

Acknowledgements

The Society gratefully acknowledges all those who have contributed to the Fools & Heroes (F&H) system in the years since its creation, both as writers, Referee, officers and players and who have thus helped make F&H what it is today. We do not have all the contributors' names, but the Society gratefully acknowledges their input into the hobby and the creation of this document, which remains copyright of Fools & Heroes Live Role-playing Society.

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Referee Certificate



Fools & Heroes

Referee Certificate

This certifies that the referee whose name is written below has completed a programme of training and/or has shown their ability to referee within the rules and the constitution of Fools and Heroes. From the date signed by the Senior Referee this certificate shows the holder of this referees guide to be a fully qualified referee within the game. Once the bearer relinquishes the responsibilities of actively running as a referee this certificate and guide must be handed back to the appropriate LO or society Secretary.

Name of Referee

Name and Signature of Certifying Senior Referee

Date

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Changelog

Date	By	Changes	Pages Changes
10/04/2014	Ian Begent-Cove (SR Guilds)	Edited Refs guide in accordance to Exec Wishes in November (Votes following 16/11/13 exec) Flectching Issue, Merc/Scout Armour and Tutor Fix, Templar charge and Templar Favour of the Hospital Fix	Various
12/04/2014 (3.15)	Ian Begent-Cove (SR Guilds)	Skills vote March 2014 New Kharachian Ability	Various
17/05/2014 (3.2)	Ian Begent-Cove (SR Guilds)	Added Longstorian Treestep Spell. Added Oil of Silver revision as per Exec	Various
27/08/2014 (3.3)	Ian Begent-Cove (SR Guilds)	Potion and Spell votes (Revival, Regeneration, Instruct Automata, Scarecrow Form) Added Feudal Knights Changed Halfling Rules Change to Templar Squires Addition to Templar Rules (Chaplain) Addition to Roses Rules (Chaplain) Change to the Templar Marshal Order Knight Ability	Various
4/11/2014 (4.0)	Ian Begent-Cove (SR Guilds) (Error checking thanks to Anna Atkinson-Dunn and Emma Banks)	Added Sidhean Cleave Blade Added Crowan Cleave Replaced Old Smiths with New Smiths Replaced Old law guilds with merged Fixed various spelling and punctuation errors	P18, p34, p39-45 p71 (p70), p75 (p74), P145 (p144) Page numbers indicate page in current edition (4.0). Page numbers in brackets denotes page number in previous edition (3.3).
25/01/15 (4.1)	Ian Begent-Cove (SR Guilds) (Error and formatting checking by Other SRs)	Changed Paralysis time Changed POP selection criteria Added Language rules	Paralysis time (p9, p95) Pop Selection criteria (p35) p33
04/02/15	Alison Hall	Added Gremlin facepaint Updated & reformatted	p95 Various
23/6/15	Alison Wainwright	Aded Command of Instruct Automata Changed Vleyborian Robes wording Changed Grey Knight Stricture Added Special Characters: Activity Levels Fixed Strictures Heading	p 21, p 57, p 138 p 75 p 82 p 33 p73
27/8/5 (4.2)	Alison Wainwright	Updated Guards/Foresters as per email vote	p 38 & 39
29/9/15	Alison Wainwright	Removed Affiliated Branch mention Fixed Mass Destroy Lesser spell type typo	p33 p22
07/12/15	Alison Wainwright	Changed Fixed (F) and Variable (V) to Primary (P) and Secondary (S) Added House Furnace Demon Imp and Lesser Updated DragonKin Healer spell list Added Fae ammendmet	p 68-75 p 118 & 121 p 93 p 113 - 115
03/02/16	Gareth Garfoot (SR Guilds)	Boon/curse section (appendix a) updated Added Command of Instruct Lesser Undead Prayer of Ladies Luck (Traldan spell) Physicians Skill: Disease Lore Enchantment of Walk Unseen amongst the Fallen Reaper Scarecrow Base values removed from materials (appendix a) Added new creatures and spells to quick guide Fae Anguish	p.125 p.21/p.58 p.22/p.74 p.44 p.26/p.58 p.97 p.126 – p.129 p.133, p.134, p.138, p.139
22/08/16	Gareth Garfoot (SR Guilds)	Changes to Animate Dead, Animate Limb, new potion (Protection), New Physicians skill (Diagnose Entrhancement), New Scouts Skill (Delay traps)	
13/02/17	Gareth Garfoot (SR Guilds)	Bequifusian Torment- Delete Spirit Strength Lift Spell vocals changed Skill research for Guards and Foresters clarified Steel Shield updated (Feudal use) Blacksmith Throwing weapon cost revised Regeneration clarification Is a soul present? (Awakening, Deathsleeper, Lay to rest) Undead and resisting destroy/instruct spells Trooping Fae Gnoll Rose Holy Water Shadow Destruction Condition Scout Tutor Skill typo	
29/05/17	Gareth Garfoot (SR Guilds)	Kharachian Destroy Major Undead (cost corrected) Ghast Change from Feb 2016 Note added re: Nausea Iznarlyun Ecology Alchemy and Possession change Automata Immune Poison/Disease Elderkin changes Death Knight of the Black Order Honour Sword clarification Demon Trap Skeletal Form Necromancy version added Half Elf Bestiary Entry added	

		Flat of the Blade changed to Bloodless Strike and Melee Only. Templar Heal Wound added Scrying added to restricted section Updated Ogre magic, Trolls, marshkin and nightmares.	
13/06/17	Gareth Garfoot (SR Guilds)	Locate can be resisted clarified	
18/08/17	Gareth Garfoot (SR Guilds)	Intermediate Scout skill- Throwing weapons Metal Armour change Delete Blacksmith Skill- Dull Blade Thieves Guild/Nighthawk Changes	p.39 p.8, p.9 p.46 p.64-66 / p.67
12/11/17	Gareth Garfoot (SR Guilds)	Copied Character Return information from PG Alchemist potion chart separated recipe cash and pp cost into two columns Metal armour full repair clarified Added "permission required for extra planar trips" section that was lost when advice appendix removed (permission required rule was passed by exec) Added "Enchanted Weapons" to each Demon bestiary entry. Added Sidhean Sin clarification on attacking hopelessly outclassed foes. Corrupt Meal Change Crowan Strength change Dark God Church Ecology and Structure "Knowing" Demon name clarification added Death Knight Changes. Removed references for cost for holy water (its now free, but still only carry as much as you have mana). Added Mirror and Silk Golem to the Bestiary Updated Nymph Entry Rolbor and Tralda Changes Spell: Choke changes Spell: Mute changed to Spell: Mute Updated Griffin and Rose Orders (gender restrictions, and holy water changes for Roses)	p.6 p.55 p.8/p.9 p.133 (Appendix A) p.62 p.105 Multiple references p.102
16/11/17	Gareth Garfoot (SR GUILDS)	Added clarification on Brain Fever in regards Elves and spellcasting specials. Added clarified verbals for Necromantic Skeletal form Added Ritual of Create Homonculus to spell section and Mages Guild (Originally passed in 2014) Alchemical Resistance- Alchemist 3 rd Order Skill. Shadowsbane- Necromancy 3 rd Order Blacksmith skill- Reforge Metal Thaumaturgy- 4 th Order Teleport Enchantment Physicians Skill: Physical therapy (added to reattach limb skill) Vleyborian: Purge Poison Command New: Feudal Knight Rules	p.11 p.53 p.47 p.28 p.52 p.93
04/10/18	Gareth Garfoot (SR GUILDS)	Corrected Feudal tithe typo Added "Spikes" (Scout Delay Trap skill) to Blacksmith crafting lists Removed "or animated" from resurrection spell- in line with changes to animate dead. Added in clarification on lay to rest and active undead. Deathsleep and Dispel clarified NPC casting of Restore Essence Blacksmith refining rules updated Mercenary Skills of Knockback and advanced Knockback added. Enchantment- 3 rd Order Regenerating Armour Feudal Steward clarification Appendix: Spray Scorpion range reduced to 10 feet New Recipe: Oil of Sleep Sigils and Auras unlinked (mainly chapter 4/5 and Mage section) Added "Special/Balanced" Brown Ribbon (chapter 1) Learning Demon names updated. (chapter 7) Spectre ecology updated. Valcor updated. Updated- Halt Corruption (prot corruption), animate limb, remove disease, cure vampirism, essence transference. Added "Immune to knockback" to large creatures. Word changes to faith section. Supplication changes Oath changes Moving and holy symbols Shrines and relics Crowa Sins- Offensive magic and treachery Kharach Sin- naming undead. Kharach Lay to rest- No slot Father/mother. Bonding- All weapons and shield. Deconsecrate Shrine- Free slot, Quest Spell Knightly Code- FOR LIFE! Knightly Code- Bravery clarification.	
		Exec Autumn 2018 Changes Merc Intermediate Skill- Adrenaline Rush- Added Enchanting rules added to Appendix 1. Knights of Pain added to Dark Gods Section. Knights of Pain to bestiary, and Undead Knight of Pain to Death Knight options Scouts Basic Skill- Jury Rig Bow Added. Restricted Necromantic Spell of Death Gate (Appendix 1). Crowan Spell of Greater Parry added Devotee Changes Templar Iconography Changes Taldan Heal Limb Added. Seraklanite special ability changed.	
July 19	Still me!	Added Devotional titles for D1, D3. Added changes to Feudal Devotee max rank (D3 not D5) Blessings of the Patron Goddess (Boon from 2017 exec) added in. Confirmed Longstorian Fear@1pt. Added Demonsbane new ribbon into spell description. Added Command of Truthell to Sidheans. Added in Scouts review results. Added in Mages being allowed to be dual kindred. Add Siphon Poison (Intermediate Thief Skill) Removed References to Keeper of Seven Secrets as a PC PoP. Added in Necromancy Spell- Instruct Major Undead Updated Rolborian Spell- Shield Added Longstorian Spell- Barkskin/Removed Longstorian- Dragonscales.	

		Added Longstorian Spell- Lightfoot Amend Verbals for Deconsecrate Shrine Change Vleyborian Sin. Change to Drylark requirements. CHANGES TO MAKE: Remove Taboo references in Fae Bestiary.	
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Note: Where possible, the most recent updates are in **red text** for ease of swift reference.

Section A - Introduction

This guide is for Referees only. If you are not an official Referee you should read no further, return this guide to a Referee or your Liaison Officer – Trainee Referees that have been registered with the Senior Referees may own a copy of this guide for purposes of their training. Permission is given to Referees and Liaison Officers to print or photocopy sections of this Guide that are appropriate for the continual running of the Fools & Heroes events e.g. copy and printing the law document, the permits or the money.

Introduction

This rulebook is designed to stand alongside the Players' Guide. Some of the information from that document has been repeated here for ease of reference. In the case of conflicting information the Referees' Guide takes precedence.

A note of the version number for each page is shown at the bottom centre of each page. Where a revised page or section is issued then this will be added to an errata sheet at the end of the document, the main text of this guide should not be altered. Check with a Senior Referee to ensure you have the most current and up to date errata sheet.

How to use this Guide

The Guide is divided in to a number of stand-alone sections. Please do not alter the text.

There is a lot of information in this Guide that players do not need to see unless it is directly relevant to their character. Rather than handing over your Referees' Guide to a player, copy the relevant information out and pass it to the player. Players may want to write adventures so they may have a legitimate reason to want to see information that is not relevant to their character. Please use your discretion.

Fools & Heroes Taboos

Fools & Heroes is aimed at a mature audience (18+ or 16+ with sponsors), this allows Referees to tackle sensitive subjects that would be censored in other systems and societies. However even in the world of Fools & Heroes there are certain taboo subjects that strictly do not happen within the game world. This is to ensure that none of the society membership is put in compromising or seriously discomforting situations. The so-called taboos are as follows;

- Any form of non-consensual sex
- No form of insensitive graphic depictions of abuse or torment of children or minors

The Fools & Heroes mythos is loosely based on an amalgam of parallels to historical religions, philosophies, mythologies and cosmologies. Referees should endeavour to avoid direct conflict to the real world counterparts and show respect and sensitivity to 'out of character' faiths and worldviews. Referees tackling sensitive subjects such as drug addiction, self-harming, dark psychological themes etc. are not restricted in doing so but are asked to ensure they treat the subject matter with the respect that it deserves.

National Executive Committee

This is made up of the Liaison Officers, Campaign Coordinator (CC), President, Secretary and the Treasurer. The Committee is responsible for running the Society. They are the arbitrators of any disagreements within the Society.

Senior Referees

There are four Senior Referees (SR); SR Religion, SR Magic, SR Guilds and SR Creatures.

They are responsible for training new Referees and making sure that the rules are followed nationally. If you need clarification on a rule or want to do something that may bend a rule or doesn't fit within the rules please contact a Senior Referee via your LO before you do anything.

Any appeals against a Referee's call on a rules issue should go to the Senior Referees, who may refer it on to the National Executive Committee.

Any in-character research should also be sent to the Senior Referees via your LO for consideration, unless it relates to National Campaign in which case it goes to the Campaign Coordinator.

Campaign Coordinator

The CC handles the national aspect of the game.

He appoints characters to the "important" positions (e.g. Guildmaster, Primate), processes the character returns and runs the National Campaign.

Character Returns

Fools & Heroes is a national system, where characters may end up with a position that places them in control of a church, Guild or even the whole country! Those funds which heads of churches and Guilds may oversee and spend come from the characters: all your Guild fees and tithes are recorded and collated. A player must tell his LO certain information at the end of every month: e.g. how much they earned, spent, paid to the Guild and/or tithed to the church. This information is called the character return.

The character return has another important use: it is the method used to show the LO that you wish to advance. Without this notification, your character will not advance... even if you are eligible to do so. Only players who hand in regular returns will be given national positions; indeed, failure to hand in regular and successive returns could result in character death. Therefore, all players should hand in a return each month, even if they did not adventure. Players should give their character return to their LO within the week following the end of the month e.g. A return for July should be given to the LO by the 7th of August. Always contact your LO if you are unable to get your return to them in time.

Failure to hand in a return is not a quick way to avoid bad effects of an adventure. Advancements, gains in equipment and increases in money (anything good that happens to your character) will only be allowed if recorded on your character return. Expenditure, loss of abilities/limbs, death, curses etc.

(anything bad that happens to your character will be upheld no matter what you do)

What should be in a return?

Your name, both real and in-character.

Your branch and membership number.

The month the return relates to.

Details of your membership in any Guilds or Churches and the rank in each which you believe your character has attained. Do NOT include details of the Guild of Nighthawks.

The starting balance of cash from the previous month.

The amount of money your character earned (from all sources), any expenditures (including armour repairs), Guild fees, tithes and gifts. These should be shown item by item and be followed by the closing balance for carrying forward to the next month.

If you are an Alchemist, you must provide detailed records on potion manufacture and sales. If you are a blacksmith you'll need to provide information on what items you've made, repaired and sold.

The equipment your character owns and what state of repair it is in.

If your character is a spell caster then the return should include a list of the new spells which your character has learned, along with the level of power (Mana/Soulfire) that your character has. The return is a record of what your character has achieved/experienced over the month and should outline any important events

Section B – General Rules

1 - Combat

Combat can play a large part in a Live Role-Playing event and therefore it is important that everyone follows the same rules closely and carefully to avoid injuries. The aim is still for everyone to enjoy themselves.

Safety

Safety is of the utmost importance. It is important that Referees and players check that weapons are in a good state of repair and are not unsafe. Having said that a weapon can still be well kept but used in a dangerous fashion. In either case Referees have the power to ban a weapon or to stop combat to remove someone from play.

Combat is the area where most injuries are likely to occur. It is therefore important to make sure that it is as safe as possible. If you feel that combat is unsafe in any way, remedy the problem by stopping the combat if necessary. Whilst as a Referee you are running the event it is every player's responsibility to make sure the event is safe. Players should be encouraged to call a halt to the game if they perceive that a situation becomes dangerous.

The aim of the game is to have fun, but it must be safe.

Combat Etiquette

Core

- Play should be stopped when a non-member of the society is in close proximity of an encounter or IC activity, unless permission has been granted by the event organiser(s) (LO, Referee etc.).
- Members attending Fools & Heroes events and participating should be told that they do so at their own risk and the related activities carries with them a significant risk of damage to property, personal injury or death. Members should become knowledgeable about the risks involved and assume personal responsibility for their actions. Referees that are not convinced about a member's health may ask for a Doctor's note before allowing the member to continue participating in an event.
- Fools & Heroes is a non 'Player versus Player' (PvP) society, it is defined as 'Causing a permanent wound (e.g. killing) to another Players Character (PC) as your PC' and is a major breach in the rules and ethos of the game, it is a sanctionable offence. There are exceptions however; duels, execution by the law, assassination by a certified Nighthawk, magical compulsions from an NPC etc.
- People playing monsters should not be encouraged to have 'win at all costs attitude', they should role-play monsters (inc. fighting style) to the Referees brief, ecology and situation, if in doubt role-play to make Characters look good and most importantly; heroic.

General

- Player Characters should not normally 'play dead'. If doing so they should clearly state they are doing so to anyone investigating them and not attack anyone before standing up. Monsters should only play dead when instructed to by the Referee.
- Monsters should not normally attack opponents who are unconscious during a fight unless briefed by a Referee otherwise. Once a fight is over opponents may be 'finished off'.
- 'Drum rolling' (i.e. rapid tapping of a weapon against a location) is not permitted.
- Every blow struck should be adequately role-played (i.e. encouraged to do cinematic/heroic fighting) and delivered with minimum force (i.e. pull your blows), lest an unfortunate strike hit someone in a sensitive region (i.e. head, groin) causing an OoC injury. The player should be in full control over their weapon with a firm hold. Unacceptable strikes include; grappling, trapping, pinning, wild swinging (inc. un-aimed shots) and striking targets you cannot see (i.e. hits over the shoulder behind you).
- Stabbing with a weapon is not allowed unless the player is using a stab safe weapon such as a spear.
- Do not conduct real hand-to-hand fighting (i.e. using real punches and kicks), all strikes should be delivered with LARP safe weaponry.
- Players should not react to the vocals of spells unless their character (or monster) is the target of that spell or they 'Understand' the vocals (see

Magic Section). Similarly they should not react to weapon calls (like "Venom" or "Enchanted") unless they can see the effects.

