

Bard (Thief)

Bards are the singers of tales and the tellers of legend. Their powerful performances can turn an adventurer into a hero and a king into a tyrant. The Bard is neither a master fighter, nor master spell-caster, but has some amount of strength in each area, fusing them together in a powerful harmony.

The original Bards were the Skalds of the Scandinavian tribes. These became the Celtic and Welsh Bards. Bards have long been famed as jack-of-all-trade entertainers, but in truth, they were closer to historians, passing down information from one generation to another in a vast oral tradition. Similar musician/historians have existed in a variety of different cultures, from the Yugoslavian *guslari* to the *aidos* of Homeric Greece.

Class Statistics

The table below provides spikes and spike damage, resilience, spell points, and threshold totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any 2 weapon types except greatweapon and polearm

Armor Allowed – Leather

Shield Allowed – None

Level	Spell Points	Resilience	Threshold	Spikes	Spike Damage
6	25	14	4	3	4
7	30	16	4	3	4
8	35	18	5	3	5
9	40	20	5	3	5
10	50	22	6	4	6

Bard Skills

A Bard uses Thief abilities and is considered a Thief.

Appendix A provides a summary of all Bard skills in table form.

Innate Skills

(Default Invocation Time = 0 seconds)

Bardic Magic

Range: Self

Area: Self

Duration: Permanent

Misc.: NA

Uses: NA

The Bard has the ability to cast certain spells using spell-points. In addition to skills that are limited to a number of uses, she also has spells that are listed with a spell-point cost. These are paid for just like any other spell-caster's spells are, and are cast in exactly the same way. His level, for the purposes of variable effects, LI, etc. is his character level. Note that the Bardic casts start at 50 syllables.

Legend Lore

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: Level

With this ability, the Bard can determine the legends and history surrounding any famous object, location, historical event, or legend; the Bard will not learn magical abilities of the item with this ability. The Bard need only hear the name or something unique about the target of a **Legend Lore**, and does not have to be in possession of an item to learn about it. If any other types of lore, such as nature, heraldic, or

religion, exist for the target, the Bard will know the type of lore available but not its specific content. *If there is no **Legend Lore** available then the Bard count this as a use..

Level 6

(Default Cast Time = 50 syllables, Default Invocation Time = 0)

Enthrall [Mind-Affecting]

Range: Melee

Area: Single

Duration: 5 minutes

Misc.: LI

Cost: LI

If cast in combat, and effective, **Enthrall** will only prevent the target from attacking the caster until the **Enthrall** has been countered or dispelled (or the duration expires). If cast out of combat, this spell will cause an affected target to regard the caster as an important friend and ally, and to trust and believe whatever the caster says. Under no circumstances will an affected target act to harm the caster, and she will give consent to have additional non-damaging spells cast on her by the caster. The target will not do anything that goes against her own basic nature or that seems dangerous to her, with the exception that she will do her best to defend the caster against attack. If the caster attacks the target, the **Enthrall** will immediately end, in- or out- of combat. This is an LI spell.

Fog Brain

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: LI, Rev.

Cost: LI

This spell will cause the target to forget everything that occurred in the previous 5 minutes. If a target of **Fog Brain** has a logical reason to believe that he has been affected by a **Fog Brain**, then he will be aware that he has a memory lapse. Logical reasons might include missing gold or items, unexplained damage, foreign surroundings, or missing information, but are ultimately governed by GM discretion. Spells already in effect will continue to be in effect for their normal duration. The reverse of this spell can be used in one of two ways, at the discretion of the caster: it can either cause the target to clearly remember the information and events of the previous 5 minutes, or it can reverse the effects of the most recent **Fog Brain** cast on the target. Reverse **Fog Brain** need only be cast at the level of the affected individual. The effects of **Fog Brain** and reverse **Fog Brain** are permanent, unless the target is otherwise affected. This is an LI spell.

Know Aura

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 1

This spell tells the Bard the level of a particular creature, place, spell, or magic item. The caster must request the specific piece of information in which he is interested (for example, the level of the creature, degree of the lock, level of the glyph, or approximate effect of a magic item). If the Bard is interested in a spell that is affecting another creature, he will learn the exact name of the spell and the exact level at which an LI spell was cast.

Lock

Range: Touch

Area: Single

Duration: Game Day

Misc.: Rev.

Cost: Var.

This spell magically locks a door, hatch, lid, or gate for the cost of 1 spell point. Something that has been magically locked can only be unlocked with a reverse **Lock** spell for the cost of 1 spell point. **Dispel Magic** (Magic User 4, Cleric 5, Druid 5), cast at the level of the Bard who cast the **Lock**, can also be used to remove a **Lock**. When used on a mechanical lock, this spell will allow the caster to engage the lock without use of the key; this use of this has a variable spell cost as described in the table below, and the caster can spend up to his level in spell points. A **Lock** spell will remain in effect for one game day or until it is reversed.

The reverse of this spell allows a Bard to unlock a magical or mechanical lock. A **Lock** spell can be reversed at a cost of 1 spell point. A mechanical lock has a variable spell point cost (as described in the table below) to unlock, and the caster can spend up to his level in spell points; therefore, a 2nd level caster could open a type A lock, a 4th level caster could open a type B lock, and so on. Chapter 8 provides further details on the relationship between locks and the use of this spell. Reverse **Lock** is instantaneous.

Lock Type	Spell Point Cost for Lock and Reverse Lock
A	2 points
B	4 points
C	6 points
D	8 points
E	10 points
F	12 points
G	Cannot lock or unlock with Lock spell

Reveal Magic

Range: Combat

Area: Sight

Duration: Instantaneous

Misc.: NA

Cost: 1

With this spell the Bard reveals all magic in the direction he is facing. This spell provides the Bard with a 'snapshot' of all magic in the spell area, which he will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast spells, active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells

Savvy

Range: Touch

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 1

This spell can be cast on a magical target, and will provide the caster with information regarding the target's magical properties. The information provided by this spell is defined in the game design, and will often be comprised of multiple pieces of information. Each use of this spell will provide 1 property of the item, and will also identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. The **Savvy** spell does not usually give information regarding curses, but can do so by game design

Simon's Spell [Mind-Affecting]

Range: Melee

Area: Single

Duration: 10 seconds/level

Misc.: LI

Cost: LI

This spell allows the Bard to give a one-word command to the target; the command must be in a language understood by the target of the spell, and must be perfectly clear and unambiguous. There are four possible commands that the priest can give:

Flee – The target must move away from the combat, trying to stay well out of combat range for the duration of the command. The character can fight normally while leaving and if trapped or approached.

Sleep – The target moves off to what she considers safe location and then into a deep sleep that lasts the duration of the spell. The character can fight and defend himself normally while moving off. Neither damage, nor shaking will wake a character from this sleep.

Surrender – The character must drop his weapons and present himself to the Bard. He will follow the Bard around, not causing trouble, and generally obey commands as if he were a prisoner. If he is attacked by the Bard or the Bard's allies, the duration immediately expires. He will not follow commands that cause him harm or obvious risk. Attacking a surrendered individual can be considered an evil act.

Kneel – The target must kneel on the ground, and may not move his legs. He can fight and defend normally.

Undead are unaffected by this spell. If the caster attacks the target, the spell is broken and the target is free to act normally. This is an LI spell.

Speak Easy

Range: Self

Area: Self

Duration: 5 minutes

Misc.: NA

Cost: 1

This spell allows the caster to understand and speak a previously incomprehensible, non-magical, spoken language. If the language is magical, the caster will know that the language is magical, but will be unable to understand or speak it. The range is language spoken within hearing of the caster. This ability does not work on written languages, or on non-verbal languages such as sign language.

Spook [Mind Affecting, Fear]

Range: Melee

Area: Single

Duration: 30 seconds

Misc.: LI

Cost: LI

This fear-based spell causes the target to run away from the Bard for a period of 30 seconds. The target may take any other actions as long as he is still running away from the Bard (fight, activate items, etc.) This is an LI spell.

Level 7

(Default Cast Time = 75 syllables)

Bardic Inspiration [Mind-Affecting]

Range: Combat

Area: Party

Duration: 1 Combat

Misc.: NA

Cost: 2

This spell may only be cast out of combat and grants each target a +2 to his LI resistance until the end of the next combat. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis. The targets must each be within 30' of the caster.

Binding Word [Mind-Affecting]

Range: Touch

Area: Single

Duration: Special

Misc.: LI

Cost: 2

The Bard may cause another person to keep his promise to the letter of his words. To cast the spell, the Bard must cast Binding Word, and then hold the hand of the intended target, while that target speaks a promise or oath. The Bard may then say "I bind you to your words." This immediately bestows a curse upon the target that will cause the target to lose 10 permanent ability points (if a point-using class) or 2 permanent Resilience (if a Fighter or Thief) if the promise is broken. This curse is cast at a level equal to the Bard's level plus 5. It is up to the GM's discretion as to whether the terms of the promise are broken or not.

Bloodhound

Range: Same plane

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 2

When a caster casts this spell, the direction of a known or familiar target within the same plane will be revealed to the caster. The caster must have seen the item or target previously, and the spell will give an immediate indication of the current direction to the target. Results are subject to GM discretion and knowledge.

Cloak

Range: Special

Area: Special

Duration: 1 combat

Misc.: NA

Cost: 2

With this spell the Bard cloaks a single individual from being scryed or divined in a number of ways. The character will not trigger **Mental Signal** (Magic-User 5) (meaning that even if the individual's actions or presence would normally trigger the **Mental Signal**, if she is cloaked, she will not), and the character and her auras will be immune to the following spells and abilities: **Detect Good/Evil** (Cleric 0), **Detect Law/Chaos** (Cleric 0), **Detect Magic** (Magic-User 0), **Reveal Magic** (Magic-User 1, Cleric 1), **Know Aura** (Cleric 3), **Know Class** (Thief 4), **Know Religion** (Cleric 2), **Divination** (Diviner 7), **Scry Weakness** (Diviner 7), **Divine Elemental Vulnerability** (Diviner 8), **Truth Sense** (Thief 4, Spirit Monk 7) and **Truth Force** (Cleric 8, Monk 8). In addition, items on that character are similarly cloaked and immune to **Reveal Magic** (Magic User 1, Cleric 1), **Detect Magic** (Magic-User 0), and **Treasure Sense** (Rogue 6). Those SAS, when used on the recipient of the **Cloak**, will give only the result "cloaked". In addition, direct questions about the target from **Foresee** (Cleric 2), **Personal Augury** (Diviner 8, Spirit Monk 8), **Commune** (Cleric 8), **Loremaster's Commune** (Loremaster 7) and **Speak to Winds** (Druid 7) will also return only "cloaked". **Cloak** may be dropped voluntarily by its recipient by calling "Cloak down."