Equipment

Clothing

- All participants are required to wear adequate footwear and are encouraged to wear ankle-supporting boots.

Shields

- Shields should never be used as a weapon to barge an opponent aside or to charge an enemy with, equally opponents should not push or grab shields.
- The maximum size of a shield for a player should be no larger than from the floor to the waist of the player wielding it.
- If a player uses a large shield or is a regular frontline fighter, the player should be encouraged to wear head armour.

Weapons

- The maximum length for any weapon is 60 inches. Weapons between 60 and 78 inches are allowed at the discretion of the Referee running the event where the weapon is being used. Weapons over 78 inches long are not permitted in the Fools & Heroes system.
- In combat do not grab for another person's weapon.
- Throwing and missile weapons should always be released aimed at a specific target, raising the angle to compensate for range on a target is acceptable, but using indirect fire on a group of targets raises the chances of head hits to an unacceptable level and is not allowed.
- It is unacceptable to draw a weapon across a throat that makes skin contact (a gap of several inches must be kept).

Arrows and Bolts

- All players must check that the arrow is safe to use before using it. (Checking the nock, shaft and arrow head for dirt, cracks, splinters and debris in the head)
- These should always be aimed at a specific target, raising the angle to compensate for range on a target is acceptable, but using indirect fire on a group of targets raises the chances of head hits to an unacceptable level and is not allowed.

Special or Weighted Items

- Brown Ribbon- Where a brown ribbon is present on an item this shows that the item has some mundane properties that require it to be examined before use.
- It requires at least 60 seconds study and handling, outside of combat (this should give the player/referee time to find and examine the lammie for the item).
- Brown is not an aura or sigil- every player can react to it.
- It should be used on all special crafted mundane items (double weapons, triple weapons, steel shields, fitted armours etc).
- Weighted items can only be used by the character named on the card. Once that character is retired the card should be returned to SR Guilds.

Game Calls and Mechanics

There are several calls and mechanics that can be used by anyone (but usually those running the adventure or monsters);

"Time Freeze" (or one short blast from a whistle)

Stop where you are, close your eyes until "Time In" is called. Don't chat out-of-character and pay no attention to anything you hear during this time. This call is used to enable Referees and spell-casters to set up instantaneous effects, move objects that have been teleported etc. As far as the characters are concerned, there is no gap in time.

"Time Out" (or one long blast from a whistle)

Stop any in-character actions, but remember where you were and what you were doing, so that you can pick the action up again later when "Time In" is called. This call will be made to stop play in the case of suspected genuine injury. Be aware that important instructions may be issued to players in this time.

"Time In" (or two short blasts from a whistle)

Pick up the action from where you stopped when "Time Out" or "Time Freeze" was called.

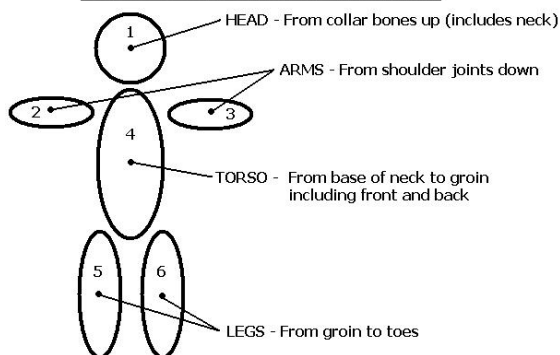
Hand in the air

If a player or a monster has their hand in the air, then you cannot see them. They may be invisible or just not there (e.g. a Referee who is monitoring a combat, but is not physically present as a monster). Pay no attention to them unless they take their hand down, in which case they've just magically appeared out of nowhere.

Hit Locations

These are the areas that a body is divided up into for combat purposes. Each location is separate from the others and takes wounds independently of the others. The torso includes the front and back of a person and counts as one location, except for armour purposes where it is treated as two separate locations (see below).

BODY LOCATION DIVISIONS



Most monsters will have the same hit locations as described above.

Head and Hand Locations

For safety reasons, no one should ever aim to hit someone else on the hands or head. If through ill fortune someone receives an in-character head or hand hit they should role-play it, after it has been confirmed that the player is uninjured.

Where someone has crept up on another person a light tap to the shoulders with a call of "head hit" is acceptable as a head hit. It is unacceptable to draw a weapon across a throat that makes skin contact (a gap of several inches must be kept).

Hit Points

Each character and most monsters will have a number of hit points per location. Most characters have only one hit point per location but this can be increased through the use of magic and alchemy.

Hit points simply represent the minimum number of successful hits to the location it takes to cause a wound. Most player characters are wounded after taking 1 hit to an unprotected location hence they are said to have "1 hit per location" (noted as 1HpL). If you are playing a monster or character with multiple hits per location then you may find it easier to count down hits remaining on each location. After suffering the appropriate number of strikes the location will suffer a "Wound".

Types of Wound

There are two types of wound a character can suffer;

Lethal Wounds

A Lethal Wound is caused by all weapons except those with the damage call of "subdue" (see later). Lethal Wounds can also be caused by other effects including spells. Normally if a Lethal Wound is left untreated for the character's Wound count (usually 5 minutes) the Lethal Wound becomes a "Permanent Wound".

Subdual Wounds

This sort of damage tends to be caused by clubs, cudgels etc. When attacking with such a weapon the wielder should call "subdue" as he hits. This damage can also be caused by certain effects and spells. A subdual wound to the head or chest simply renders the victim unconscious. A subdual wound to the limb means that the limb is counted as wounded until the end of the encounter when the limb recovers automatically.

Subsequent Wounds

A location that is wounded that is struck again is wounded again. If the damage is lethal and the location had only suffered a subdual wound then the location is now lethally wounded. If the location had been treated by a bandage then it is considered wounded again. Multiple lethal wounds have no further effect.

Wounds

Head or Torso

Location Wounded

Person is rendered unconscious. They should lie still with their eyes shut.

Location Permanently Wound

The character dies.

Arm

Location Wounded

The character must drop whatever is held in the affected hand. The arm may not be used and any shields strapped to the arm should not be wielded.

Location Permanently Wound

The arm cannot be used again, unless it is regrown (see Healing). The arm is also too frail to block the impact of weapons, or to hold armour, and any strike to the arm should be applied to the body unless the remnants of the arm were specifically struck in a manner that would not impact the body.

Leg

Location Wounded

The character should fall over. They may continue to fight from the ground, but may not use the leg to propel themselves (i.e. walk) or stand.

It is acceptable to allow characters to drag themselves slowly along the floor, using their other appendages.

Location Permanently Wound

The leg cannot be used again unless it is regrown (see Healing). In order to keep a game moving it is acceptable for the character to be helped around between encounters, but they must remain on the floor if fighting starts. The leg is also too frail to stop blows from weapons and damage to the injured location should be applied to the other leg (unless there is a good reason why the other leg would not have been hit).

Protection

Apart from the intrinsic toughness of a creature (measured by its HpL) a variety of protections can stop incoming attacks. They are listed below in order of activation.

There are several spells, effects and potions, which can offer protection.

These protections can be stacked; dependent on the rules for each effect, but you may not have two of the same protection in effect at the same time. E.g. you may have Bless Armour and a Dragonscales, but not two Dragonscales or two Mighty Strength potions.

1. Outer Protective Shell

The first strike on the protected creature will usually activate any effect in this category first.

1.1 Bless Armour

Bless armour activates first, but only if there is at least some armour on the struck location. (The armour need not have remaining AV). The effect will negate one blow and be dispelled (even if the blow is enchanted).

1.2 Dragon Scales

Dragon scales activates after any existing "Bless Armour" effect. The effect will negate one blow to any location and be dispelled (even if the blow is enchanted).

2. Armour

Armour is struck after any outer shell protections. It can resist one normal hit for every AV. Armour can be stacked with another different kind if the wearer possesses the appropriate skill, with points being deducted from the outer layer before the inner. Armour only counts if the actual Phys-rep is struck.

An enchanted weapon damages the armour by 1 AV but the armour does not provide any protection. The enchanted strike continues through the armour to cause damage to the struck location.

This effect can be countered by a "Dragon Armour" effect. This sort of protection stops the "enchanted effect" of an enchanted blow. The armour will be damaged as normal by enchanted and normal blows, but the enchanted blow does not cause any damage to the underlying hit location. As with normal armour the magical armour only works if the armour itself is hit. A blow from a weapon does not dispel this magic.

Metal Armour: All Metal armour will have a minimum of 1AV in an encounter after it has been reduced to 0AV. This will stack if two layers of metal are worn and both are reduced to 0AV and with *Jury Rig* skill.

Once reduced to 0AV the armour will require to be repaired as normal, the extra 1AV granted in subsequent encounters does not need to be repaired (ie AV6 Plate that has four extra encounters, each taking 1 hit, is repaired as per AV6 plate not as if it was AV10 plate)

Please note, once it has been reduced to 0AV, it will need a full repair at the end of the adventure/day.

3. Body

The body location is struck next.

3.1 Floating Hit Points

(E.g. Mighty Strength) When a hit location is struck and damage would be caused to it (e.g. where an enchanted weapon is used, or the location is unarmoured) then the blow is negated and the magical protection has been used.

3.2 Hits per Location

Normally one strike will cause a wound to most PCs (1 HpL). Certain spells (e.g. Crowan Strength) cause the recipient to gain "enhanced Hit points". These simply increase the effective HpL of the recipient.

A strike that reaches this level is considered to cause physical trauma even if the character has multiple HpL, therefore a weapon coated with poison oil or any effect that requires skin contact will take place on the first strike regardless of how many HpL the victim possesses.

Armour Description

Armour is used to offer protection in combat. In order to benefit a character must own such armour and the player must have a physical representation (a.k.a. physrep) of it. Although armour is bought to cover a location (e.g. arms) protection is only gained on the portion of the location that the physrep covers. E.g. If plate vambraces are purchased in character but the physrep only covers the forearms then no protection is gained for the upper arms, even though the full cost is charged for the armour.

Each piece of armour has an Armour Value (AV) set out in the armour table. For each hit received on a piece of armour the Armour Value is reduced by one point, but no damage is taken to the underlying hit location. When the Armour Value has been reduced to zero the armour offers no further protection and any subsequent hits will damage the underlying hit location in the normal way. Subdual weapons cause damage to armour in exactly the same way as lethal weapons.

Although the chest and back count as one hit location (the Torso) armour for the chest and back are treated as two separate locations for Armour Value. Therefore a hit to the chest, which reduces the Armour Value, does not reduce the Armour Value of the back.

Armour obviously gets damaged and it is possible to repair it. The cost to repair one point of Armour Value is shown in the following table, in Pennies. Armour cannot be repaired beyond its original Armour Value and can only be repaired in downtime (i.e. not on adventures) unless a character has a skill that allows them to do that.

At their discretion Referees may reduce the armour value points of any armour physrep if it is of exceptionally poor quality. Players using non-standard physreps for armour may apply to the Senior Referees for a permanent call on the value of their armour physrep. A laminated card provided by the Senior Referees should support such calls. Requests for such calls should be clearly identified as such.

Metal Armour: All Metal armour will have a minimum of 1AV in an encounter after it has been reduced to 0AV. This will stack if two layers of metal are worn and both are reduced to 0AV and with *Jury Rig* skill.

Once reduced to 0AV the armour will require to be repaired as normal, the extra 1AV granted in subsequent encounters does not need to be repaired (ie AV6 Plate that has four extra encounters, each taking 1 hit, is repaired as per AV6 plate not as if it was AV10 plate)

Please note, once it has been reduced to 0AV, it will need a full repair at the end of the adventure/day.

Light Leather

Armour Value (AV) 1

Repair Cost -/1 per point of damage taken

Thin leather, fur, or padded armour.

Light Studded Leather

AV 2

Repair Cost -/2 per point of damage taken

Thin leather or padded armour with stud's etc.

Heavy Leather

AV 2

Repair Cost -/2 per point of damage taken

Thick leather armour, leather should be rigid and inflexible. However leather trousers are an acceptable physrep for heavy leather.

Heavy Studded Leather

AV 3

Repair Cost -/3 per point of damage taken

Thick leather armour covered with studs, leather should be rigid and inflexible.

Ring Mail

AV 4

Repair Cost -/4 per point of damage taken

Interwoven metal links in the "Oriental" style, usually where the rings sit at 90 degrees to each other in the vertical axis.

Scale Mail

AV 5

Repair Cost -/5 per point of damage taken

Metal scales joined together or riveted on to thin leather.

Chain Mail

AV 5

Repair Cost -/5 per point of damage taken

Interwoven metal links. This will be in a traditional European style. It tends to be closer knit and heavier than Ring Mail

Plate

AV 6

Repair Cost -/6 per point of damage taken

Large steel plates covering locations.

Un-Stacked Armour

It is not uncommon to have multiple pieces of armour but not 'stacked' covering a single location. In this case each piece of armour needs to be bought separately and only provides protection for where it actually covers. I.e. a Chain mail tunic has short sleeves that cover the top of the arms, whilst leather bracers cover the lower part of the arms. Both the chain sleeves and bracers will have to be bought and costs can be found on the equipment list (irrespective of their actual size and how much arm coverage they provide). The two pieces of armour would then provide AV protection to the locations they cover and the character will have to keep a mental record on how much damage has been caused to each piece of armour as they adventure.

If a character without the stack armour ability wear two pieces of armour that overlap (i.e. on top of each other) they only gain the Armour Value of the top piece of armour and cannot then use the underlying piece when the first loses its armour value (it should be treated as having no armour points until the top piece is physically removed).

Stacked Armour

Some characters have the ability to stack armour. This ability allows the character to wear two pieces of armour, on top of each other, on a hit location and gain the Armour Value of both pieces. The armour must however be of different armour types. E.g. a character cannot wear a light leather and fur. They may however wear Heavy Leather and Light Studded Leather, or Scale and Chain Mail.

Shields

For safety, the maximum size of a shield for a player should be no larger than from the floor to the waist of the player wielding it. Bear in mind that large shields may increase the chance of accidental head hits, as the head may be the only visible target, players wielding large shields should be encouraged to wear head armour.

All shields made from a hard material (i.e. wood) should have padded edges and preferably a padded front. Shields should never be used as a weapon to barge an opponent aside or to charge an enemy with, equally opponents should not push or grab shields.

Shields slung over and worn on the back, or simply strapped to a location (i.e. not wielded, bucklers) provide no extra protection and do not count as armour. All shields in this game are considered to be made out of wood, unless they have been given a special item lammie issued by the SR Magi.

Weapons

The normal maximum weapon lengths are set out in the equipment list and refer to the length of the weapon from the base of the pommel to the tip of the weapon, not just the blade length. Whilst some latitude should be allowed for

new players with over length weapons, they should be encouraged to get a standard length weapon as soon as possible. Other than this weapon length maximums should be adhered to.

The maximum length for any weapon is 60 inches. Weapons between 60 and 78 inches are allowed at the discretion of the Referee running the event where the weapon is being used. Weapons over 78 inches long are not permitted in the Fools & Heroes system.

Wielding weapons without the appropriate skill

If a character wields and uses in combat a hand and half weapon, a two handed weapon in one hand or a throwing weapon (without an appropriate skill) then they will 'pull a muscle'. Until the next dawn they will not be able to use that hand or arm (as if it was permanently wounded). This damage cannot be healed on adventure and merely requires rest, before it is healed again (at dawn).

Enchanted Weapons

There are two types of Enchanted Weapons; permanently and temporarily enchanted weapons. Permanently enchanted weapons are rare and are considered magic items. The physrep for a permanently enchanted weapon should be gold in colour and have various runes carved in. The wielder should shout "Enchanted" when striking with such a weapon.

Temporarily enchanted weapons are normal weapons, enhanced with a spell. They should have a red ribbon tied to the weapon and the wielder should shout "Enchanted" when hitting with the weapon. Both weapons give off a shimmer when unsheathed. This allows characters and monsters to be able to identify such weapons.

The damage caused by an enchanted weapon can be lethal or subdual depending on the type of weapon.

Enchanted weapons cause one point of damage to any armour they hit in the usual way, but also cause one point of damage to the underlying hit location. If a character is stacking two layers of armour then the armour struck that is still providing protection (i.e. has not been reduced to 0 AV) and the underlying hit location take a point of damage. There are however some protections against enchanted weapons.

Bows and Crossbows

Arrows and Crossbow bolts always pierce leather armour.

Missile weapons can be particularly dangerous if the weapon or the ammunition is not in a fit state of repair or is poorly made. It is therefore imperative to check bows and arrows very carefully.

When an archer is shooting at a target they should ask themselves 'Is this shot safe?' If they have doubts then they should not fire the shot. Also within close range he should not draw the bow to its maximum. This is not possible with Crossbows and Referees should check to see if a crossbow is safe to use at short range.

Referees are advised to give tuition to those using bows and crossbows with emphasis on safety, firing into massed combat as well as keeping to the other combat etiquette guidelines should be stressed

The maximum poundage for bows and crossbows in Fools & Heroes is **30 pounds**; arrows should not be more than 36 inches in length and have suitable padding on the head. Shorter arrows should be used if possible as this reduces the poundage on the bow, but using shorter arrows does not mean someone can use a higher poundage bow

Thrown Weapons

Like missile weapons these can be dangerous. They tend to be small and can easily hit eyes etc. Thrown weapons must have no core and only physrep weapons specifically designed to be thrown should be used in this fashion.

Characters cannot throw weapons and cause damage unless they have been taught the skill (Thieves, Scouts or special characters where the skill has been passed).

Spells in Combat

Magical spells in combat bypass the "hits" system entirely as they do not "hit" the character. Each spell simply causes an effect (usually a wound) to the character. Stun and sleep spells effectively cause a subdual wound (stun limb causes a limb subdual wound while sleep simply causes

"Unconsciousness") while wound and strikedown spells cause a lethal wound effect to one or more locations.

Magical spells are not hits and as such no effect that grants additional hits protect from the spell (armour, dragonscales etc.) however this also means that the victim's protections are not activated by the spell. A character that is struck down and has a "mighty strength" running still has a floating hit available below their armour or if they have a "trollstrength" it is not activated by the wound.

Special Calls

A few monsters and 'specials' have unusual effects and weapon calls. If these are used then Referees will brief players before hand on what the effects do and how they should react. The following list describes some of the weapon calls used by Monsters, players should be encouraged to role-play these effects.

Knockback – The target of this strike should take a couple of steps backwards (with care) and fall backwards if it's safe to do so.

Cleave – The target item of this strike will shatter or become warped this will generally be a weapon or shield, no additional effects if it strikes armour or flesh. This effect can be resisted by items protected by magic (i.e. Protect Item, Weapon bonding etc.).

Paralyse – Target must freeze in position for 30 seconds, if paralysis is delivered through touch then the target will be unaffected if they wear metal armour on the location touched. The effect of any damage inflicted whilst paralysed is taken at the end of the 30 seconds.

Choke – Target cannot breathe or take any action apart from struggling for breath and/or falling to the ground, which may be accompanied by suitable gasps and wheezes etc. If the choking continues uninterrupted for 2 minutes, the target will fall unconscious. If the choking continues uninterrupted for a further 3 minutes, the target will die of asphyxiation. When cast by a player this can be resisted, otherwise, this is not a spell effect and cannot be resisted.

Disease: [Type] – Target contracts a disease (specified and elaborated by a ref).

Nausea – Any Character who was looking at the source of the call at the time it is called may do nothing but retch and vomit at the stomach churning sight for 30 seconds, unless they have the Immunity to Nausea ability.

Note: Only use this call for creatures with the nausea call. It is not for general use as a call eg. Horrific sights do not cause the "Nausea" call.

Entrance – Target must do anything the caster says for the duration of a month, can be lifted by a 'Lift' spell.

Possession – Target becomes possessed by a creature and becomes an NPC whilst possession lasts. This effect may be resisted with those with active.

2 – Poisons and Disease

Combat is not the only danger to characters' lives. They can also succumb to the effects of poisons and disease.

Poisons

Poisons are administered in one of three ways:

Injection

- The poison must be introduced to the blood stream, usually via a weapon. These poisons are called oils. All weapons capable of inflicting lethal damage can have injection poisons applied to them (blunt weapons will break the skin).

Ingestion

- The poison must be applied to a food or drink and imbibed. It can also be drunk from the bottle. These poisons are called potions.

Absorption

- Commonly known as contact poisons, these also include poisonous gases. Usually characters will only have access to the first two types of poison; absorption poisons are usually used on traps. Injection poisons (oils) only take effect when they are on a weapon and damage a hit location (i.e. 'break the skin'). The hit location does not have to be reduced to zero hit points.

If a character has a Mighty Strength and is hit with a poisoned weapon then the Mighty Strength neutralises the blow and the character is not poisoned. However a character with Enhanced Hit Points (e.g. Strength) does not gain the same protection.

Anyone using a poison on a weapon should have an appropriate coloured ribbon on the weapon. They should also make a call to indicate what type of poison it is so the target knows how to react.

Poison Count

If the effects of a poison in a person are not purged within a poisons 'Poison Count' (as laid out in the description of each poison) the poisoned character will die. A poisoned character should keep track of the length of time they have been poisoned. This is the Poison Count. If a Timefreeze or Timeout is called then the Poison Count is suspended until Time In is called.

Common Poisons

The common types of poison available are listed below along with the colour of ribbon and call required. There may be other poisons available through the Senior Referees, which may not be cured by normal Purge Poisons. If a weapon has Venom on it then all can clearly see this poison, Oil of Swiftdeath can only be seen on a weapon by close examination.

Venom

Call and Ribbon

"Venom", Green Ribbon

Available as:

Oil, Natural Creature (Spider etc.)

Poison Count

300 seconds (5 Minutes)

Effects

The affected person is poisoned and writhes in agony for a minimum of 30 seconds before falling unconscious, although they may writhe for longer if they wish. Once they stop writhing they will fall unconscious. If the poison is not purged before the Poison Count has expired the affected person will die.

Swiftdeath

Call and Ribbon

"Swiftdeath", Black Ribbon

Available as:

Oil and Potion

Poison Count

120 seconds (2 Minutes)

Effects

The affected person is poisoned and falls unconscious immediately. If the poison is not purged before the Poison Count has expired the affected person will die.

Deathman

Call and Ribbon

Not applicable

Available as:

Physicians Medicine (Drug)

Poison Count

600 seconds (10 Minutes)

Effects

If ingested, the person is poisoned and will writhe in agony for a minimum of 30 seconds. Once they stop writhing they will fall unconscious. If the poison is not purged before the Poison Count has expired the affected person will die.

Sleep

Call and Ribbon

"Sleep", Green and Yellow twisted Ribbon

Available as:

Oil

Poison Count

300 seconds (5 Minutes)

Effects

Poured onto a bladed weapon, this allows the wielder to make the "sleep" call on striking an opponent. The call only takes effect if the strike causes a wound to the target. This call only affects living creatures (NPCs, natural creatures and foulspawn in the bestiary) and has no effect on any living creature immune to alchemical sleep, venom, or swiftdeath. If the target is already under the effect of two durational potions this effect will count as a third and cause the venom effect as normal.

Reduced Poison Count

Poison Counts cannot normally be reduced unless an effect that specifically reduces a Poison Count in a person is enacted. I.e. A person has a curse that reduces the Poison Count of any poison that affects the person. Any effect that reduces the Wound Count of a person will **not** reduce the Poison Count of a poison.

Poison on Weapons

A single dose of poison contains sufficient to coat one melee weapon with enough poison to last for one encounter. When using poison on throwing or missile weapons, a single dose contains enough to coat three pieces of ammunition (daggers, arrows, bolts etc.) only. Poison used in this fashion only lasts until the weapon has been used (i.e. thrown or fired) once. Once used for the first shot (even if the shot misses) the weapon is no longer poisoned.

Curing Poisons

Using a Purge Poison in any of its available forms can cure all of the above poisons. Once cured the effects of the poison are neutralised although any wounds taken are not. Anyone who is currently unconscious (from either the wound or the poison) will remain so unless roused.

Detecting poisons

Whilst under the effects of a poison the wounded person should not tell anyone checking them that they are poisoned unless the examining character is a Guildsman Physician. It is up to the person checking them to deduce the facts. A person who has been poisoned cannot cure themselves.

Oil of Venom and Oil of Swiftdeath is visible on blades. People should attempt not to react to distant or non-visible calls - these are made for the benefit of the person being hit with the weapon.

Other poisons should be marked with the relevant Sigils (their alchemical mark whilst in a bottle, the 'Poison present' sigil on traps).

Drinking Multiple Potions

A character that drinks more than two potions that are not "instant" effect potions (see the Potion descriptions) will be poisoned (as if by venom). The third potion will not take effect and all alchemical effects (not the venom) are neutralised. Dwarves are **not** immune to this alchemical poisoning.

Diseases

Just as characters can be poisoned so they can also catch disease.

Diseases are, in general, non-contagious. Some diseases are contagious and close physical contact will allow transfer of the infection. This includes healing someone or searching them. Thick gloves will prevent diseases from being caught via hand contact; other types of contact will still transfer the disease. Be sensible

with the diseases, a close brush will not pass on the infection. It is entirely possible to pass on the disease quickly to a whole party with over-zealous Refereeing. Some diseases that characters can be afflicted with are set out below.

Zombie Rot (Contagious)

Transmission - From contact with Undead

The person will feel nauseous and if not cured by dawn the following day the touched location will be permanently wounded. Where a person searches a zombie then they should be considered to have the appropriate arms infected. If an infected location touches an unaffected location the disease will spread to that location as well.

If a person dies having contracted zombie rot then the corpse will become a zombie (See Bestiary) one minute after death.

This effect may be countered if the area is washed with Holy Water within 5 minutes of the touch, or a Cure Disease is administered before the end of the day.

A Kharachian may not cure zombie rot once it has set in to a body location; however they may prevent the infection from taking root by washing the area with holy water within 5 mins of contact with the cause of the contagion.

Magical Disease

Transmission - Cause Disease Spell

The person is violently ill and incapacitated every other encounter. The infected person will die if not cured before dawn. This effect may be countered with a Cure Disease.

Weakness

The affected person cannot use any armour as they become weak and their skin is sensitive. The disease lasts until dawn. So as not to cause people to carry armour round an adventure the person can continue to wear armour but gains no benefit from its protection. This effect may be countered with a Cure Disease.

Brain Fever

The person cannot cast spells (Religious or Mages spells) or resist spells. They can still use resists from Protection from Magic spells and potions. The disease lasts until dawn. This effect may be countered with a Cure Disease.

Brain Fever works on creatures with natural power as well, such as elves natural drop, and special character spellcasters such as fae.

3 - Healing

Combat can be quite deadly and it is therefore advisable that some healing is carried within an adventuring group. This section describes the various healing skills, spells etc. and sets out the effects and who has the abilities.

Healing

Any healing effect removes all damage effects to the targeted location and the location will only take a wound effect if struck again a number of times equal to the character's HPL. (Bandages do not heal a wound, they merely suspend the effects of a lethal wound while they are in place, therefore the location effectively only has 1 hit to cause another wound.)

Healing a wounded location will remove any subdual damage (i.e. limbs) but will not rouse a person under the effect of unconsciousness.

Wound Count

If a lethal wound is not healed within five minutes (300 seconds) it becomes permanent. A wounded character should keep track of the length of time he has had his wound. This is the Wound Count. If a Timefreeze or Timeout is called then the Wound Count is suspended until Time In is called.

Reduced Wound Count

If a character has multiple magic items or other skills/abilities/effects that reduce a character's Wound Count than these effects will stack. E.g. a person who has a curse that reduces their Wound Count by 60 seconds and has three magic items bound to them will have an effective Wound Count of 180 seconds.

Zero Wound Count

A character who has a reduced Wound Count to zero, will take an immediate permanent wound (i.e. death or loss of limb) the first time they would normally be wounded by an effect. E.g. A person has a curse that reduces their Wound Count to zero, the first time he is struck in the chest that causes a wound the person will die.

Subdual Damage

Subdual damage to the chest or head causes unconsciousness (see below). Subdued limbs are dealt with below.

Subdued Limbs

Remember that subdual damage to limbs is automatically healed at the end of the encounter. Subdual damage can be recovered before the end of the encounter if the limb is vigorously rubbed for 30 seconds or by any healing effect directed at the limb.

Unconsciousness

A character can be rendered unconscious by a spell effect, by the effect of a poison, by the effects of wounds or being choked for a period of 2 minutes. If a character is unconscious due to an existing lethal wound or poison they may not be roused.

Rousing

To wake a person from unconsciousness they must be shaken for 30 seconds. Physician smelling salts or potion of revival can be used to shorten this time to 5 seconds, see Physician/ Alchemists Guild rules. Moving (i.e. carrying) someone who is unconscious will after 30 seconds rouse them.

Fussing

Fussing a wound requires a person to pretend to hold a wound together (e.g. pressing on the wound etc.). It only requires one hand to do it but the person cannot carry out any other actions (e.g. fighting etc.) other than a slow walk. You can only fuss one wound at any time. Fussing a wounded unconscious person whilst they are being moved is dangerous, it is up to the Referee to decide if fussing works and will depend on the context and situation of the encounter. Whilst fussing, the Wound Count for that wound is suspended. If the fuss is stopped the Wound Count continues. Fussing works on both body (head or torso) and limb wounds.

Physicians Fuss

This skill is available to Physicians. The character should fuss over a wound for 30 seconds pretending to "mend" it (e.g. sewing it, holding it together). At the end of it he should say "Physicians Fuss". This will restore all hit points to the affected location.

Bandages

Any character can tie a bandage on a hit location, provided that there is not a bandage there already. Some Physicians can tie a bandage on a wounded location if there is already a bandage there. The bandage must go round the affected location at least once and should normally be over armour.

The result is that the existing lethal wound effect is suspended until the location receives a subsequent lethal wound or the bandage is removed when the wound reopens and the Wound Count starts again.

The same bandage may be retied on to the location if it drops off. Apart from this retying, once used a bandage cannot be reused except with the special Physician ability of "cleaning bandages".

Because bandages do not heal wounds a player cannot attempt to suspend the effects of a subsequent wound to a bandaged location by removing all bandages and tying a fresh one as there is effectively "two" wounds. Two bandages must be tied (By a person with the "double bandage" skill) or a single "heal" effect must be applied to remove all damage to that location. (A double bandaged location that receives a subsequent lethal wound will require three bandages which can only be tied by a person with the "triple bandage" skill. Etc.) Wounds being held in suspension by bandages are assumed to heal at dawn the following day.

Alchemical Healing Potions

Heal Limb and Heal Body potions will heal all damage to the given location. The injured person chooses which location is healed. An All Heal potion heals all damage to every location.

Physicians' Medicines

Physicians' medicines have the same effects as their Alchemical Healing equivalent, except that they won't work on Dwarves or any creature naturally immune to venom.

Religious Spells

Most religions have some form of healing spells. Heal Limb and Body spells will remove all damage on an injured location of the caster choice.

For a quick summary, any creature with more than 1 hit in a location will have the full hits per location before a wound is taken again - when healed by magic, alchemy, Physician's drugs or fusses. However, a bandaged location is effectively on 1 hit per location until properly healed.

Purge Poison

This is available as a spell, potion, or Physicians' medicines. It will cure all poisons set out in section *Poisons and Diseases*. Please remember that other poisons may exist which cannot be cured this way.

Cure Disease

This is available as a spell, potion, or Physicians' medicines. It will cure all diseases set out in section *Poisons and Diseases*. Please remember that other diseases may exist which cannot be cured this way.

Woundwort

Woundwort is a Physicians drug that can be applied to a wound. This does not heal the affected hit location, but suspends the Wound Count. The location cannot be used but no longer deteriorates. If the casualty is moved the count will restart. Holy water applied by a Vleyborian Priest of Father Rank and above also has the same effect as applying a dose of Woundwort to a wound.

Regrow Limb

This is available as a Vleyborian spell, an Alchemical potion and a Physicians operation. The effect of this is to regrow a single lost limb or organ or to restore a permanently injured location, not head or torso, to working order. It will not bring someone back to life. It takes one week for the limb to regrow from the time of casting (longer in the case of a Physicians operation). Regrowing limbs are weak and should not be used to their full effect, the character should roleplay the weakened state (i.e. have the arm in a sling or walk with a limp). The affected limb cannot be used to perform any skill the character has in which the limb is required i.e. arm for Physicians fuss etc.

Prosthetics

A prosthetic limb (usually a leg) can be used instead of regrowing the limb, though the disadvantage is often prohibitive.

The use of a prosthetic limb must be approved by a Senior Referee who will provide rules for its use based on the phys-rep and the amount of IC cash spent on it.

Resurrection

Vleyborian Resurrection

This spell will bring a character back to life (if willing), it will heal all wounds, afflictions and purge the body of all poisons and diseases that they incurred during the encounter that they died in, as long as the soul has not been laid to rest. It will not remove brands or restore lost limbs that were permanently wounded prior to the encounter the character died in.

Necromancers Resurrection

This spell will return the soul (if available) of a dead character back to their body, as long as the soul has not been laid to rest. It will not heal wounds, restore limbs or remove brands. The targets Wound Count will be renewed to five minutes and any afflictions (poisons, wounds, diseases etc.) the character had at the time of death still continue, i.e. If a character was killed with Swiftdeath the target will continue to have a two-minute Poison Count until the poison is purged.

Generic resurrection rules

Any missing organs should be returned to the body before casting, as they will not be replaced by the spell, if the spell is cast before the organs are returned the person will return to life missing those organs. I.e. A person missing a heart will die within five minutes of casting the spell as the heart is not replaced, however a person missing an eye will not die but just be blind in that eye. An organ being returned to a corpse needs either a Physicians fuss or any form of heal body (potion or spell) being applied to it, to attach the organ properly, if the organ is not replaced properly at the time of casting the organ will be useless. The spell has no ill effects on the caster.

The person being resurrected loses any position of power, all rank, skills and abilities and must (if they chose to) relearn them at the normal rate. A person who was once part of a religion before death, returns to life as a Kindred

follower, they may advance if they so choose in their respective Church as normal, though the Gods of Light will honour the character's free will if they choose to remain a Kindred even if they were once a Priest or Devotee. They may advance as far as Master within an organisation, but may never hold a position of power. Any character can only be resurrected once.

Role-playing a Resurrectee

Any character that has died and has come back is likely to have had their perception profoundly altered. In the short term they are weakened and even confused while in the long term they may have deep changes in their philosophy or they may seem to be alienated or not quite the same as they once were. It is because of this that Ithronian society does not trust the abilities of a resurrectee in any position of power.

The recipient of a Vleyborian resurrection will be returned from the trauma of death to a sense of peace and well-being while the recipient of a necromantic resurrection often feels weakened and may appear paler and more gaunt for a period after the resurrection.

The Ritual need not be cast on the same day as the character death occurred, but it must be cast as soon as possible. It is encouraged that this is performed at an event done IC within a month of the character originally dying. If the caster and dead character are from different branches then both LO's of the PC's must agree that there are no external hindrances from reaching and/or moving the body. If either disagrees the resurrection does not take place. Resurrections taking place on bodies that have been dead for long periods of time (more than a month), will only work on NPC's and need to be cleared with the Senior Referees and CC as additional downsides will be in effect.

4 - Magic

The following rules apply to all forms of magic unless otherwise specified. There may be special cases (e.g. special characters or monsters) that do not conform to these rules.

Power

There are three types of magical power that fuel spells, Soulfire (for Mages), Mana (for Priests) and natural ability. Someone may not have Soulfire and Mana, but may have Natural Ability and one of the others. Natural Ability is usually all Active Reserve (see below). A character with power will have a number of points which are usually divided into Active Reserve and Dedicated. At the start of each day (dawn) a person regains all of his power. One third of this power (rounded down, with a minimum of one) becomes Active Reserve. At any point a person can convert Active Reserve in to Dedicated Power but not vice versa.

Power	A/D	Power	A/D	Power	A/D
1	1/0	11	3/8	21	7/14
2	1/1	12	4/8	22	7/15
3	1/2	13	4/9	23	7/16
4	1/3	14	4/10	24	8/16
5	1/4	15	5/10	25	8/17
6	2/4	16	5/11	26	8/18
7	2/5	17	5/12	27	9/18
8	2/6	18	6/12	28	9/19
9	3/6	19	6/13	29	9/20
10	3/7	20	6/14	30	10/20

A/D = Active / Dedicated split.