Dropsy

Range: Melee

Area: Single

Duration: 5 seconds

Misc.: LI

Cost: LI

This spell causes the target to immediately open his grip, often dropping any and all items that he is holding in his hands. Note that shields or other non-weapon items that are strapped on to the arm or hand need only be let go, they do not need to be removed or put on the ground. The character cannot pick up anything until the end of the duration. Characters cannot attach weapons to their bodies (for example, looping a sword strap around a wrist) to avoid this effect.

Incite [Mind-Affecting]

Range: Melee

Area: Party

Duration: 1 Combat

Misc.: NA

Cost: 2

This spell may only be cast out of combat and grants each target a +2 to his effective LI level until the end of the next combat. Each person affected by the spell is considered to have the spell in effect on an individual basis. When the duration of the spell is over for one individual it is not necessarily over for any other targets that were affected by the spell. This spell can consequently be dispelled on an individual basis.

Phantasm [Fear, Mind-Affecting]

Range: Melee **Area:** Single **Duration:** 10 seconds/level
Misc.: LI **Cost:** LI

This spell strikes the target with mental illusions of the targets darkest fears. The target cannot cast or attack others, and must run away from all other living creatures. For the duration of the spell, any successful melee attack or damaging spell will cause a quick 30 count Knockdown.

Poetry

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: NA **Cost:** 2

While under the effects of this spell, the Bard need not move his hands to cast. He can use his hands and arms however he wishes. He cannot take offensive action while casting, and spells will still be disrupted if he is struck, but he can defend, or undertake other activities (such as picking a lock).

Stun

Range: Combat **Area:** Single **Duration:** Instantaneous
Misc.: KD45 **Cost:** 2

The target of this spell is knocked down for a quick count of 45. The caster should call "**Stun**, knockdown quick 45".

Level 8

(Default Cast Time = 75 syllables)

Bardic Invocation

Range: Melee **Area:** Single **Duration:** 1 Combat
Misc.: NA **Cost:** 8

When the Bard casts this spell upon a target, the target is effectively raised 1 level in any one of the following attributes. The Bard must specify when casting the spell which of the target's attributes will be raised.

- **Resilience** – if at the end of the spell's duration, the loss of this additional Resilience causes the target to go to zero Resilience, then the target will be unconscious.
- **Level of Effectiveness for Use of SAS** – the target can use his SAS at his level of effectiveness +1, but does not gain access to SAS of a level higher than his own; this effect stacks in the LI group. For example, a 6th level Thief could apply a +7 **Thief's Edge** (Thief 5). Note that this change in SAS effectiveness does not stack with other SAS that change LI effectiveness. For example, if a 7th level Magic-User has been invoked to 8th level for SAS effectiveness and casts an **LI Enhancement +2** (Evoker 6, Diviner 7), his resulting casting level would only be 9th, not 10th.

Confusion [Mind-Affecting]

Range: Melee **Area:** Single **Duration:** 10 seconds/level
Misc.: LI **Cost:** LI

This spell will cause the target to lose the ability to focus his thoughts enough for spell casting. The target of the spell will be *confused* for the duration of this spell; however, autoactivated magic items will still be triggered as normal. This is an LI spell.

Doubt [Mind-Affecting]

Range: Melee **Area:** Triple **Duration:** 10 seconds/level
Misc.: KD30, LI **Cost:** LI

Filling the targets' minds with self-doubt, worry, and fear, the Bard breaks down their mental defenses. Each target takes a quick 30 count knockdown and is *dazed* until the end of the combat. Multiple applications of **Doubt**, even from other sources, will have no further effect. The Bard does not have to target herself with this spell even if there are not enough other targets in range. This is an LI spell.

Dirge [Mind-Affecting]

Range: Touch

Area: Single

Duration: 1 Combat

Misc.: LI

Cost: LI

The Bard touches the character to be affected, who must be willing, and casts the spell, draining the character of his will to live. He is *confused* and cannot use SAS, but fights with the madness of the doomed. The character gains the benefit of **Resist Pain** (Knight 6), **Resist Death** (Knight 7) and **Bloodless Limbs** (Necromancer 8),. He also gains a +4 resistance to LI. The recipient will accept no healing from others, nor beneficial SAS of any kind, as she knows them to be wasted. This spell lasts until the end of the combat, at which point the affected character will go unconscious, overcome with despair and believing himself dead, until he is given some sort of healing. The character will not be able to benefit from Short Rests or another **Dirge** spell for 1 hour. This spell must be cast at a high enough level to affect the chosen target.