Active Reserve

This power is used to cast Commands and to resist spells. Command spells are cast by saying the activating phrase (see later) then expending a number of points of Active Reserve as described in the spell.

You cannot cast spells that would take you below zero Active Reserve, nor can you resist spells if your Active Reserve has reached zero, unless you have another form of resist.

Dedicated Power

This is used to cast Enchantments (for Mages), Prayers (for religious characters) and Rituals (for either type of spell caster). These spells take some preparation before casting.

Enchantments and Prayers are written on to a spell card with the verbal casting phrase of the spell written in Ronish and the casters personal mark (see later) on the back. At this point a number of points of dedicated power are spent, as determined by the spell. This preparation must be done whilst the caster has his spell book to hand.

Rituals are prepared in the same way as Enchantments and Prayers except that the appropriate instructions and casting phrases are written on to a scroll, which must be at least 7 inches (17.7cm) wide and 21 inches (53.4cm) long with a dowel at each end.

Dedicated power is used when the personal mark is added and need not be used immediately at dawn. Spells may be dedicated at any time during the day. To dedicate a spell takes 5 minutes per spell and requires the caster to have his spell book to hand. To ease game play if someone dedicates spells whilst not on an adventure or first thing at a longer event then it is acceptable to ignore this 5-minute count. This count is only intended to be used to stop characters dedicating all their spells instantly during an adventure as circumstances dictate.

Any dedicated spells that have not been cast by dawn lose their power, but not their personal mark.

Resisting Spells

To resist spells, the target says "I Resist That Spell" very quickly after the spell has been cast at him and makes a clear gesture that they are resisting the spell such as crossing their hands in front of their face to represent the mental effort involved. The action costs one point of Active Reserve for each spell resisted. It is only possible to resist spells cast at you (as opposed to your equipment). E.g. If someone cast Entangle on a Mages Robes he cannot resist the spell. There are a few exceptions to this rule (e.g. Bonding) and these are covered in the spell descriptions.

Some spells cannot be resisted. These spell verbals will usually be followed with the word "Irresistible" (e.g. "be struck mute, Irresistible").

It is not possible to resist a spell whilst unconscious (including being under the effects of a Sleep spell). It is possible to resist whilst paralysed, under the effects of a Freeze spell, or whilst tied up. The person should still say "I Resist That Spell"; this is only so a Referee can see that he is resisting a spell.

If two or more spells are cast at a person at the same time calling out "I resist that spell" twice in quick succession and expending the points of Active Reserve can resist both.

Command Spells

These spells are cast by saying the phrase 'By my Powers' (for Mages) or 'By my Faith' (for Religious characters) followed by the appropriate activating phrase. E.g. for the Command of Fear a Mage would say, "By My Powers Fear Me" indicating who the target of the spell is. As the phrase is finished the caster expends the appropriate amount of Active Reserve.

A person can cast Command spells as long as they have read their spell book that day.

Any creature or Mage (Including Demons and Undead) who have all their Mana/Soulfire on active must still cast Rituals as per a Ritual but without the scroll paper. This means that Circles of Protection or other Rituals cannot be instantly created. Senior ref approval must be passed for any creature/NPC who is allowed to cast Rituals as Command spells.

Enchantments/Prayers

The spell card is as described earlier. To cast the spell the activating phrase is read from the card, adding the target as appropriate. After speaking the phrase the card should be torn in two.

The casting phrase differs depending on whether it is a religious spell or a Mage spell and also on the Church or school of magic the spell comes from.

Casting Phrase

The verbals should be followed with the spell activation phrase and then the target of the spell (if appropriate). The activation phrases for spells are described in the Spell List.

Mage Command Spells

By My Power...

Religious Command Spells

By My Faith...

Prayer Spells

By the Powers of <deity's name>...

General Mage Enchantment Spells

By the Powers of Magic...

Thaumaturgy Mage Enchantment Spells

By the Powers of Magic...

Demonological Enchantment Spells

By the Powers of the Planes...

Enchanters' Enchantment Spells

By the Powers of Substance...

Necromancers' Enchantment Spells

By the Powers of Vitality...

Rituals

These are more complex spells to cast and because of this most spell casters will put additional instructions on the scroll telling them what actions to take in addition to the activating phrase. People cannot cast Rituals on themselves. The process for casting most Rituals is as follows:

The target of the spell is usually placed on the ground and any material components are prepared (e.g. for Bladesharp a weapon is placed on the ground and a red ribbon is put under the blade of weapon by the hilt). The caster then walks around an imaginary circle that is centred on the target, or if there is no target, a convenient space. The caster may walk clockwise or anti-clockwise around the circle, but he must walk the same way around the circle for the whole of the spell. The circle should be approximately six feet (2m) in diameter, but can be larger or smaller as appropriate.

When the caster reaches the point on the circle where he started he says aloud:

"I <caster's name> summon the Powers"

He then walks the circle a second time and when he once again reaches the starting point says:

"I <caster's name> summon the Powers"

He then walks a third and final circle and when he reaches his starting point repeats the phrase:

"I <caster's name> summon the Powers"

After this third pronouncement the caster kneels and carries out any activities that are required by the spell (e.g. explaining the effects to the recipient, tying a ribbon to a weapon etc.). He then stands and bows to the circle and says:

"Powers Heed My Bidding"

To complete the Ritual he then says the appropriate phrase depending on the type of spell, plus the individual spell activation phrase.

Religious Spells

By the Powers of <deity's name>...

General Mages Spells

By the Powers of Soulfire...

Thaumaturgy Mages Spells

By the Powers of Soulfire...

Demonological Spells

By the Powers of Universal Vortices...

Enchanters' Spells

By the Powers of Magical Matrices...

Necromantic Spells

By the Powers of Vital Essences...

After the final activation phrase the Ritual Scroll is torn in two

Note: Even if a creature or person has all of their power on active they must still cast Rituals as a Ritual although without the scroll paper. This stops instantly creating CoPs or enchanted weapons.

Spell Ranges

Spells have four possible ranges.

Self:

The spell is cast at the caster once the activation phrase has been spoken.

Touch:

The caster must touch the target (or in some cases nearly touch the target, without making contact). This is limited to a single target.

Ranged:

The target must be visible to the caster and the target must be able to hear the spell verbals (this often means the caster shouts his activation phrase). For Line Of Sight (LOS) spells this is limited to a single target, for Mass spells this is limited to all viable targets within 30 foot radius.

A whispered activation phrase is acceptable, but this will require a Referee to tell the target that they have been hit by a spell, but the target should still be within earshot. Ask a Referee first if this is permissible before casting in such a fashion, it is entirely at the Referee's discretion to allow this.

Someone concealing themselves so they cannot be seen is a good defence against these spells. For this to be effective the person must be completely concealed

Ritual:

The range is the focus of the Ritual circle, in most cases this will be one object or person, at Referees discretion multiple foci are permissible (e.g. Ritual of lay to rest). Some exceptions may exist (but these will be specified in the individual spell descriptions). These spells must be performed as a Ritual, even if the spell is cast in a different form (e.g. by a Battlemage).

Spell Durations

Spells have a number of possible durations.

Time:

The spell lasts for the time stated, usually 30 seconds, 7 minutes, 15 minutes or 30 minutes. If the spell is removed the effect will immediately stop.

Instant:

The spell takes affect instantly. The effect is permanent and the spell may not be removed.

Dawn:

The spell lasts until the following dawn unless lifted or dispelled.

Combat:

The spell will last for either 15 minutes from when it is activated, or until the end of the combat it is activated in, whichever is shorter. In the case of long running battles, certain lulls will occur in the battle and all combat duration spells will end, even if they have only just been activated.

Spells on weapons activate when the weapon hits some target, whether or not it causes damage. Durational defensive spells cast upon a person will activate when they are hit for the first time or by a specific event as described in their spell description.

Personal Marks

Every Mage, Priest or Devotee must have a personal mark, a symbol that is unique to him or her. It must be placed on the back of all Ritual Scrolls or Spell Cards, which have been dedicated with power in order for the spell to work. In addition their spell book must also have their personal mark in it (but this mark may be concealed).

A Spell Card or Ritual Scroll that is torn in two does not lose its personal mark. If someone can find the two halves of the mark, or the whole mark then they now have a copy of that mark.

Charged scrolls cannot be used by a Mage or Demon to obtain the personal mark of the person who made the scroll; otherwise Priests and enchanters would never give away or sell their scrolls.

Someone else may not copy a personal mark, even if they have the original and the mark does not disappear at dawn, even if the spell has been used.

It is rumoured that Demons can use a personal mark to control a person (see Bestiary; Demons). An **evil** NPC (non Demons) may also use personal marks to cast irresistible spells, if so then they can use the following rule with **permission of the SR's**;

- A personal mark is a direct link to a characters soul; it allows mundane spells to become irresistible if cast at a character whose personal mark it is. To use a personal mark against a character, the caster casts a spell (with irresistible vocals) and destroys the personal mark (it is removed from the game).

Spell Acquisition

Each spell caster has a number of spell slots (e.g. A Devotee of a Church gains one spell slot per rank). He need not fill the slots immediately, but can never learn more spells than he has slots, unless he was the character that researched a new spell. A character may not unlearn spells. A character may only learn (or re-learn) one spell per day. There are several ways for a character to learn new spells to add to their repertoire, these are:

Teaching Scrolls - Any Priest, Mage or Referee can write a teaching scroll. The scroll can then be given/sold etc. to other characters of the same Church or school of magic of the scroll creator. The scrolls are used to teach others of the same Church or school, spells from their respective lists. It is encouraged that Referees 'sell' characters spells as to encourage characters to learn from other characters. A teaching scroll minimum physrep requirement is a spell description (taken from refs guide) including spell cost and verbals etc. It must also have stated what Church or School it is created for.

Quest Only - These spells **cannot** be learnt from other characters through the use of teaching scrolls. These can **only** be handed out to a character from a Referee. The manner in which a Referee hands out a Quest Only spell is up to them and could indicate any number of ways a character could obtain the spell, a few examples are; a character spending time in a library, a character being gifted a spell from the Gods, a character doing a favour on behalf of a school or Church, a character going on some specific mission or quest. The key is that 'Quest Only' spells are only given out by Referees and only to a specific character who 'quested' for it.

Research - These spells are learnt by a character doing research that has been passed by the executive committee. A character who researches a spell that is passed by the Executive committee does not need to have a free or unused spell slot, if passed the spell is in addition to their normal allowance. If the spell is passed the SR Magic will decide if the new spell is Quest Only or a regular spell. Once passed the spell will be added to the relevant spell list and into the spell description section, at SR Magic discretion the spell may be placed in the restricted spell list instead.

Spell Books

These items are the sum total of a spell casters knowledge. A person can only cast spells that are in his spell book. This includes all Commands, Enchantments/Prayers and Rituals. When a character joins the Mages Guild or becomes a Devotee or Priest in a Church he is given a spell book (although the player will have to make the physrep). It is in this book that he writes the spells he learns. At the start of each day he must read his spell book in order to remember the Command spells and he must dedicate up the other spells from it.

You may only have 1 spell book at a time, should you lose your spell book you can no longer cast spells until you replace it. If lost a new spell book costs 30 Crowns for a Mage, 15 Crowns for a Devotee and 7/6 Crowns for a Priest. Permission to purchase this spell book must be obtained from the SR Magic or SR Knights & Religions. The character has not “unlearned” the spells they had; they can merely no longer cast them. They will need to find a new copy of the spell and include it in their new spell book before being able to cast it. They can still add new spells though, if they have unused spell slots. As stated earlier a character can only relearn one spell per day.

If a person finds his old spell book he must return one of his books to the Guild/Church, to do otherwise is to break Guild/Church law.

Spells, which are dedicated on an adventure from a spell book, take at least 5 minutes to complete irrespective of whether it is an Enchantment, Prayer or Ritual. A person cannot dedicate spells from another person's spell book even if he knows the same spells.

Understanding Spells

The activation phrases used by a spell caster are there for two purposes. Firstly it allows Referees to keep track of what is going on and secondly it lets the target understand what spell is being cast without the use of Timefreeze calls.

Characters and monsters are able to deduce a magic caster (both Priest and Mage) if they see them performing arcane actions, e.g. ripping a spell card and pointing, walking and performing a Ritual. However they will not understand which particular spell is being cast or (unless obvious) the target of the particular spell, unless they ‘understand’ that spell (see below) or the spell is targeted at them.

For example, if a Mage casts Sleep, he rips a spell card and points at his target. If the target is by themselves away from any others, other characters observing would be able to deduce that a Mage has cast a spell at that target. If the target was in amongst a group, other characters would only be able to deduce a spell had been cast, not who the target was. Characters and monsters that understand the Sleep spell would know exactly what spell was being cast and who the target was. The target will feel the effects of the spell starting and can therefore choose to resist it.

Religious characters and Mages do not understand each other's spells. Mages can understand spells from other schools (if they know the spell) and Religious characters can understand spells from other Churches. For example If a Rolborian Priest cast a spell of befriend at an Orc, a Traldan Priest who also knew the spell would “hear” that it had been cast, but a General Mage with the spell wouldn't. The Orc would realise that he was the target of a Befriend spell and could choose to resist it or not.

Spells cast by monsters using natural active cannot be understood by anyone unless they are the recipient of the spell.

This is the same for written spells (spell cards, scrolls and spell books), with the following exceptions: -

Any Priest may recognise the origin of a written spell (Sidhean, Rolborian, Abraxian), but they cannot understand the nature (Befriend, Heal Limb) of the spell unless they already know their own faiths version.

Similarly, Mages of Guildsman rank or above can recognise the origin of a Mages spell of the 3rd and 4th order, but they cannot understand the nature of the spell unless they already know their own schools version. Mages below Guildsman rank can only recognise these spells as being Soulfire based spells and cannot derive any further information. Mages of any rank can recognise the origin of 1st and 2nd order spells and can understand the nature if they know the spell.

Teaching scrolls are written in a way that if someone can recognise the origin of the spell (its particular faith or school) and is not restricted from learning the spell (i.e. A Rolborian is not allowed to learn from a Crowan teaching scroll or a Necromancer is not allowed to learn from a Demonologist teaching scroll), then with study, they can learn the spell. Charged scrolls give the user clear instructions of how to cast the spell and do not give the user any special insight into the nature of the spell that they do not already possess.

Injured Spell Casters

All spell casters use their body to focus their magical energies, be it Soulfire, Mana or Natural Ability. Imperfections in the body can therefore prevent such spell casting. Every spell caster has a “casting finger”. This is the index (first) finger of their right hand (even if they are left-handed). If this casting finger is missing or the arm is **permanently wounded** then they cannot cast spells.

The loss of the other hand has no effect on spell casting as long as the caster can physically break/tear the spell card etc. If a person has lost a leg then he

cannot cast Ritual spells, as he cannot walk a perfect circle, even if the leg is replaced with a false limb. Someone who cannot speak, or whose tongue has been cut out, cannot cast spells but may resist them. A blind person cannot cast ranged spells or Rituals. If the caster has one eye then spell casting is unaffected.

Auras

Auras are represented by ribbons. If a character is able to see an aura or a sigil, they are able to see both the sigil and aura (ribbon).

A person with Soulfire does not give off an aura.

Aura	Ribbon Colour	Sigil
Pertains to Demonology	Purple	Y
Pertains to Enchantment	Gold/Yellow	X
Magical in Nature	Gold/Yellow	^
Pertains to Necromancy		⊗
Fae in Nature		△
Magical and Mana Immunity	Orange	N/A
Demonsbane	Red and Purple	N/A
Deathsbane	Red and Grey	N/A
Religious	Blue	1

E.g. A P7 who can see Demonological auras can both see and recognise purple ribbons and Pertains to Demonology sigil.

Where a sigil has a corresponding aura (eg, Magical in nature and Magical aura), the aura should generally be used when there is need to represent some kind of active magical energy (Spells on a person, or soulfire in a person do not require a yellow ribbon).

“Pertains to” would usually be used on its own where that item is relevant to, but does not have any magical energy- eg a book on demonlore would have “pertains to demonology” somewhere on it because its writing, and has no “energy” in it.

Bind Slots

In effect all characters have two Bind Slots, this allows for characters to have up to two special items (usually magic and religious items that are laminated cards, signed by the SR Magic) bonded to them without additional disadvantages. Upon bonding the third special item and any subsequent items after the first two the character will lose a minute from their Wound Count for each item bound in this fashion. If a character has 7 or more special items bonded to them they will effectively have a zero Wound Count.

E.g. a Thief has two special items, they then bind a third special item to their life force, the character now has a reduced Wound Count of 240 seconds (4 minutes). The Thief then gets an Enchanter to unbind the third special item and their Wound Count returns to 300 seconds (5 minutes).

Any item that states that it needs to be bound on the special item lammie will take up a Bind Slot. If a special item is bound to multiple members of a group it will use a single Bind Slot from each member bound to it.

Zero point spells

Some spells have no spell cost i.e. lay to rest for Kharachians, absolution for all Priests etc. In these cases no spell cards, scroll paper or material components (unless stated in the spell) is required for casting them. If a Ritual is required then perform the Ritual as per normal but with no scroll paper. For the purposes of creating charged scrolls these count as having a spell cost of one point of power.

Multiple Magical Effects

Unless specified in the spell description, beneficial magical effects of the same spell/effect do not stack on the same target. E.g. No target may have the effects of two protection from magic spells in effect no matter the source (spell, alchemy or magic item), or two dragonscales.

Spell Descriptions

What follows is a list of spells and effects for the game system. The Spells are listed alphabetically in the format shown below. Alchemical and Physician equivalents are listed. If a spell uses a ribbon as an OOC game mechanic (i.e. Bless weapon) and the ribbon accidentally falls off before the spell is activated then simply retie the ribbon back onto the item.

Spell Name

Effects of the Spell

Range: If the spell is a Ritual then the range is the target or content at the centre of the circle unless otherwise stated. If not specified the range is Ranged. Touch means that the caster must almost lay hands on the target. Actual Physical contact is not required. Self is the same as touch but may only be cast on the caster. The spell description will also note if the spell is mind affecting.

Form of use Cost (Mana/Soulfire)

Type R=Ritual
E=Enchantment
P=Prayer
C=Command

(User) School of magic or religion and order of the spell (e.g. E/3rd means Enchantment 3rd order)

Religions are listed by their initial, a * after this means the spell is also available to NPC Dark God followers. I.e. R (S, V) – Ritual – Sidhe & Vleybor

A

Absolution

Restores the targets diminished connection to their deity after breaking a Major sin. Requires a candle to be lit, a vial of holy water to be expended and a penance to be set.

Range: Ritual

Religious 0 Mana R (All)*

Activating Phrase: "...Do I absolve you of your Sin!"

NB: This spell cannot be made into a charged scroll.

All Heal

Heals all wounds to all of a targets locations

Range: Ritual

Religious 2 Mana R (S) P (Dark God only)*
Alchemist Potion
Physician Mixture

Activating Phrase: ".....May all Your Wounds Be Healed!"

All Heal - Ranged

Heals all wounds to All of a targets Locations

Range: LOS

Religious 5 Mana C (V)
Religious 4 Mana P (V)

Activating Phrase: ".....May all Your Wounds Be Healed!"

Animate Dead

Target dead creature becomes an animated corpse (See Bestiary), when destroyed, the magic will be dispelled and the animate will return to the state of a corpse. Once animated the target may be resurrected and may be laid to rest or communed with. This spell will not harm the soul of the target body. An animated corpse will be under the Command of the caster. This spell does not work on a target dead creature that has been laid to rest.

Range: Touch

Necromancy 1 Soulfire E/3rd

Activating Phrase: ".....Rise and do my bidding"

NB: At the time of casting a corpse needs to be marked with an 'X' on the corpses forehead, otherwise the spell will fail. Animates created by this spell last until they are destroyed.

The original creator of this spell is lost to the mists of time, however in recent years it was refined by Schoolmaster (later Archmage) Alton of Mistridge (Gareth Garfoot) to ensure that it did not harm the soul of the target, and to increase its duration.

Animate Limb

This spell will restore the functionality to a limb that has reached 0 wound count until dawn. During the kneeling part of the ritual, the target limb must be

touched, then marked with the necromantic in nature sigil and a X. At dawn the limb will cease to function.

Range: Ritual

Necromancy 3 Soulfire R/3rd

Activating Phrase: "...May this limb be infused with Vital Essence!"

NB The limb will be fully functional for the duration of the spell and count as if it had never been wounded. If damaged after this spell has been cast it will not "bleed" but will still have a "Wound Count" as normal and a bandage will repair enough damage for it to be held together. Potions will aid in knitting the flesh back together. Poison will still work its way in to the body from this limb if hit by a poisoned weapon. As the necromancer is directing the targets own essence back in to the limb it cannot be dismissed or instructed. This will not work on limbs that have been removed from the body.

Appraisal

Once cast, the effects last until dawn. While the spell is active, the recipient can see the fake/worthless sigil on objects (not written documents). In addition, they can sense that something is unusual about an object if it has any of the following sigils; alchemical in nature, demonological in nature, religious in nature, necromantic in nature, faerie in nature. The spell can also grant additional knowledge at the ref's discretion.

Range: Touch

Religious 2 Mana P(R)

Activating Phrase: ".....may I gain insight as to the nature of what I see"

NB: Only cast on Rolborians

This prayer was researched by High Mother Peni Baker of Brisel, Paragon of Rolbor.(Sian Fry). Peni was previously the Defender of the Faith of Rolbor before joining the priesthood.

Awakening

Brings target out of Deathsleap.

Range: Ritual

Religious 2 Mana R (V) {Requires 6/- incense}

Activating Phrase: ".....May your body be awakened"

NB: any person who can cast awakening will also be able to distinguish if a subject is dead or in Deathsleap. They recognise the sigil (d) on the forehead of a deathslept person.

Note: Any person who can cast awakening will also be able to distinguish if a subject has a soul.

B

Barkskin

Gives one floating hit point (under armour), it will not stack with mighty strength

Range: Touch

Religious 2 Mana P (L)

Activation Phase: "..... May your body be shielded from harm!"

Befriend

Target treats caster as a friend for 30 seconds or until caster is unfriendly towards them, whichever is sooner. In the case of the alchemical potion the effect lasts for an hour.

Mind affecting.

Range: LOS

Religious 1 Mana P (R,S,T,V) C (R)*
General 1 Soulfire E/2nd
Thaumaturgy 1 Soulfire C/3rd
Alchemist Potion

Activating Phrase: ".....Be My Friend"

Binding

Recipient must hold the magic item that will be bound to them. The recipient is bound to a specific named magic item. See *Ritual of Binding in Mages Guild rules*.

Range: Ritual

Enchantment 5 Soulfire R/3rd

Activating Phrase: ".....Do I bind you to (Name of Magic Item)!"

Bladesharp

Enchants target edged weapon. Activates once used, lasts 15 minutes or one encounter, whichever is shorter. If the target weapon is destroyed (i.e. Shattered or warped) the spell will be dispelled.

Range: Ritual

General 3 Soulfire R/1st

Activating Phrase: ".....May this Weapon strike true"

NB: Must Tie a RED Ribbon to weapon.

Bless Armour

This Spell is cast on a person. It gives one floating hit point as an Outer Protective Shell on armoured Locations ONLY. The Spell has no effect on unarmoured Locations but will work on those where armour is reduced to 0 points left. If stacked with Dragonscales the Bless Armour activates before the Dragonscales.

Range: Touch

Religious 1 Mana P (All)*

Activating Phrase: ".....May this armour be blessed!"

Bless Missiles

Blesses 3 missiles, which are one shot use only. Target missiles dispelled if taken to Sharda. If the missiles are destroyed (i.e. Warped) the spell will be dispelled. This spell works on throwing weapons.

Range: Ritual

Religious 2 Mana R (L, T Dark God)*

Activating Phrase: ".....May these missiles strike true!"

NB: Must Tie a RED Ribbon to weapon.

The Traldan Ritual of Bless Throwing weapons, was originally researched in 1004 by High Father "Good" (Jason Enos), the claimed 3rd Son of the Earl of Oxenford (not true) who also used the name "FARTH-er David" based on the very obviously not his weapons permit he carried.

Bless Vestments

This Spell is cast on a person wearing robes. It gives one floating hit point as an Outer Protective Shell on un-armoured Locations ONLY. The spell is cancelled if any armour is worn and activates when the recipients' robes are struck. If stacked with Dragonscales the Bless Vestments activates before the Dragonscales.

Range: Prayer, touch

Religious 1 Mana P (C)

Activating Phrase: ".....May these robes be blessed!"

This prayer was researched by Primate Trystan Fitzwilliam (Tom Bull, Bristol) before his untimely death due to being crushed by a mountain in 1013.

Bless Water

Can be used to create 2 small bottles of Holy Water, or a blessed stake. At the refs discretion can be used for role-play effects (i.e. re-bless a shrine)

Range: Ritual

Religious 1 Mana R (All)*

Activating Phrase: ".....May this water be blessed!"

NB: It is permissible for multiple foci, as long as for every 2 bottles of holy water created 1 mana is expended (i.e. 6 Holy waters can be created in one casting as long as 3 mana is dedicated into the scroll).

Bless Weapon

Enchants target weapon. Activates once used, lasts 15 minutes or 1 encounter, whichever is shorter. Target weapon dispelled if taken to Sharda. If the target weapon is destroyed (i.e. Shattered or warped) the spell will be dispelled.

Range: Ritual

Religious 2 Mana R (V) Subdue weapons only

Religious 2 Mana R (K) Lethal weapons only

Religious 2 Mana R (C, L, R, S, T)*

Activating Phrase: ".....May this weapon be blessed!"

NB: Must Tie a RED Ribbon to weapon

Body of

Causes target to believe they are a named subject for 15 minutes or 1 encounter, whichever is shorter. Target does not gain any abilities of the thing

they think they are. Longstorians can only choose subjects that mimic natural creatures or plants.

Mind Affecting.

Range: LOS

Religious 4 Mana P (L, T)

Thaumaturgy 4 Soulfire E/3rd

Activating Phrase: ".....Become like a.....!"

Bonding

This spell is cast upon all the casters weapons and shield and for the rest of the day the caster may resist spells or effects cast at them, (i.e. cleave, shatter or warp) If the weapon is destroyed then the arm carrying the weapon is wounded.

Range: Self

Religious 2 Mana P (C)*

Activating Phrase: "...May my weapons be an extension of my body!"

Note: if the weapon or shield is not in your hand when it is shattered/warped etc, no wound is taken.

C

Cause Disease

Causes target to contract a basic magical disease (See Refs Guide Section on Disease & Poison). This disease is not contagious and will only affect the targeted person.

Range: LOS, Ritual

Religious 4 Mana P (Dark God only)*

General 4 Soulfire R/2nd

Activating Phrase: ".....Become infected with disease!"

Channel Soulfire

Target gains 1 active. This active fades if not used or dedicated in 15 minutes. Target must be a Mage or item specifically designed to be activated/used with this spell.

Range: Touch

General 2 Soulfire C/1st

Thaumaturgy 1 Soulfire C/3rd

Activating Phrase: ".....May I transfer my power"

This command was researched by Schoolmistress of Necromancy Evella de Montalia (Joanne Prescott, St Helens Branch) c.998 after seeing her Master run out of power during her apprenticeship. It was traded to Axir in 1002 in exchange for the "open portal" spell.

Channel Spirit Strength

This Spell will increase the target creature or object spirit strength by 1 point up to a maximum of twice their initial score. Target must be 'Undead' or an item specifically designed to be activated/used with this spell. Any Undead given Spirit Strength beyond their usual maximum will lose the excess power at dawn.

The caster can use this spell to help temporarily restore some semblance of sanity and composure to Undead that are not entirely lost to corruption and attempt to communicate with them. Spirits however, have different levels of awareness from mortals and may have lost much of their humanity depending on how long it has been since their death. This is left to the ref's role-playing discretion. Spirit Strength gifted in this way may make more intelligent undead (Ghosts, spectres, wraiths etc.) more likely to gain composure and speak with the caster (Will work as a commune with nature but on undead).

Range: LoS

Necromancy 1 Soulfire C/3rd

Activating Phrase: "...do I channel you spiritual strength!"

Cleansing

Cleans the target of the Ritual in the name of the deity. Uses include, but are not limited to, restoring a target individual's connection to their deity if it been lost due to events outside the direct control of the target, (i.e. a Vampire bite) and to prepare an area to be consecrated into a shrine. At Referees discretion may be used for other uses (e.g. removing of an unwanted taint). Requires a vial of holy water to be expended.

Range: Ritual

Religious 0 Mana R (All)*

Activating Phrase: "...May this ... be Cleansed!"

NB: This spell cannot be made into a charged scroll.

Cleanse Blade			
Removes poison from indicated bladed weapon			
Range: LOS			
Religious	2 Mana	P (S)	
Activating Phrase: ".....do I cleanse all toxins from that blade!"			
Cleave			
The Crowan can use their active mana to channel Crowa's might through their arms in a single focused strike, cleaving a wooden shield. This spell must be cast as the two-handed axe/sword/hammer is being swung, and if they miss the mana is still used.			
Range: Touch			
Religious	1 Mana	C (C)	
Activating Phrase: "... Cleave!"			

Commune with Dead			
As Truthell but works only on a corpse, the head and body must be present and the corpse must not have been laid to rest or been the recipient of a destroy Undead spell.			
Range: Ritual			
Religious	1 Mana	R (K,S)	
Necromancy	2 Soulfire	R/3 rd	
Activating Phrase: ".....Answer me with Truth!"			
NB: This spell does not count as desecration. A Kharachian using this spell will be honour bound to lay the corpse to rest once all information has been obtained and before leaving the encounter.			

Commune with Nature			
The Longstorian must be in line of sight and able to "speak" to the natural animal without having to raise their voice. Any natural animal may be communed with but not including intelligent animals that can already speak i.e. dragons. The Longstorian can speak to and understand the animal as if speaking their natural tongue. Animals though may have different conceptions of time, distance etc. and this is left to the ref's role-playing discretion. Lasts 15 minutes or one encounter, whichever is shorter.			
Mind Affecting			
Range: LOS			
Religious	1 Mana	C (L)	
Activating Phrase: ".....may I understand this animal.....!"			
Comprehend Languages			
For 15 minutes or one encounter the target of the spell can read and understand all non-magical written languages (including ancient texts). This spell will not work on enciphers or codes and cannot be used to understand sigils and runes.			
Mind Affecting			
Range: Touch			
General	2 Soulfire	E/2 nd	
Activating Phrase: "....may all that is read be understood!"			

Researched by Master Thaumaturgist Vaughn of Kirk-Leigh (Steve Wainwright) in 1008 as an attempt to replicate the Rolborian miracle of understanding.

Comprehension			
Grants insight into a rune, script, cipher etc. The full answer is not given but clues or incomplete descriptions are. {Requires a Pen and Paper}			
Mind Affecting			
Range: Ritual			
Religious	1 Mana	R (R)	
Religious	2 Mana	R (S,T)	
Religious	3 Mana	R (Dark God only)*	
General	2 Soulfire	R/2 nd	
Activating Phrase: ".....May I gain insight into these writings!"			

Corrupt Land			
Affects an area from the Ritual circle (ref's discretion). The area is corrupted and nothing can grow there except corrupted vegetation and trees (E.g. they weep pus etc.) Longstorians cannot perform Rituals within this area except a Ritual of Remove Corruption which will cure the area over 1 month.			
Range: Ritual			

Religious	10 Mana	R (Dark God only)*	
Activating Phrase: ".....May nature's blessings be destroyed!"			
Corrupt Meal			
All food is poisoned as if affected by Deathsman. This has no effect on meals which have had the 'Purify Meal' spell/potion used on them and subsequent castings of Purify meal will cancel the effect of this spell. Touching the container or vessel of the target food is sufficient to cast the spell.			
Range: Touch			
Religious	1 Mana	P (F)*	
Activating Phrase: ".....may this meal become a deadly feast!"			
Courage			
Recipient has all Fear, Drop and Obey effects dispelled from themselves. Than for a further 15 minutes or 1 encounter (whichever is shorter) the recipient is immune to all Fear, Drop and Obey effects (Including Irresistible versions).			
Mind Affecting			
Range: Touch			
Religious	2 Mana	P (C)* Cast on	
		Crowans/Abraxians only	
Alchemist		Potion of Firm Resolve.	
Activating Phrase: ".....May Crowa/Abraxis Grant thee Courage!"			
Choke			
Target victim falls to their knees struggling to breathe for 30 seconds whilst the caster maintains line of sight and chants "choke" as per the wraith ability. The spell is broken if the caster stops chanting or the line of sight is broken. Once the spell ends, by whatever means, the target is free to act as normal. If the target is choked continually for 5 minutes they die.			
Spell is resistible if cast from a player character			
The Caster cannot move whilst casting and chanting "Choke". If the caster moves the spell is broken and ends			
Range: LOS			
	Necromancy	1 Soulfire	C/3 rd
Activating phrase ".... choke!"			

Brought to completion by the Necrologist Vladimir Romanoff (Paul Hughes) based on research by his compatriot Dmitri Von Kurichev (Lee Mather) c 1012. Both Necrologists returned to Tholon, their current location unknown.

Circle of Protection			
Creates a circle through which nothing can pass without permission from the caster. Dispelled when caster leaves circle (inc. invisibility), loses consciousness or after 30 minutes whichever is shorter. A Ritual of Dispel Magic can remove a COP if cast around the COP (Amount of Mana/Soulfire used to create the COP must be used in the dispel and it may take more than one Ritual). The maximum diameter of the circle is 7ft although the circle can be any size up to this maximum.			
Range: Ritual			
Religious	3 Mana	R (R,S,V)*	
Thaumaturgy	4 Soulfire	R/3 rd	
Necromancy	3 Soulfire	R/3 rd	
Demonology	2 Soulfire	R/3 rd	
Activating Phrase: ".....May nothing pass this circle!"			

Cool Metal			
This will cool any metal to a temperature that can be safely touched. This will also cancel a heat metal spell.			
Range: LOS			
Religious	2 Mana	P (C,K) C (Dark God only)*	
Enchantment	2 Soulfire	E/3 rd C/4 th	
Activating Phrase: ".....I cool that....."			

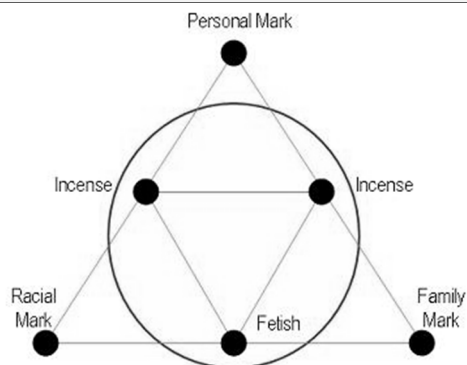
Create Homonculus			
Master Rank special ability: (Quest Only)			
This spell allows the caster to imbue a specially prepared vessel with an 'Artificial Soul' created from the Vital Essences to serve as their familiar.			
This spell will require additional components to fully complete.			
(Requires SR Magic approval for each Homunculus researched.)			
Range: Ritual			
	Necromancy	25 Soulfire	R/Master Rank only ability/spell
Activating Phrase:			
"Do I bind us together and gift you with my life, rise and do my bidding Homunculus!"			

This spell was researched by Master Necromancer Lady Mercedes Pilkington of Lanshore (Beki Gale, St Helens)

The Enchantment version of this spell was researched by Schoolmaster Lucius Pendrake of Eborshire, now resident in Mith'Azu'Ra, the capital city of Mithim. (Gareth Garfoot).

The command version of this spell was researched by Schoolmaster Stanley G Middlebrook of Norham, later Archmage of Ithron. (Lee Mather)

Create Summoning Circle (Quest Only)



Creates a circle into which a Demon can be summoned and may not leave without permission from the caster. Dispelled after 30 minutes. Dispel Magic can remove a summoning Circle if cast from outside the circle (2 points). Multiple summonings cannot be made through one circle. The maximum size of the circle is 7ft although the circle can be any size up to this maximum. See the section on Demonology.

Range: Ritual

Demonology 2 Soulfire R/3rd

Activating Phrase: "..... I do hereby create this circle of summoning!"