Enhanced Savvy

Range: Touch

Area: Single - Item

Duration: Instantaneous

Misc.: NA

Cost: Var.

This spell can be cast on a magical target, and will provide the caster with information regarding the target's magical properties. The information provided by this spell is defined in the game design, and will often be comprised of multiple pieces of information. A Bard can spend up to his level in spell points per **Enhanced Savvy**; for each spell point expended, this spell will provide two properties of the item and will identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. The **Enhanced Savvy** spell does not usually give information regarding curses, but can do so by game design.

Scry Weakness

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Cost: 3

After casting this spell, the Bard learns the natural weaknesses of a creature, as well as arcane weaknesses that will allow him to attack it more effectively. The spell will determine what the creature's major weakness is. In addition to the information gained, this will also allow the Bard to do additional damage with his damaging spells against that creature and grants him a +1 on the level of his LI spells against that creature. The additional damage done is equal to half the level of the Bard (round down). These benefits exist until the end of the game-day. The major weakness is dependent on game-design and GM knowledge.

Tracer

Range: Melee

Area: Single

Duration: Game Day

Misc.: NA

Cost: 3

When a caster casts this spell, a target is marked and for the rest of the game-day the caster can determine the direction and approximate distance to the marked target as long as it is on the same plane. Sensing the marked target requires a quick 30 count of meditation and only one target can be marked at a time; a second casting of the spell means losing the previous mark.

Level 9

(Default Cast Time = 100 syllables)

Aura of Terror [Mind-Affecting]

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: LI, Material Component **Cost:** LI

When the Bard casts this spell, he is surrounded by an aura of darkness and palpable menace. Anyone who takes offensive action against the Bard from within Melee range triggers the aura. The Bard can call an autocast **Spook** (Magic User 2, Bard 6) against them at his level +2 without spell-point cost. The Bard may not call **Spook** on anyone he has attacked (with spells or weapons) during the duration of the **Aura of Terror**. The Bard must let 5 seconds pass between **Spooks**. Material component: Yellow flag.

LI Extension

Range: Self **Area:** Self **Duration:** Game Day or until used
Misc.: NA **Cost:** 4

When this spell is cast, the Bard will be able to increase the area of effect for a single-target LI spell of his choice; instead of affecting just Single, the area will be Triple. The duration of this spell is until an LI spell of the caster's choice is enhanced, or one game day, whichever comes first.

Mute [Mind Affecting]

Range: Combat **Area:** Single **Duration:** 10 seconds/level
Misc.: LI **Cost:** LI

With this spell the Bard can prevent the target from making any sounds with his mouth or throat, which will prevent the target from casting, talking, and similar actions. The creature can still make noises with his body as normal, and can call damage in combat, as calling damage is a game mechanic. This is an LI spell.

Sleep [Mind Affecting]

Range: Melee **Area:** Triple **Duration:** 10 seconds/level
Misc.: LI **Cost:** LI

This spell will cause three affected targets within melee range to fall asleep. Affected targets will be unable to use SAS or activate magic items, although spells already in effect will continue to be in effect for their normal duration. **Sleep** affects each target separately, and lasts until the duration expires or until each target is awakened; measures taken to awaken a target will only work for that target.

Noise or damage will not cause a target to awaken. Arcane methods that can awaken a target include **Awaken** (Magic User 2) and a white **Flower of Avalon** (Forester 8). The only physical means that can be used to wake the affected targets is to lightly shake the targets for 15 seconds. For the first 15 seconds after waking up, the target can do nothing but defend himself. The caster will not be slept by his own spell unless he chooses to be. This is an LI spell.

Level 10

(Default Cast Time = 100 syllables)

Awe [Mind-Affecting]

Range: Melee **Area:** Triple **Duration:** Var.
Misc.: LI **Cost:** LI

With this spell the Bard can cause one of three options that will target three affected creatures within melee range. The Bard should call out "**Awe**" followed by the level and name of the chosen effect. The Bard will not be affected by the **Awe** unless he chooses to be. This is an LI spell.

- **Enthrall** as per the 6th level Bard spell; duration is 5 minutes.
- **Spook** as per the 6th level Bard spell; affected creatures will flee the caster for 30 seconds
- **Hold Being** as per the 7th level Cleric spell, but affected creatures should fall to their knees; duration is 5 minutes.

Jack-of-all-Trades

Range: Self **Area:** Self **Duration:** Permanent
Misc.: NA **Uses:** NA

The Bard character can learn from those around him. The 10th level Bard can choose one Fighter or Thief SAS of any level and add it to his repertoire. He can use it as often as the skill's original class. This choice is permanent and cannot be changed between games. The choice should be made before the first game at which the Bard would be playing 10th level and should be recorded on his game record for that game.

Performance [Mind-Affecting]

Range: Combat **Area:** Party **Duration:** Var.
Misc.: LI **Cost:** LI

To cast this spell, the Bard must perform for his allies, making music, singing, storytelling, etc. for at least 3 minutes. This performance must take place out of combat somewhere where his audience can give him their full attention. The audience must be willing and must be affected by the LI level of the spell. Everyone who watches the whole performance will gain back spell or ability points equal to half their level. Fighters and Thieves can choose one SAS that they have used and re-gain one use of that SAS. No character can benefit from Performance more than once per game hour. If the GM feels that the Performance was half-hearted, lacking, or a repeat of an earlier performance (the Bard cannot just use the same song over and over again), then the number of points gained back will drop to 1. If an audience member is concentrating on other things (solving a puzzle, having a conversation, fighting, etc.), she will gain no benefit. The Bard cannot benefit from her own performance.