Create Venom

As Holy water is poured onto a bladed weapon, the weapon is venomed and will cause venom strikes for 15 minutes, which must be used immediately.

Range: Ritual

Religious 2 Mana R (Dark God only)*

Activating Phrase: ".....May this weapon strike like a snake!"

NB: Must Tie a GREEN Ribbon to weapon

Cure Disease

Cure all diseases in the target. Some diseases may be more difficult to cure. Touching a victim in order to cast this spell will **not** infect the caster.

Range: Ritual/Touch

Religious 3 Mana P (V,R)

Religious 1 Mana R (V)*

Thaumaturgy 3 Soulfire R/4th {Magical disease and Brain fever only}

Alchemist Potion

Physician Mixture

Activating Phrase: ".....May this affliction be cured!"

Cure Vampirism

This spell requires **5/- of incense**.

It may be cast at any point during the transformation process but it will effectively cure the target of vampirism.

Both the target and the caster will suffer the effects of "Disease" for one calendar month at completion of the ritual.

This spell cannot be used on NPC fully fledged vampires

Range: Ritual

Necromancy 6 Soulfire R/3rd

Activating Phrase: "...May the corruption on your soul be cured!"

NB A PC who has become a full vampire has effectively become an NPC vampire. Once the corruption has taken hold, they are simply an abomination wearing a human face.

This spell **MUST** be cast in front of a ref and not performed in downtime.

D

Deactivate Automata (Quest Only)

One standard bestiary automata or scarecrow is deactivated (essentially it is destroyed).

Range: LOS

Enchantment 3 Soulfire E/3rd (Quest Only)

Enchantment 3 Soulfire C/4th

Activating Phrase: ".....Do I deactivate that automata!"

Deaden Blow

Target treats all hits as subdual. Activates upon first lethal wound received, irrespective of source (spell or physical blow) and lasts 15 minutes or 1 encounter.

Range: Ritual

Thaumaturgy 4 Soulfire R/3rd

Enchantment 4 Soulfire R/3rd

Activating Phrase: ".....May no blood be spilled from this body!"

Deathbane

Target weapon is enchanted against Undead (Corporeal only) until dawn. If used against a non undead target, the spell will be dispelled and the weapon will shatter.

Range: Ritual

Necromancy 7 Soulfire R/4th

Activating Phrase: "...May this weapon be the bane of undead"

NB- Must Tie a **Red and Grey twisted** ribbon to the weapon and call "Enchanted"

Researched by Schoolmaster of Necromancy Reece Kessler (Nathan Townsend, St Helens), Kindred of Rolbor, later slain by the demonic assassin "Leon Firelance".

Death Shield

Recipient is immune to all Undead physical effects (Including Irresistible versions) for 15 minutes or one combat. Includes paralysis, disease, vampirism and wraith choke (may include other effects as decided by the Referee). Includes if these effects are capable of being delivered by a weapon e.g. Barrow Wight Freeze. Works only on Kharachians.

Range: Touch

Religious 2 Mana P (K)

Activating Phrase: "...May Kharach turn aside corruption from your flesh"

Deathsleep

The subject is unable to be roused or harmed until a key word is spoken.

The word is chosen at the time of casting. Mark the subjects' forehead with the sigil d. While in deathsleep, any Wound Count or Poison Count is suspended. Will only work on creatures with souls.

Range: Ritual

Religious 1 Mana R (R,S,V)*

Necromancy 2 Soulfire R/3rd

Physician Mixture

Activating Phrase: ".....May time stand still for this body until [insert key word] is spoken!"

NB: Apart from all Kharachian Priests who can distinguish anyway, any person who can cast/mix Deathsleeep will also be able to distinguish if a subject is dead or in Deathsleeep. They recognise the sigil (d) on the forehead of a deathsleept person.

A keyword is not needed for a Physician's deathsleeep mixture instead a purge poison after 24hrs can be used to rouse the person (See Physician rules). The spell of awakening will rouse anyone from deathsleeep and does not need the key word to be known.

Note: Any person who can cast Deathsleeep will also be able to distinguish if a subject has a soul.

Note: Deathsleeep cannot be dispelled through normal means. It requires the Awakening spell.

Deconsecrate Shrine (Quest Only)

High Mother/Father only ritual, can only be taught by another priest with the ritual (or by research from locked and guarded manuscripts kept by the church undercouncils in the case of all PCs losing the ability). This spell does not require a spell slot. The target shrine will be deconsecrated, this will remove

the religious connection between the shrine and the relevant God. The area around the shrine will no longer be considered as holy ground and materials placed on a shrine may be removed and handled without consequence.

Range: Ritual

Religious 6 Mana R (All faiths)

Activating Phrase: "By the powers of (god Name), Do I break this connection to (God Name)!"

Deconsecration

Deconsecration of a shrine is a very dangerous process and should not be taken lightly. Referees should stress to players performing the ritual that if done poorly/incorrectly there will be major consequences. To deconsecrate a shrine the caster needs to perform the ritual of Deconsecration, if at the time of finishing the ritual (ripping the scroll) the ritual is miscast then the process fails and the God whose shrine it belongs will take great offence and severely curse the caster. If the ritual of Deconsecration is cast correctly then the process will succeed, however this may not protect the caster from the Gods Wrath!

The Gods Wrath

The Gods Wrath will occur every time a deconsecration occurs, however the effects of the Gods Wrath is dependent on certain factors. Whilst a caster performs the ritual of deconsecration at the point that the caster kneels they can call upon the protection of their God to spare them from the God they will offend. Asking protection could be in the form of a prayer direct to the God, a sermon that the caster gives to those watching the ritual, a sacrifice of a gift that the caster quested for, a deal to perform a religious quest or any other aspect a referee deems acceptable in the deconsecration of a holy shrine. If the referee does not feel that the caster has done enough to be awarded a full protection from their God, then the God they offended will be able to curse the caster in some fashion that the referee deems appropriate when taking all aspects into context and consideration.

Additional Consequences

As well as The Gods Wrath, casting the spell of Deconsecration has the following consequences to the caster;

- The mana used to cast the spell does not return at dawn, instead it is returned at a rate of 1 mana per month and counts as an advancement. This will cause additional disadvantages inc. number of holy water bottles a priest can carry Because the return of power counts as an advancement, any month the character is denied advancement in the church (i.e. sin, vampire bite, advancing in another Guild) no mana will be returned.
- If the caster is a Primate than mana is returned at a rate of 2 mana a month
- If the shrine is the opposite religion of the caster (i.e. A Crowan casting on an Abraxian shrine) than mana is returned at a rate of 2 mana per month
- If the shrine is classed as Unattended than mana is returned at a rate of 2 mana per month

This ritual was researched by a number of High Fathers and Mothers around the year 1009.

Demonsbane

Causes one weapon to be Demonsbanned. This weapon will be enchanted against Demons only, until Dawn. If used on any creature other than a Demon the spell will be dispelled and the weapon shatters.

Range: Ritual

Demonology 5 Soulfire R/4th

Activating Phrase: "May this weapon be the bane of Demons!"

NB: Must tie a red and purple ribbon to the weapon

Researched by the Keeper of the Seven Secrets, Termigan du Morde c.996 (Mike Home, St Helens), who retired from the adventuring community to run a tavern "the Seven Secrets" in Lanshore.

Demon Writhe

Target Demon Writhes in agony for 30 seconds. He may do nothing else but may still resist spells. This spell is irresistible but the caster must state the Demons name.

Range: LOS

Demonology 2 Soulfire C/3rd

Activating Phrase: ".....Writhe, {Racial} Demon {Name}!"

Demon Trap

The caster marks a trap sigil (and the other correct runes) on the floor (or an object) as part of the ritual. The effect lasts until dawn. If a demon / extra-planar being passes within the area of the trap (max size 7ft radius), the trap is triggered and the demon is trapped in the circle, under a Planar Lock, for 15 minutes.

As with a summoning circle, the Demon/extra-planar being cannot cast out of the circle.

Extra-Planar being defined as Demon, Undead Demon, Archon. Does not include: Undead, Hulda, Fae, Religious Hulda.

SR Bestiary may change this list (some SR restricted creatures will be immune to this spell effect)

The sigils can only be seen by those with the specific skills. If other demons enter the circle in the period, they will also be trapped for it's duration. The trap will trigger on possessed people / weapons, familiars etc.

Range: Ritual

Demonology 7 Soulfire R/4th

Activating Phrase: ".....Do I create this Trap for Demonkind.

This spell was researched by Schoolmaster Malabayn Bogear of Kirk-Leigh (Lee Long, Leeds Branch), who later retired from his position to travel to the eastern city of Al-Yppa on the frontlines with the Konnish.

Destroy Lesser Undead

This spell destroys any lesser undead and cannot be resisted

Lesser undead are: Animate, Feyund, Skeleton, Spectre and Zombie.

Range: LoS

Necromancy 1 Soulfire E/3rd

Religious 1 Soulfire C/3rd

Religious 1 Mana P(K)

Activating Phrase: "... I destroy thee lesser <Creature>!"

NB Casting this at an animate and calling "Destroy thee zombie" will still destroy an animate.

Destroy Minor Undead

This spell destroys any minor undead and cannot be resisted. The minor undead are: Ghoul/Ghast Cadaver, Ghost, Hant, Nightmare, Shadow. If cast on a Ghost/Shadow it will dispel the ghost or shadow until dawn.

This spell will also work on Lesser undead.

Range: LoS

Necromancy 3 Soulfire E/3rd

Religious 3 Soulfire C/4th

Religious 3 Mana P(K)

Activating Phrase: "... I destroy/dispel thee minor <Creature>!"

The command of Destroy Minor Undead was researched by Schoolmaster Draco Richmond of Brisel (Ben Fry)

Destroy Major Undead

This spell destroys any Major undead and cannot be resisted

Major undead are: Death Knight, Lesser Mummy, Vampire, Wraith.

This spell will also work on Lesser and Minor undead.

Range: LoS

Necromancy 5 Soulfire R/3rd

Religious 5 Soulfire E/4th

Religious 5 Mana P(K)

Activating Phrase: "... I destroy thee Major <Creature>!"

Destroy Greater Undead – Quest Spell

This spell will destroy the target Greater Undead and cannot be resisted.

(A Master Necromancer will have to learn each type of Greater Undead at the rate of 1 type per month.) This spell may require additional components to complete. The type of undead being destroyed by this spell should be written on to the scroll when the power is dedicated.

Range: Ritual

Necromancy 7 Soulfire R/4th

Activating Phrase: "...Do I destroy thee Revenant / Greater Mummy / Liche / Vampire Lord Etc."

Dismiss Demon

This spell is irresistible but the caster must state the Demons type and name. Any summoned Demon will be returned to the place they were summoned from.

Range: LOS

Imp	Demonology	1 Soulfire	E/3 rd , C/4 th
	Thaumaturgy	2 Soulfire	E/3 rd
Lesser	Demonology	3 Soulfire	E/3 rd
Minor	Demonology	4 Soulfire	R/3 rd , E/4 th
Major	Demonology	4 Soulfire	R/4 th

Activating Phrase: ".....I dismiss thee {Racial} Demon {Name}!"

27/12/16 The learning of this spell by Thaumaturgists requires IC permission from the Schoolmaster Thaumaturgist AND the Schoolmaster Demonology. This is an IC School Rule enacted by Schoolmaster William Wyrde with approval of the Undercouncil (CC/SR Guilds)

Dispel Magic

One spell can be removed at a time. The caster must match the amount of Soulfire/Mana in an item or spell effect, but multiple Rituals may be stacked to build up the required total. For temporary spells (e.g. Bladesharp, COP) the amount is the amount the spell costs (So to dispel a Bladesharp it would require a 3 point dispel). The Ritual may be performed using a variable amount of Soulfire up to the maximum stated. This spell can be used to remove mind affecting effects.

Range: Ritual

General	Up to 2 Soulfire	R/2 nd
Enchantment	Up to 3 Soulfire	R/3 rd

Activating Phrase: ".....May this power be dispelled!"

NB: For Magic Items make a rough estimation on how much daily power the item has (an amulet that casts Drop 2/day will have two points of power). Once enough Rituals of dispel have been cast on the item, it will stop working until dawn the next day.

Divine Nature

Allows a 10 word question to be asked about the powers or abilities of an aspect of an item (i.e. a magic sword, a religious gem etc.). The answer although truthful may be cryptic.

Range: Ritual

Religious	3 Mana	R (R,S)
Religious	5 Mana	R (Dark God only)*
Enchantment	2 Soulfire	R/3 rd

Activating Phrase: ".....May I gain insight into this item!"

Dragon Armour (Quest Only: Sidhe)

This spell is cast on a person and the armour they are wearing and can legitimately use at the time of casting. Lasts till dawn or until the armour is removed. Targets armour will take only one hit from enchanted weapons (In effect the armour counts enchanted weapons as normal weapons). Normal weapons still affect the armour. If cast by a Sidhean the recipient must follow all Sidhean sins or the spell is dispelled.

Range: Ritual

Religious	7 Mana	R (S)*
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Activating Phrase: May this body be armoured as a dragon!

This ritual was granted by Sidhe to High Father Casper Julius, Friar and Chaplain to the Templar Order, later Primate of Sidhe in Guadun c.1004 (Turtle, Bath branch)

Dragonscales

Gives one floating hit point as an outer protective shell. If stacked with Bless Armour the Bless Armour activates before the Dragonscales.

Range: Ritual/ Touch

General	2 Soulfire	R/1 st & E/2 nd
Religious	2 Mana	P (T)

Activating Phrase: "...May this body be surrounded by a shield of power!"

The Longstorian version of this spell was researched by High Father Thek Ashveil of Aqua Sulis (Aidan Horan).

The traldan version of the spell was researched by the travelling Ethronian priest, High Father Aaron O'Hardy (Twed, Newcastle). Despite numerous

close calls, assassination attempts, and enough reported deaths for him to be nick-named "nine lives", he is understood to still live on.

Drop

Target drops indicated item to the ground from his hand. If the item is tied to the target the target must ensure to place as much of the item on the ground as possible before being allowed to pick it up again.

Mind Affecting

Range: LOS

General	1 Soulfire	C/1 st
Religious	1 Mana	C (T,V)*

Activating Phrase: ".....Drop that.....!"

E

Enchant Missiles

Enchants 3 missiles, which are each one shot only. If the target missiles are destroyed (i.e. Shattered or Warped) the spell will be dispelled.

Range: Ritual

General	3 Soulfire	R/1 st *
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Activating Phrase: ".....May these missiles strike true!"

Entangle

Target is entangled in indicated material for 30 seconds. Their body location is immobilised and cannot efficiently fight. They may still resist spells and cast Command spells. Please be realistic and use common sense when casting this spell. The spell will only work on objects that are large enough to entangle the entire body location (i.e. Robes not hoods, bushes not ankle high grass)

Range: LOS

General	2 Soulfire	E/2 nd {Inanimate object}
Thaumaturgy	2 Soulfire	C/3 rd {Inanimate object}
Enchantment	2 Soulfire	C/3 rd {Inanimate object}
Religious	2 Mana	P (T) {Inanimate object}
Religious	2 Mana	P (L) {Plants only}*

Activating Phrase: ".....Be Entangled in.....!"

The Enchanters Command of Entangle was researched by the Elven Enchanter Aracsin a (James Chennery, Leeds Branch)

Essence Transference

The Caster can take the wound of an injured person and transfer the damage to their own body.

This will not work on wounds that have bled out (i.e. reach 0 on the wound count). The target wound will be healed and the caster will begin their wound count from the start (not where the recipient stopped). Wounds transferred are like for like (e.g. a right leg wound for a right leg wound)

Range: Touch

Necromancy	1 Soulfire	E/3 rd
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Activating Phrase: "...Do I take your wounds and make them my own!"

NB This effectively works as a Heal for the target.

Expel Elderkin

The Longstorian must be in line of sight of an area of undergrowth containing an Elderkin. If the Elderkin is invisible this spell will forcibly evict them from the undergrowth and they cannot re-meld for 15 minutes.

Range: LOS

Religious	1 Mana	C (L)
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Activating Phrase: "...may the forest reject this creature of corruption!"

Research of this spell was undertaken by the legendary Orcstralian and Defender of the Faith of Longstor Yewgene Speed c.1003 (Steve Orr)

F

False Witness

Target may lie under Truthtell for 15 minutes or 1 encounter, whichever is shorter. This spell will not work on truthtell spells from the scales of Sidhe. Lasts until activated or dawn.

Mind Affecting

Range: Touch

Religious	3 Mana	P (Dark God only)*
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Activating Phrase: ".....May you bear false witness!"

False Vision			
If affected by a Foretell Future Spell, caster may call no effect if the future is denied. Lasts until activated or dawn.			
Range: Self			
Religious	8 Mana	P (Dark God only)* {Requires a vial of holy water to be consumed}	
Activating Phrase: ".....May all visions be false!"			
Fear			
Target flees or cowers from caster for 30 seconds. They may still resist spells.			
Mind affecting			
Range: LOS			
General	1 Soulfire	E/2 nd	
Thaumaturgy	1 Soulfire	C/3 rd	
Necromancy	1 Soulfire	C/3 rd	
Religious	1 Mana	P (K)* C (K)	
Religious	1 Mana	P (L)	
Activating Phrase: ".....Fear me!"			
Fix Dice			
Caster dictates (In Timefreeze) the fall of any dice. {May be extended to other games at refs discretion}			
Range: LOS			
Religious	1 Mana	C (T)	
Activating Phrase: No verbals, just call timefreeze			
Flee!			
Caster may run directly away from danger for a 4 second head start. May not be used offensively.			
Range: Self			
Religious	2 Mana	P (T)	
Activating Phrase: No verbals, just call timefreeze, write flee on spell card			
Foretell Future			
Referees can either give a rough description of the events of the next 7 minutes or have the caster call Timefreeze and announce a Foretell. Everyone should remember where they are, at any point in the next 7 minutes, the caster can choose to return to that point in time. If caster is rendered unconscious the spell automatically reverts to the time point. If Foretell is cast for major Rituals, battles or other important events it will fail and have no effect.			
Range: Ritual			
Religious	5 Mana	R (R,L) *	
Thaumaturgy	5 Soulfire	R/4 th	
Demonology	5 Soulfire	R/4 th	
Alchemical	Potion		
Activating Phrase: ".....Grant me sight beyond sight!"			
Fortitude			
Activates upon first poison wound taken or until dawn the next day. For 15 minutes the target is immune to Venom, Swiftdeath and Deathsman and Oil of Sleep.			
Range: Touch			
Religious	2 Mana	P (C) Cast on Crowans Only*	
Activating Phrase: ".....May you resist Toxins!"			
Fortify Soul			
This spell will shield a soul within a body, preventing it from being removed or tampered with by magic. A target body under the effect of this spell cannot be raised as undead or have the soul removed by magic. The target is protected from environmental 'soul draining' effects such as the commonly encountered life sapping effects of the Realms of the Dead. This is left to the ref's role-playing discretion.			
The target must be visibly marked (on the hand, wrist, forehead etc.) with a necromantic in nature sigil.			
This spell will last until dawn.			
Range: Touch			
Necromancy	1 Soulfire	E/4 th	
Activating Phrase: "...May your soul be protected!"			
NB this spell will block a Lay to Rest, Summon Restless Spirit, Animate Dead Capture Essence and Resurrection spells.			
Clarification: It will not stop a Crowan Final Battle			
Freeze			
Target cannot move or speak for 30 seconds. Any wounds taken in that time have immediate effect. They may still resist spells.			

Mind affecting			
Range: LOS			
General	2 Soulfire	E/1 st C/2 nd	
Religious	2 Mana	P (S,T,V)*	
Activating Phrase: ".....Freeze!"			
G			
Greater Parry			
This spell is cast directly upon a shield. Once cast, for 15mins/one encounter the shield becomes immune to cleave and warp and the person wielding it becomes immune to knockback (call: 'no effect') The spell will end if the user unequips/drops the shield.			
Range: Touch			
Religious	3 Mana	P (C)	
Activating Phrase: ".....May this shield deflect the even the mightiest of blows!"			
H			
Heal Body			
Heal all wounds to a body location (Head or Torso). Caster (in the case of a spell) or recipient (in the case of a potion/mix) may choose which.			
Range: Touch			
Religious	1 Mana	P (R,S,T)* C (Dark God only)*	
Religious	2 Mana	P (L)	
Alchemical	Potion		
Physician	Mixture		
Activating Phrase: ".....May this body Be Healed!"			
Heal Limb			
Heals all wounds to one limb location. Caster (in the case of a spell) or recipient (in the case of a potion/mix) chooses which limb.			
Range: Touch			
Religious	1 Mana	C (C, L, R, S, T)*	
Alchemical	Potion		
Physician	Mixture		
Activating Phrase: ".....May this limb Be Healed!"			
Heal Wound - Ranged			
Heals all wounds to one location. Caster chooses which wound.			
Range: LOS			
Religious	1 Mana	P (V) C (V)	
Activating Phrase: ".....May that (location) Be Healed !"			
Heat Metal			
Indicated metal item begins to heat rapidly and after 30 seconds will burn (cause a wound to) anything touching it, the metal will glow red-hot, after an additional 30 seconds the metal will be cool enough to touch again. If the item is worn then the wearer must do everything they can to try to remove the armour or counteract the spell.			
Range: LOS			
Enchantment	3 Soulfire	E/3 rd , C/4 th	
Demonology	3 Soulfire	E/3 rd	
Activating Phrase: ".....I heat that....."			
Hideous Laughter			
Target writhes in laughter for 30 seconds and may do nothing else but may still resist spells. (Note a mobility potion WILL Protect against this spell)			
Mind affecting			
Range: LOS			
Religious	2 Mana	P (T)	
Activating Phrase: ".....Writhe with laughter!"			
I			
Ignite			
Causes a single named flammable material in the circle to combust.			
Range: Ritual			
General	1 Soulfire	R/1 st	
Activating Phrase: ".....I Ignite that...!"			
Instruct Automata			
One standard bestiary automata or scarecrow must obey a single 10 word or less Command. The automata will perform the action by the most direct route they would take, the spell lasts for 30 minutes or two encounters, whichever is shorter or until the Command has been completed. This spell is irresistible. This spell is not classed as mind effecting.			
Range: LOS			

Enchantment 3 Soulfire E/3rd, C/4th
Activating Phrase: ".....I instruct thee Automata to.....!"

Both the Command and Enchantment of Instruct Automata were researched by Schoolmaster Greyhorn Shipsail of Norham (Nik Norton)

Instruct Demon

Demon must obey a single 10 word or less Command. The Demon will perform the action by the most direct route they would take, the spell lasts for 30 minutes or two encounters, whichever is shorter or until the Command has been completed. This spell is irresistible but the caster must state the Demons type and name. This spell is not classed as mind effecting.

Range: LOS

Imp	Demonology	1 Soulfire	E/3 rd , C/4 th
Lesser	Demonology	4 Soulfire	E/3 rd
Minor	Demonology	4 Soulfire	R/3 rd , E/4 th
Major	Demonology	5 Soulfire	R/4 th

Activating Phrase: ".....I instruct thee {Racial} Demon {Name} to.....!"

Instruct Undead

Undead (as listed below) must obey a single 10 word or less Command. The Undead will perform the action by the most direct route they would take, the spell lasts for 30 minutes or two encounters, whichever is shorter or until the Command has been completed. This spell is irresistible. This spell is not classed as mind effecting.

An instruct major will work on minors and lesser. An instruct minor will also work on lessers.

Range: LOS

Lesser	Necromancy	1 Soulfire	E/3 rd C/4 th
Minor	Necromancy	2 Soulfire	E/3 rd
Major	Necromancy	4 Soulfire	R/4 th .
Major	Necromancy	5 Soulfire	E/4 th .

Activating Phrase: ".....I instruct thee {Type} to.....!"

The Command version of Instruct Lesser Undead was researched by Master Necromancer (Later Schoolmaster and Archmage) Alton of Mistrudge (Gareth Garfoot) c.1016

Invisibility (Quest only: Tralda)

Target (item or person) is transported to the Realm of Invisibility. Spell ends if they move. This spell only works on the Plane of Arda. This spell lasts for one encounter or 15 minutes, whichever is shorter, unless cast by a Traldan upon themselves then it will last till dawn.

Range: LOS

Religious	5 Mana	P (T)* {Quest only}
Thaumaturgy	4 Soulfire	E/4 th
Alchemy	Potion	

Activating Phrase: ".....[Target] become invisible!"

K

Knightly Warding

Grants one resist to the subject. Cannot be stacked with itself. The resist lasts until used or the end of the day, whichever is sooner. The spell may only be cast on a Sidhean Knight of at least Errant rank.

Range: Touch

Religious	1 Mana	P (S)
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Activating Phrase: ".....may you be protected from a spell"

Researched by the Primate of Sidhe, Felix Boreas (Jamie Mac) c.1008. He later retired following injury and was last heard of living on the open ocean aboard the shrine-ship "Lucky Northwind"

L

Lady's Luck

Can only be cast on Traldans. This spell activates on the first trap the recipient is affected by and cannot fully identify the sigils for. When activated, the recipient calls 'no effect' for that trap only. (At referee's discretion- some traps are unavoidable!)

This will not protect the Traldan from deliberately-sprung traps. (e.g. must be unaware or actively avoiding the trap)

This spell activates before other protections such as bless armour, dragonscales etc

Range: Touch

Religious 1 Mana P (T)
Activating Phrase: ".....may I/you have the lady's luck

This spell was researched by Mother Elanor, Defender of the Faith (Chrissie Aston, Black Country)

Lay to Rest

Target must be dead, if performed on a live target Kharach may take offence. If performed on a follower of a God this spell sends the targets soul to the resting place of the God the target followed (E.g. Kharach's halls, Rolbor's feast.) If performed on a non-religious target then the soul goes to a place chosen by the caster: Souls are usually sent by default to Kharach but can be sent to Sharda or the Realm of the Dead, if doing so the caster should inform a Referee.

Range: Ritual

Religious	0 Mana	R (K) {Also Black Knights}
Necromancy	1 Soulfire	R/3 rd

Activating Phrase: ".....I lay this Soul to rest!"

NB: For purposes of creating charged scrolls count the religious mana of this spell as 1. If the caster is sending a soul to a place other than to Kharach the activating phrase should be amended to "... I lay this soul to rest and send it to...!"

Note: Any person who can cast lay to rest will also be able to distinguish if a subject has a soul.

Lay to rest and Undead: This spell is NOT a replacement for Destroy Undead unless stated in their bestiary entry.

Lift Spell

Removes the effects of **all hostile mind effecting** spells from a target. This does not grant knowledge of unknown magic. This spell may not be resisted and only works on mind affecting spells

Range: LOS

Religious	2 Mana	P (C)*
Religious	3 Mana	P (S,R)
General	2 Soulfire	E/2 nd
Thaumaturgy	2 Soulfire	C/3 rd

Activating Phrase: ".....I Lift all mind effecting spells from you!"

Light

Non directional light appears from an object (Use a green or white glow stick), lasts until glow stick runs out.

Range: Ritual/ Touch

Religious	1 Mana	P (C,S,V)*
General	1 Soulfire	R/1 st , E/2 nd
Thaumaturgy	1 Soulfire	C/3 rd
Necromancy	1 Soulfire	C/3 rd
Alchemical	Potion	

Activating Phrase: ".....Let there be Light!"

Lightfoot

Once activated, for 15 mins / 1 encounter. The target is able to walk over boggy ground, quick sand or other unstable ground that would cause a slowing effect. This will not work on man made traps or to walk over water.

Range: Touch

Religious	2 Mana	P (L)
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Activation Phrase: "..... May the ground let you pass!"

Locate

Direction to named or known object is given also may be used on a person if they wish to be found or if you have something personal of theirs (which is placed as the focus of the Ritual).

Range: Ritual

Religious	2 Mana	R (C,L,R,T)
General	2 Soulfire	R/2 nd

Activating Phrase: ".....Point me to.....!"

Note: This spell may be resisted, if a locate is cast using a focus.

M

Magic immunity (Object)

Ritual can only be cast on objects (non-living). It makes target object immune to any magic or effects (i.e. cleave) cast directly at the object for 15 minutes or one encounter, whichever is shorter once activated. Activates once first spell is cast at target.

Range: Ritual

Enchantment 3 Soulfire R/4th
Activating Phrase: "...May this ...[object name]... be warded against all mana and soulfire!"
NB: Tie an orange ribbon around item to signify the item is warded.

Schoolmaster Enchanter, later Archmage, Dewey Denastee researched this spell c.1007 (Rog Ellis, Bath)

Mass Destroy Lesser Undead

The spell will destroy all lesser undead within a 15ft radius of the caster.

Range: 15ft around the caster

Necromancy 5 Soulfire E/4th

Activating Phrase: "...Do I destroy thee lesser undead on mass!"

Witchfinder and Master Necromancer Miss E. Barnaby completed the research into this spell c.1014 (Rebecca Bailey, Leeds)

Mend Item

Restore a shattered, warped or broken item.

Range: Ritual

Religious 2 Mana R (R)

Enchanters 2 Soulfire R/3rd

Activating Phrase: "...I mend this....!"

Mighty Strike

The Crowan can use their active mana to channel Crowa's might, through their arm in to a single focused strike, knocking enemies aside.

This spell must be cast as the weapon is being swung and if they miss then the mana is still used.

Range: Touch

Religious 1 Mana C (C)

Activating Phrase: "...Knockback!"

Crowa granted this command to her church following the research of Father Soren, Defender of the Faith of Crowa (Matt Branch, St Helens)

Mind Block (Quest Only)

Target is immune to ALL mind affecting spells from an Undead source (Including Irresistible versions) for 15 minutes or one combat. Works only on Kharachians.

Mind Affecting

Range: Touch

Religious 2 Mana P (K)

Activating Phrase: "...May Kharach shield thy mind!"

Mute

Target cannot speak for 7 minutes. They cannot cast but may resist spells. For the alchemical potion the target cannot speak for 1 hour.

Mind affecting

Range: LOS

General 1 Soulfire C/1st

Religious 1 Mana C (T,K)*

Alchemist Potion

Activating Phrase: "...Be Struck Mute!"

O

Obey

Target must obey a single 10 word or less Command. The target will perform the action by the most direct route their character would normally take (this does not apply to a potion of compulsion), the spell lasts for 15 minutes or one encounter, whichever is shorter or until the Command has been completed. For the spell, if ordered to kill themselves, they may struggle for 30 seconds before doing themselves in.

Mind Affecting

Range: LOS

Religious 3 Mana P (Dark God only)*

General 3 Soulfire E/2nd

Thaumaturgy 3 Soulfire C/3rd

Alchemical Potion of Compulsion [Until dawn]

Activating Phrase: "...Obey me and.....!"

Note: Obey cannot be used to replicate other spells, such as *truthtell* (obey me and answer all my questions truthfully..) or making it into a 15 minute *writhe*

Open Locks

Opens non-magical target lock. Ritual is cast then opens the lock caster touches. If cast on a door then the Ritual is performed in front of the door.

Range: Ritual & Touch

Religious 2 Mana R (T)

Religious 4 Mana R (Dark God only)*

Enchanters 4 Soulfire R/3rd

Activating Phrase: "...May this lock be opened!"

P

Pact

Target cannot attack or cause the caster to be attacked for 30 minutes unless caster breaks the pact by attacking or causing the target to be attacked. You need not be friendly about it though and this does not affect companions of either side. Note this spell is irresistible but does not affect Demons or Undead.

Mind Affecting

Range: LOS

Religious 4 Mana P (Dark God only)*

General 5 Soulfire E/2nd

Thaumaturgy 5 Soulfire C/3rd

Activating Phrase: "...I irresistibly declare a pact between me and thee!"

Pact with Demon

Target Demon cannot attack or cause the caster to be attacked for 30 minutes unless caster breaks the pact by attacking or causing the target to be attacked. You need not be friendly about it though and this does not affect companions of either side. Note this spell is irresistible and does NOT require the Demons name.

Range: LOS

Demonology 5 Soulfire E/3rd

Activating Phrase: "...I declare a pact between me and thee, Demon!"

Pact With Undead

Target Undead cannot attack or cause the caster to be attacked for 30 minutes unless caster breaks the pact by attacking or causing the target to be attacked. You need not be friendly about it though and this does not affect companions of either side. Note this spell is irresistible.

Range: LOS

Necromancy 5 Soulfire E/3rd

Activating Phrase: "...I declare a pact between me and thee!"

Protection from Corruption

Activates on the first instance of vampire bite or zombie rot. This spell will cause the target to be immune to vampire bite and zombie rot for one encounter or 15 minutes whichever is shorter. If already infected, the target will be able to ignore the effects for 15 minutes or one encounter whichever is shorter.

Range: Touch

Necromancy 2 Soulfire E/3rd

Activating Phrase: "...Do I halt the corruption in your soul!"

Protection from Entangle

Once cast, activates upon the first spell of entangle in plants. When activated the target is immune to the spell of entangle in plants for 15 minutes. The spell lasts until dawn the next day if not activated

Range: Touch

Religious 2 Mana P (L).

Activation Phrase: "...May this body be protected from the grasp of plants

NB: Only works on Longstorians.

Researched by High Father Thek Ashveil of Aqua Sulis (Aidan Horan)

Protection from Magic

Target gains 3 resists. Note this is not 3 extra active for spells.

Range: Touch

Religious 4 Mana C (ALL)

Thaumaturgy 5 Soulfire E/3rd, C/4th

Enchantment 5 Soulfire E/3rd, C/4th

Necromancy 5 Soulfire E/3rd, C/4th

Demonology 5 Soulfire E/3rd, C/4th

Alchemical Potion

Activating Phrase: "...May you resist spells!"

Protection from Missiles

Target is immune to all missile fire for 15 minutes (Including enchanted missiles). This spell activates upon the first missile hit the caster suffers. This

does not apply to siege weapons or very large missiles (e.g. Ballistae). This spell also protects the wearers' armour.

Range: Touch

Religious	3 Mana	P (C) Cast on Crowans only
Alchemist	Potion	

Activating Phrase: ".....Weapons of cowards will strike false!"

Protection from Poison

Activates upon first poison wound taken or until dawn the next day. For 15 minutes the target is immune to Venom, Swiftdeath and Deathsman and oil of sleep.

Range: Touch

Religious	2 Mana	P(L) Cast on Longstorians Only*
Alchemist	Potion	

Activating Phrase: ".....May you resist Toxins!"

The Longstorian version of this spell was researched by High Father Thek Ashveil of Aqua Sulis (Aidan Horan)

Protect Object (Quest Only)

Cast on any inanimate object only. The item will resist the first 3 spells or effects (i.e. cleave) targeted at it, regardless of whether the spell is beneficial or detrimental to the item.

The resists disappear at dawn.

Range: Ritual

Religious	4 Mana	R (R)
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Activating Phrase: "May Rolbor's' hand guard this item!"

NB: Tie an orange ribbon around item to signify the item is warded.

Purge Poison

Removes any standard Poison (See Refs Guide: Poison and disease) in a target.

Range: Touch/ Ritual

Religious	1 Mana	R (V)
Religious	2 Mana	R (L,R,T)* P (V) C (C, V)
Religious	3 Mana	P (S)
Alchemist	Potion	
Physician	Mixture	

Activating Phrase: ".....May all toxins be removed!"

Purge Poison (Ranged)

Removes any standard Poison (See Refs Guide: Poison and disease) in a target.

Range: LOS

Religious	3 Mana	C (V)
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Activating Phrase: ".....May all toxins be removed!"

Purify Meal

Removes all poisons, diseases and/or other harmful elements from all meals in sight; including non-basic or incurable poisons and diseases. The alchemical potion will only purify the one meal it is applied to.

Range: LOS

Religious	0 Mana	P (R)
Alchemist	Potion of Purification	
	{Standard poisons only}	

Activating Phrase: ".....May Rolbor purify this meal/banquet!"

NB: For purposes of creating charged prayer scrolls count the religious mana of this spell as 1.