Fumble

Range: Melee **Area:** Sight **Duration:** 5 seconds
Misc.: LI **Cost:** LI

The Bard casts this spell on everyone within Melee range, calling out to each target individually to inform them of the effect. Each person within the area may be hit with a **Dropsy** (Magic User 3, Bard 7) if the Bard wishes it. Calling out the effect is not part of the spell.

Rogue (Thief)

The Rogue is a burglar, an adventurer, and a profiteer. He can find and disarm traps, open locks, loot the treasure and sell it all on the black market. He is a forger, an impersonator, and a mimic. He is all things larcenous and underground. He is also often wealthy, and an adrenaline addict of the highest degree.

Class Statistics

The table below provides spikes and spike damage, resilience, and threshold totals for each level. Values are not cumulative – you receive only the value listed for your current level.

Weapon Proficiency – Any 2 weapon types except greatweapon and polearm

Armor Allowed – Leather

Shield Allowed – None

Level	Resilience	Threshold	Spikes	Spike Damage
6	14	4	3	4
7	16	4	3	5
8	18	5	3	6
9	20	5	3	7
10	22	6	4	8

Rogue Skills

A Rogue uses Thief abilities and is considered a Thief.

Appendix A provides a summary of all Rogue skills in table form.

Innate Skills

(Default Invocation Time = 0 seconds)

Treasure Sense

Range: Melee

Area: Sight **Duration:** 30 seconds

Misc.: NA

Uses: No Limit

The Rogue has an innate ability to detect the existence of valuable objects and gold. The Rogue will receive a simple Yes or No to indicate whether there is treasure totaling at least 1000gp in range. This skill is blocked by 1 inch of wood, earth, stone or metal, but cannot be blocked by shields. The duration of this skill is 30 seconds, and the Rogue must wait at least 3 minutes between uses.

Rogue's Reflexes

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: 1/2 Level

The Rogue is not easily caught off-guard by traps and tricks. With this skill a Rogue can counter the effects of a single melee trap, magical or mundane, including glyphs. This ability is an immediate counter, and requires no meditation time. Note that the trap will still affect any others that it normally would. If there is simply no way for the Rogue to escape the trap (a closed room full of gas), then this skill will not function, and no uses of it will be expended.

Level 6

(Default Invocation Time = 0 seconds)

+2 LI vs. Concealment

Range: Melee

Area: Self

Duration: Permanent

Misc.: NA

Uses: No Limit

The Rogue can detect concealed objects or persons at her level +2. This skill is always in effect.

Bargain

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: ½ Level

By using this skill the Rogue can reduce the price of any one purchase (not necessarily one item) by 10% (round up). When the Rogue pays for the item(s), he must inform the other party in the transaction that he is using the **Bargain** skill, and the price will be appropriately lowered. This skill cannot be used more than once on a purchase. A **Bargain** may not be countered by use of another **Bargain**.

Bypass Glyph

Range: Self

Area: Self

Duration: Special

Misc.: LI

Uses: Level

This skill allows the Rogue to bypass glyphs of her level or less, but only if she knows the name of the glyph to be bypassed. No invocation is required; however, the Rogue must state the name of the glyph prior to touching the item or entering the area protected by the glyph and then touch the glyph within one minute. This must be done each time the protected item or area is touched, passed, or entered. If the name stated by the Rogue is incorrect, the glyph will discharge immediately. If the Rogue fails to touch the glyph within one minute, then the glyph will go off normally if the Rogue is still interacting with the protected area or item. This is an LI skill.

Conceal Item on Self

Range: Touch

Area: Single - Item

Duration: Game Day

Misc.: LI, Material Component

Uses: Level

This skill allows a Rogue to conceal an item not larger than 3"x3"x3" (subject to GM discretion) on her person, effective at her level. The concealment will last one game day, unless the Rogue chooses to remove the object from concealment. The GM should be notified when the item is concealed, or a yellow flag must be tied to the item. If the Rogue's belongings are searched, she should state "Conceal" followed by her level when or if the concealed item is located. If the person is equal or lower level than the concealment, the searcher must act as if she does not see the concealed item. Material component: Yellow flag.

Conceal Other

Range: Touch

Area: Single

Duration: 5 minutes/level

Misc.: LI, Material Component

Uses: Level

This skill allows the Rogue to conceal another creature. All stipulations of **Conceal Self** (Thief 5, Ranger 6) apply. The Rogue is not required to remain with the concealed target. From a distance of 30' or more, this concealment is effective at the Rogue's level +3; from a distance less than 30', the concealment is effective at the Rogue's level. The target of a **Conceal Other** cannot make any movements, including spell casting, or the concealment will end; active struggling while bound is considered movement. Material component: Yellow flag.

Distrust for Others

Range: Melee

Area: Single

Duration: Instantaneous

Misc.: NA

Uses: Level

With this skill the Rogue is able to raise the LI resistance of a character who is under the effect of an **Enthrall** or **Enthrall**-related SAS. The Rogue is able to convince the affected character that the creature who bespelled her is not his best friend. After 15 seconds of conversation, the target can add +2 to LI resistance for **Enthrall** or **Enthrall**-related SAS. This skill is retroactive, and can be used as a counter to a previously cast **Enthrall**. The Rogue must be able to converse with the target character in a language that the target understands.

Level 7

(Default Invocation Time = 0 seconds)

Define Trap – Magical

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: Level*

When the Rogue uses this skill, she can determine the lethality and general purpose of a known magical trap. The Rogue will know whether the trap, when triggered, will seal doors, release poison, activate pits, drop the ceiling, or cause some other effect, and will know the relative amount of damage caused by these effects (low – up to 20 % of the Rogue's Maximum Resilience, moderate – 20 to 50% of the Rogue's Maximum Resilience, or high – greater than 50 % of the Rogue's Maximum Resilience). *Uses of this skill are cumulative with **Define Trap – Mechanical** (Thief 3).

Disguise

Range: Self

Area: Self

Duration: 5 minutes/level

Misc.: LI, Material Component

Uses: Level

The skill allows the Rogue to alter her appearance effectively enough to fool all targets of her level or below. If the Rogue only wishes to change her general appearance, no costume changes are required. However, if she wants to look like a beggar, castle guard, or other specific type of individual, then at least a 50% appropriate costume change is required (subject to GM discretion). If the Rogue wants to look like a member of a group of people that either dress in distinctive tabards or have unique marks, the Rogue must have a similar tabard or mark. For example, if the Rogue wanted to look like a member of the Black Dragon Guards, a Black Dragon tabard would be required. The Rogue cannot use this skill to disguise herself as another specific individual, such as the King.

If someone questions whether she recognizes the Rogue, the Rogue must state "**Disguise**" followed by her level. If the level of the person questioning the Rogue is equal or lower than the Rogue's, the individual will be unable to see through the **Disguise**. Anyone of higher level than the Rogue will note only that the Rogue is disguised, but will not readily perceive the Rogue's identity. The Rogue must state that the **Disguise** is removed for her exact identity to be revealed. **True Sight** (Magic User 7) penetrates this skill and will not only reveal that the Rogue is in **Disguise**, but will reveal the identity of the Rogue if she is known by the caster. This skill cannot be dispelled by use of **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). This is an LI skill. Material component: Green flag.

Dodge Blow

Range: Self

Area: Self

Duration: Instantaneous

Misc.: NA

Uses: ½ level

With this skill a Rogue can completely dodge any 1 blow from a hand-held weapon attack, with the exceptions of **Free Strike** (Monk 9) and **Kill Dagger** (Thief 2). Non-damaging blows such as **Numbing Blow** (Knight 9) can also be dodged. If hand-held attacks such as **Electrify** (Magic User 1), **Killing Attack** (Killing Monk 8, Ranger 10, Magic User 10, Knight 8, Cleric 9), or **No Defense Blow** (Knight 6) are dodged, then that spell, ability or skill is still discharged. In addition to attacks from hand-held melee

Level 8

(Default Invocation Time = 0 seconds)

+2 LI vs. Disguise

Range: Self **Area:** Self **Duration:** Permanent
Misc.: NA **Uses:** No Limit

The Rogue can detect disguise at her level +2. This skill is always in effect.

+2 LI vs. Forgery

Range: Self **Area:** Self **Duration:** Permanent
Misc.: NA **Uses:** No Limit

The Rogue can detect forgeries at her level +2. This skill is always in effect.

Bluff

Range: Self **Area:** Self **Duration:** Instantaneous
Misc.: NA **Uses:** ½ Level

When the Rogue activates **Bluff**, he becomes immune to abilities, spells, skills, and effects that would detect whether he is lying or that would force him to tell the truth. Only the GM need know that **Bluff** has been activated. Once used, for the rest of the encounter, the Thief can determine whether he detects as lying or telling the truth for any given statement.

Joshua, a 4th level Thief, is being questioned by a high level Cleric using an item of *Truth Sense*. Joshua lets the GM know he is using **Bluff and when asked, gives his name as Joshua. The Cleric calls "Truth Sense, 9th level" and the GM looks to Joshua, who shakes his head. The GM tells the Cleric that Joshua is lying about his name. Next, the Cleric casts *Truth Force* at 9th level and asks Joshua the location of the holy Joshua stole. Joshua tells the Cleric that it is hidden in the pants of the Giant of Grymorim, and the Cleric sets out on his quest to retrieve it. Joshua takes the artifact out of his own pouch and heads to the nearest fence.**

Bypass Trap – Magical

Range: Self **Area:** Single **Duration:** Instantaneous
Misc.: NA **Uses:** Level*

With this skill the Rogue can safely bypass a known magical trap. This skill has no effect on glyphs. Only the Rogue may bypass the trap using this skill. *Uses of this skill are cumulative with ***Bypass Trap – Mechanical*** (Thief 4).

Disguise Others

Range: Touch **Area:** Single **Duration:** 5 minutes/level
Misc.: LI, Material Component **Uses:** ½ Level

This skill allows the Rogue to disguise someone else as per the ***Disguise*** (Rogue 7) skill, effective at the level of the Rogue. All of the restrictions of ***Disguise*** apply. Material component: Green flag.

Improved Conceal Self

Range: Self **Area:** Self **Duration:** 5 minutes/level
Misc.: LI, Material Component **Uses:** Level*

This skill allows the Rogue to take offensive action immediately after leaving concealment. All other restrictions of ***Conceal Self*** (Thief 5, Ranger 6) still apply. *Uses of this skill are cumulative with ***Conceal Self***. This is an LI skill. Material component: Yellow flag.

Sharpen Daggers +5

Range: Self **Area:** Self **Duration:** 1 Combat
Misc.: NA **Uses:** ½ Level

A Thief using this skill can improve his Spike damage with thrown weapons by +5. *Uses of this skill are cumulative with **Sharpen Daggers +1** (Thief 2) and **Sharpen Daggers +3** (Thief 5).

Level 9

(Default Invocation Time = 0 seconds)

Apply Kill Dagger to Needle Trap

Range: Touch **Area:** Single - trap **Duration:** Game Day or until triggered
Misc.: NA **Uses:** ½ Level*

With this skill the Rogue can apply one of his **Kill Dagger** (Thief 2) poisons to a needle trap. All stipulations of **Set Needle Trap** (Thief 3) still apply. Use of this skill counts as one of the Rogue's uses of **Kill Dagger** per day, as well as one of her uses of **Set Needle Trap**. The **Kill Dagger** poison is taken wherever the needle hits the target. If a trap is retrieved, this skill is still considered used.

Disarm Trap – Magical

Range: Touch **Area:** Single **Duration:** Instantaneous
Misc.: NA **Uses:** Level*

With this skill the Rogue can disarm a magical trap; this skill has no effect on glyphs. The Rogue must be aware of the trap either by direct observation or use of **Sense Traps** (Ranger 3). *Uses of this skill are cumulative with **Disarm Trap – Mechanical** (Thief 5).

Level 10

(Default Invocation Time = 0 seconds)

Backstab with Knockdown

Range: Self **Area:** Self **Duration:** Instantaneous
Misc.: KD30 **Uses:** ½ Level

With this skill the Rogue can add a quick 30 knockdown to a successful **Backstab** (Thief 1). To use this skill, the Rogue should call out "**Backstab**, X points, quick 30 knockdown" following a successful **Backstab**.

Improved Neutralize Poison Potion

Range: Touch **Area:** Single - potion **Duration:** Game Day or until used
Misc.: NA **Uses:** ½ Level*

The Rogue can brew a potion that will neutralize all magical and non-magical poisons within the target, including Red Death, unless otherwise specified by game design. The potion will take a quick 60 count to brew. This potion does not restore lost Resilience but it does prevent further loss or disability. *Uses of this skill are cumulative with **Neutralize Poison Potion** (Rogue 7).

Keen Daggers

Range: Self

Area: Self

Duration: Until used

Misc.: NA

Uses: Level

A Rogue using this skill gains a +10 to Spike damage while using thrown weapons until she uses a Spike.

Chapter 19: Loremaster

A Loremaster, also known as a team leader or team captain, is an individual who receives a challenge from a Game Designer to assemble a team to play in his game. In addition to the SAS that he receives based on his class and level, each Loremaster has a special ability that may be used once per game day. In the unfortunate situation where the Loremaster dies, the player who assumes leadership of the team is not given this ability. An NPC can use this ability only by game design.

Loremaster Skills

Appendix A provides the details of the Loremaster skill in table form.

Key:

Range: Special = see text for details

Area: Special = see text for details

Innate Skills

(Default Preparation Time = 0 seconds)

Level 1

Loremaster's Inspire

Range: Self

Area: 60 ft circle

Duration: 5 min or end of combat

Misc: NA

Uses: 1/day

When the team leader calls out Inspire everyone on the team within the area of effect has their effective level raised +2 with regards to all LI spells cast at them (such as Crash Time) or other LI abilities used against them (such as Disguise, Concealment, etc.). For example, sixth level characters would only be fully affected by LI spells of eighth level or greater. If an LI spell has already been cast, and the new effective level is high enough so that the character would not have been fully affected by the spell, then the effects of the spell are negated entirely. The Loremaster must identify the characters affected.

Level 2

Loremaster's Lore

Range: Special

Area: Special

Duration: Special

Misc: NA

Uses: 1/day

At the beginning of each game-day, the Loremaster may choose one "Lore" or "Identify" ability of 3rd level or lower from any class. They can then use that ability or spell once that day without cost. The ability chosen should be registered with the team's GM.

Level 3

Loremaster's Senses

Range: Special

Area: Special

Duration: Special

Misc: NA

Uses: Level

The Loremaster may use this ability to mimic **Detect Good/Evil** (Cleric 0), **Detect Law/Chaos** (Cleric 0), **Detect Magic** (Magic User 0) or **Savvy** (Magic User 1). Thus, a 5th level Loremaster could use **Detect Magic** twice, **Detect Good/Evil** once and then **Savvy** twice. No spell-points are needed and only 5 seconds of meditation are required to use the **Savvy**, rather than a cast.

Level 4

Loremaster's Boon

Range: Touch

Area: Var.

Duration: Instantaneous

Misc.: NA

Uses: 1/game

This spell allows the Loremaster to sacrifice gold pieces in exchange for restored spell or ability points or recharged skills. Any character can have points or skill-uses restored through use of this spell if he is within 1 inch of the Loremaster. Each restored spell or ability point will cost 50 gold pieces, and a character can have up to three times his level in points restored. For Fighters and Thieves, each skill with "Level" uses can be recharged with one point per level. Each skill with "1/2 Level" uses requires two points per level to recharge. Skills that give increasing benefits with higher levels must be recharged up to the level of the desired benefit (Battle Fever's second additional Life Point, gained at 4th level, would require Battle Fever to be recharged as a 4th level skill). A character cannot gain spell or ability points beyond the innate maximum for his class and level, nor can a Thief or Fighter end up with more uses than they began the game with. Unused recharge points will stay with the Fighter or Thief until the end of the game-day and will then disappear if not used. The Loremaster must hold the appropriate amount of gold in his hands and give it to the GM at the beginning of his invocation. At the end of the invocation (which will take 10 seconds), the Loremaster must announce which characters receive points and recharges, and how many points or recharges each character receives. This does NOT count as a casting of **God's/Goddess' Boon** (Cleric 2).

As an example, a 2nd level Loremaster casts this spell on himself (a 4th level Knight), a 3rd level Magic User, a 2nd level Cleric, and a 5th level Fighter. After the Loremaster sacrifices 2,100 gold pieces, he announces that the Magic User will have 9 spell points restored, the Fighter will get 15 points worth of skill recharge, the Cleric will have 6 spell-points restored, and the Loremaster will have 12 spell points restored—although any of the characters could have received less than 3 times his level had the Loremaster so chosen. The Fighter uses his 15 points to recharge one use of *Disengage* (Fighter 5) for 10 points, and one use of *Battle Fever* (Fighter 1) for 5 points (giving him all the *Battle Fever* benefits up to 5th level).

Level 5

Loremaster's Aid

Range: Touch

Area: Single

Duration: Instantaneous

Misc: NA

Uses: 1 per team-mate/game-day

Each use of this ability can autocast a 1 point **Heal** (Knight 1).

Level 6

Loremaster's Fence

Range: Self

Area: 1 Item

Duration: Instantaneous

Misc: NA

Uses: No Limit

The Loremaster may fence items, mundane or magical, that were gained specifically in this game. By doing so, the Loremaster will receive 50% of game copy listed price for the item in gold. If no such value exists the item may not be fenced. This skill may only be used at the end of the game, and only on items gained during the current game, or by game design (i.e. items brought into a game from another game may not be fenced, unless by GD provisions).

Level 7

Loremaster's Commune

Range: Self

Area: Self

Duration: Instantaneous

Misc: NA

Uses: 1/day

Spending at least 15 seconds in meditation, the Loremaster may ask a single question of the wind, the fates, or his god. The Loremaster will be given an answer by the GM which may or may not be helpful at the discretion of the GM. This ability is meant to help the Loremaster when his team is truly stuck and is either significantly confused about a game-concept, or is unsure how to proceed. It is not meant to merely insure success, insure greater reward, or give the team unfair knowledge of game-copy. If the GM believes the question to be a valid question, but does not know the answer, the ability may be re-used with a different question, or the answer may be delayed until the GM can determine the correct answer.

Level 8

Loremaster's Contacts

Range: Touch

Area: Single

Duration: Instantaneous

Misc: NA

Uses: 1/day

The Loremaster may fence one item, mundane or magical, that was gained specifically in this game. By doing so, the Loremaster will receive 100% of game copy listed price for the item in gold. If no such value exists the item may not be fenced. This skill may only be used at the end of the game, and only on one item gained during the current game.

Level 9

Loremaster's Security

Range: Self

Area: Single

Duration: Instantaneous

Misc: NA

Uses: 1/day

This ability is automatically used the first time the Loremaster would have died due to damage or by throatslit, and will heal the Loremaster to ½ his normal life point total, restoring consciousness. Once activated, this ability will take 15 seconds to heal the LM. **Loremaster's Security** will heal a throat slit. **Loremaster's Security** will not activate if the LM's death was her own choice (i.e. using Death Commitment, or asking another player to "kill her" so that she can gain the healing from this ability).

Level 10

Loremaster's Bargain

Range: Touch

Area: Single

Duration: Instantaneous

Misc: NA

Uses: 1/day

This ability will allow the LM to raise a character who has died and return him to 1 life point above unconsciousness. 15 seconds of meditation are required to activate the ability. The target will be *dazed* for the remainder of the game day. The character will be raised at the same level, number of spell or ability points, and number of experience points as before he died. This spell has no effect on an undead or animated body. This spell must be cast within the same game-day that the character died. Upon successfully using **Loremaster's Bargain**, the Loremaster will be reduced to 0 Resilience and fall unconscious.

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