R

Reforge Metal

Restores a shattered Item. This spell has no effect on warped items

Range: Ritual

Religious	2 Mana	R (C)* {Weapons Only}
Thaumaturgy	2 Soulfire	R/3 rd

Activating Phrase: "May this shattered item be returned to its former shape"

Reform Wood

Restores a warped Item. This spell has no effect on shattered items

Range: Ritual

Religious	2 Mana	R (L)
Thaumaturgy	2 Soulfire	R/3 rd

Activating Phrase: "...May this warped item be returned to its former shape!"

Regeneration

For the next 15min / one encounter whichever is shorter, all normal damage to the target will be regenerated after 30 seconds of inactivity and awaken its target. This spell will not work for enchanted and poison damage.

Range: Ritual

Necromancy	4 Soulfire	R/4 rd
Alchemist	Potion	

Activating Phrase: "...May this body be infused with your raw essence!"

Note: This spell will start to heal existing (non enchanted/poison) normal damage when it is cast.

This spell was researched by Schoolmaster Marek de Wulf (Rob Badham, Caer Mawr)

Regenerating Armour

Activates when cast. For the next 15 minutes/1 Encounter the target suit of armour will regenerate 1 point of armour per location every 30 seconds up to its maximum amount (as per the regeneration spell) By the following dawn any armour repaired by this spell will need to be fully repaired by a blacksmith or will cease to be functional (until repaired).

Range: Ritual (a single suit of armour)

Enchantment	4 Soulfire	R/3 rd
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Activating Phrase: "...May this armour be granted regeneration!"

Note: This spell will start to repair existing damage when it is cast.

This spell was researched by Master Janus "The Loyal" Kell of Esca (Paul Hughes, Sheffield).

Note: This spell is RESTRICTED until 01/09/19, and until that point can only be learned from the researcher. After that point it will be available from the School of Enchantment. NPC's should have a valid reason how they have obtained the spell after this point- Witches with no access to the School will not be able to learn this spell.

Remove Brand

Removes all scars, brands and other inflicted physical imperfections on target. This will not remove an excommunication mark.

Range: Ritual

Religious	5 Mana	R (Dark God only)*
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Activating Phrase: ".....May this person be made beautiful again!"

Remove Corruption

All corrupted natural creatures or plants within the Ritual will have their corruptions removed and will be returned to the natural cycle (this will not work on creatures born corrupt such as Elderkin). Requires a vial of holy water to be expended.

Range: Ritual

Religious	0 Mana	R (L)
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Activating Phrase: "...May this ... be cleansed of all corruption!"

NB: For purposes of creating charged prayer scrolls count the religious mana of this spell as 1.

Remove Disease

The caster must have some sort of receptacle for the disease to go in to e.g. a live animal such as a rat (has no cost) If no receptacle is available, they may transfer it to themselves. The target is then cured of disease.

Range: Ritual

Necromancy	3 Soulfire	R/3 rd
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Activating Phrase: "...Do I Remove this disease!"

Restoration

One missing/useless (i.e. wounded for 5 minutes) limb is restored. This spell will also regrow other body parts (ref discretion), e.g. tongues, eyes etc. Takes 1 week to fully restore.

Range: Ritual

Religious	15 Mana	R (V)*
Alchemist	Potion of Regrow Limb	
Physician	Operation	

Activating Phrase: "...May this limb Be Restored!"

Note: A sacrifice of 6/3 for Priests, 12/6 for Devotees and 25 Crowns for all others must be made to the Church.

Restore Essence

This spell will restore permanently lost wound count to the target. For every 30 seconds of wound count restored in this way, the caster loses 30 seconds of their own death count for 1 calendar month. The caster should role-play being weakened during this time. (E.g. Unable to run). This does NOT override lost wound count caused by 3 or more magic items being bound to the same person / group or negative effects of magic items currently bound.

Range: Ritual

Necromancy 2 Soulfire per 30 seconds R/3rd

Activating Phrase: "...May your essence be restored to its former state!"

NB If a magic item causes the bound user to permanently lose 1 minute from their wound count after the life of the item, then the item is destroyed, this spell could restore that lost wound count.

This spell cannot be cast by NPC's without approval from Senior Referees, and only if there are few PC Necromancers.

Restore Life

Acts as a Ritual of all heal, purge poison and cure disease except the caster loses 3 minutes from their wound count for a minimum of 30 minutes/Or until the end of the following encounter, whichever is longer. The caster should role-play being weakened (minimum: Unable to run) during this time.

1 minute of the sacrificed wound count is lost for the remainder of the day.

Range: Ritual

Necromancy 5 Soulfire R/4th

Activating Phrase: "...Do I heal your wounds, purge all toxins, cure all ailments and gift you with my life!"

Restore Soul

This ritual will transfer a soul from a soul gem or other vessel (Refs discretion) back to its host body.

The soul **MUST** be the one that belongs to the host body and **MUST** be present.

Range: Ritual

Necromancy 4 Soulfire R/4th

Demonology 4 Soulfire R/4th

Activating Phrase: "...May this soul be restored!"

Restore Vitality

Acts as a Ritual of All Heal except that the caster loses 1 minute from their wound count for a minimum of 30 minutes/Or until the end of the following encounter, whichever is longer. The caster should role-play being weakened during this time (e.g. Unable to run).

Range: Ritual

Necromancy 4 Soulfire R/3rd

Activating Phrase: "...Do I heal your wounds and gift you with my life!"

Resurrection (Quest Only: Vleybor)

Returns one corpse to life. Any person may only have this spell cast on them once - Kharach cannot be cheated twice. For effects on the recipient please refer to the Healing section. This spell does not work on a corpse that has been laid to rest.

Range: Ritual

Religious 20 Mana R (V) (Quest Only)

Necromantic 20 Soulfire R/4th

Activating Phrase: "...May this soul be restored to its body!"

NB: Both religious and necromantic versions require 20 Crowns of incense

S

Sanctuary (Quest Only)

Caster is absorbed into a tree that they touch upon casting of this spell. The tree is immune to damage whilst caster is within it. The tree is required to be of a suitable size (larger than the caster) for this spell to work. Whilst within the tree, the caster may still perceive what is taking place outside. The caster may leave the tree and end the spell at will or remain within the tree for up to 15 minutes or 1 encounter.

Range: Self, Touch

Religious 4 Mana P (L)

Activating Phrase: "...I Claim Sanctuary!"

Scarecrow Form

The following ritual is cast specifically on the caster own robes, no other person will be able to gain benefit from the enchantment cast on the robes. The robes must be immediately worn after casting else the enchantment is lost (put on

within 5 minutes, no storing robes for later use). Only one form of Enchant Robes can be active at any given moment in time.

Activates when the target's robes are hit (activates similar to bless armour in relation to other protective spell). Once activated, only body parts covered by the robes phys-rep, are immune to non-axe, non-enchanted weapons for 15 minutes.

Range: Ritual

Enchantment 5 Soulfire R/3rd

Activating Phrase: "...may I Take Scarecrow Form!"

This spell was researched by Schoolmaster Enchanter (later Witchfinder and Archmage) Stanley G Middlebrook of Norham (Lee Mather).

Second Sight

Target is able to see demonic auras (ribbons) demonic in nature and evil/cursed runes for 15 mins or one encounter, whichever is shorter.

Range: Touch

Religious 1 Mana C (C)

Activating Phrase: "...Do I grant you second sight?"

Researched by High Mother Ilona (Nicky Branch, St Helens)

Sense Object

Reveals the presence, direction and approximate distance of an object within 30ft.

Range: Ritual

Religious 2 Mana R (S,T)

General 2 Soulfire R/2nd

Activating Phrase: "...Is (object) within my reach?"

Severance (Quest Only)

Recipient must hold the soulfire based special item that will be severed from them. The recipient no longer is bound to a specific named soulfire based special item. The special item is not damaged but cannot be bound to another person for one month. See *Ritual of Severance in Mages Guild rules*.

Range: Ritual

Enchantment 5 Soulfire R/4th

Activating Phrase: "...Do I sever the connection between you and (Name of special item)!"

Soulfire Storm (Quest Only)

This spell allows a Mage to create an additional 6 points of active that has to be used within 15 minutes or one encounter, whichever is shorter. The following rules apply when casting the spell.

- Can only be used for resisting or casting Commands
- Cannot be used for dedicating into Enchantments or Rituals
- Cannot be used for Channel Soulfire, if it is the caster gets earthed & recipient writhed
- If cast when the caster is within 3 feet of "iron" then it fails and they earth themselves. (It summons all the Soulfire in the nearby area, if metal is present then it will act as if the caster is wearing it)
- If the caster casts a second Soulfire Storm on the same day the Soulfire will utterly destroy the caster. The caster cannot be resurrected / laid to rest / communed with dead, as he has now become part of the intrinsic Soulfire of the land. He no longer exists.
- If the caster does not use all the 6 points of active that encounter he will earth himself and lose them. The caster can try to fire off the excess active but it must be against "valid targets" (fear on party members are okay, mute on trees are not okay) ref discretion on whether they have avoided earthing.
- The caster must be magically 'pure' when he casts it otherwise the spell will fail. 'Pure' means that the only effects/protections that can be active on him are ones that he has cast himself. Things that will cause this spell to fail, Demonic possession, any duration alchemical potions (firm resolve, protection from magic etc.) and duration spells cast on him by other casters (deaden blow, troll strength)

Range: Self

Thaumaturgy 8 Soulfire E/4th

Activating Phrase: "...do I call upon my inner strength!"

This spell was researched by Master Thaumaturgist Morgan Freestone of Labry (Chris Sidwell-Smith, Leicester)

Shadow's bane

This spell will shield a living individual, preventing them from being possessed by necromantic means.

An individual under the effect of this spell cannot be targeted by a shadow, or similar undead power that can possess players (regardless of whether the player wishes to be targeted). Note – this does NOT prevent any spells or non-necromantic possessions from affecting the target. If a necromantic possession is attempted against the target of this spell, the target will respond with "No Effect".

The target must be visibly marked (on the hand, wrist, forehead etc.) with a necromantic in nature sigil. (If the target is also under the effect of a Fortify Soul enchantment, or similar, then only one sigil is needed). This spell lasts until dawn

Range: Touch

Necromancy 1 Soulfire E/3rd

Activating Phrase: ".....may you only cast a single shadow!"

Researched in 1017 by Master Necromancer (later Schoolmaster) Sid of Brisel (Tom Bull, Bristol), Baronet of Washwall.

Note: This spell is RESTRICTED until 01/07/18, and until that point can only be learned from the researcher. After that point it will be available from the School of Necromancy. NPC's should have a valid reason how they have obtained the spell after this point- Witches with no access to the School will not be able to learn this spell.

Shatter

Breaks indicated metal item into two unusable parts. This will work on items that are partly metal (e.g. Crossbows) or metal parts of items (E.g. mace or spear heads). This only affects objects of weapon size and so may be ineffective against large things such as fences, gates, statues etc. – Referees discretion

Range: LOS

Religious 2 Mana P (V) {Weapons only}*

*Religious 2 Mana P (Dark God only)**

Thaumaturgy 2 Soulfire E/3rd

Enchantment 2 Soulfire E/3rd, C/4th

Activating Phrase: ".....I Shatter That....!"

Shield

Caster is immune to all damage for 30 seconds. Caster must extend arms out to the side and cannot take any offensive actions. This protects the casters armour also.

Range: Self

Religious 2 Mana P (R)

Activating Phrase: ".....Shield me from harm!"

Siphon Spirit

This spell will remove 1 point of spirit strength from the target undead creature as per the religious ability.

Range: LoS

Necromancy 2 Soulfire C/4th

Activating Phrase: "...Leave!!!"

Skeletal Form

Target is immune to all sharp weapons and can be damaged only by blunt or enchanted weapons. Subdue weapons cause lethal damage. Once the target is hit lasts for 15 minutes or 1 encounter, whichever is shorter.

Range: Touch

*Religious 2 Mana P (Dark God only)**

Necromancy 4 Soulfire R/3rd

Activating Phrase: ".....I Take Skeletal Form!" (Prayer)

Activating Phrase: ".....You Take Skeletal Form!" (Ritual)

The Necromantic ritual of Skeletal Form was researched by Schoolmaster Alton of Mistridge (Gareth Garfoot, Notts)

Sleep

Victim falls asleep. They are treated as being unconscious.

Mind affecting

Range: LOS

*Religious 2 Mana P (K,L,S,V,R)**

General 2 Soulfire E/2nd

Thaumaturgy 2 Soulfire C/3rd

Necromancy 2 Soulfire C/3rd

Alchemical Potion

Activating Phrase: ".....Sleep!"

Stonehead

Enchants target blunt/subdual weapon. Activates once used, lasts 15 minutes or one encounter, whichever is shorter. If the target weapon is destroyed (i.e. Shattered or warped) the spell will be dispelled.

Range: Ritual

General 3 Soulfire R/1st

Activating Phrase: ".....May this Weapon strike true"

Strength

Target may not wear armour or the prayer is cancelled. Target receives 2 enhanced hit points (3 natural Hits per location in total) which last until dawn and may only be cast upon Crowans. Physicians drugs, alchemical or magical healing applied to the target's locations will restore them up to the 3 Hits per location total. Further castings of Strength will fully restore each location's enhanced hit points, but will not heal a location at zero hit points.

This spell does not protect the affected person from poison.

Range: Touch

Religious 4 Mana P (C)

Activating Phrase: ".....May this body be filled with great strength!"

Strike Down

Victim's hits are reduced to 0 in all locations. Armour or magical protections (e.g. Dragonscales) are no defence but are undamaged by the spell. This spell only works on living targets and Demons.

Range: LOS

*Religious 5 Mana C (K)**

Thaumaturgy 5 Soulfire C/4th

Enchantment 5 Soulfire C/4th

Necromancy 5 Soulfire C/4th

Demonology 5 Soulfire C/4th

Activating Phrase: ".....I STRIKE THEE DOWN!"

Stun

Causes a subdual wound to indicated location so as to reduce hits to 0. Armour or magical protections (e.g. Dragonscales) are no defence but are undamaged by the spell.

Range: LOS

Religious 3 Mana C (L,S,V)

Thaumaturgy 4 Soulfire C/3rd

Enchantment 4 Soulfire C/3rd

Necromancy 4 Soulfire C/3rd

Demonology 4 Soulfire C/3rd

Activating Phrase: ".....I stun your....!"

Summon Demon

See "Summoning a Demon" in the Mages Guild rules.

Range: Ritual

Imp Demonology 8 Soulfire R/3rd
{Requires 7/- of incense}

Lesser Demonology 12 Soulfire R/3rd
{Requires 14/- of incense}

Minor Demonology 16 Soulfire R/4th
{Requires 21/- of incense and contact with SR Demons}

Major Demonology 20 Soulfire R/4th
{Requires 28/- of incense and contact with SR Demons}

Activating Phrase: ".....I summon thee {Racial} Demon {Name}!"

NB: If a caster wishes to bargain with a Demon that cannot be granted on mission (e.g. Asking for Sharda plot research) contact SR Demons in advance.

All Demon summoning Rituals must be performed in front of a Referee. It is never acceptable to assume that the Rituals were successfully performed.

Summon Restless Spirit

If cast on a specific corpse that has head or heart present, and has not been laid to rest or the recipient of a destroy undead spell, it summons their ghost for 15 minutes / 1 encounter whichever is shorter. The ghost may communicate with the caster or may choose to lie, mislead or ignore them. An evil ghost may even attack the caster with their spells or the unfortunate necromancer may have just summoned a wraith or spectre to their presence (referee's discretion). The spirit may also be sent into the realm of the dead to gather information from other dead souls to aid in a necromancer's research.

Range: Ritual

Necromancy 3 Soulfire R/3rd

Activating Phrase: "..... I summon the presence of the departed!"

NB This spell does not harm the soul/ghost in any way and once the time duration is up, the ghost/spirit will return in to the body.

A commune with dead cast on the body while the spirit is under the effects of this spell will cause the spirit to answer truthfully.

Sureflight

Cast this spell upon a bow or crossbow only. Attach a red ribbon to this weapon until the spell has ended. Activates once the first arrow/ bolt is fired from the weapon, lasts 15 minutes or one encounter, whichever is shorter. If the target weapon is destroyed (i.e. Shattered or warped) the spell will be dispelled. All ammunition fired from the weapon is enchanted for the first hit only.

Range: Ritual

General 3 Soulfire R/1st

Activating Phrase: ".....may all this weapon's ammunition fly true"

This spell was researched by Schoolmaster Asmodeus Absolom of Newcroft, later Archmage until his death at the hands of a wolf headed demon in his quarters in the Norcastle. (George Stoker, Newcastle)

T

Teleport Item

Moves an object instantaneously (in a timefreeze) up to 30 paces in a direction of casters choosing.

Range: LOS

Enchantment 7 Soulfire E/3rd, C/4th

Activating Phrase: ".....I teleport that.... to!"

Teleport Other

Moves a person, other than the caster, instantaneously (in a timefreeze) up to 30 paces in a direction of casters choosing.

Range: LOS

Thaumaturgy 7 Soulfire E/3rd, C/4th

Demonology 7 Soulfire E/4th

Necromancy 7 Soulfire E/4th

Activating Phrase: ".....I teleport To!"

Teleport Self

Moves caster instantaneously (in a timefreeze) up to 30 paces in a direction of casters choosing.

Range: Self, LOS

Thaumaturgy 7 Soulfire E/3rd, C/4th

Activating Phrase: ".....I teleport to!"

Teleport

Moves target (object, self or other), instantaneously (in a timefreeze) up to 30 paces in a direction of casters choosing.

Range: LOS

Thaumaturgy 7 Soulfire E/4th

Activating Phrase: ".....I teleport To!"

Troll Strength (Quest Only: Crowa)

Activates when targets body is hit (after any other protections). Once activated, target is immune to non-enchanted weapons for 15 minutes.

Range: Ritual

Thaumaturgy 7 Soulfire R/3rd

Religious 5 Mana R (C) (Quest Only)

Activating Phrase: ".....May no mortal blow affect this body!"

Treestep

This prayer allows the caster to step into any tree that could feasibly fit within and re-appear out of any similar sized tree within thirty paces. If there is no suitable tree or if the caster wishes to extend this range, then they may expend

one point of active for every extra ten paces they wish to take. If there are no trees within range and the caster cannot reach one through expending active, they are cast out of the ground and stunned.

Whilst in the tree and moving the caster is unaware of goings on the surface similar to Sanctuary. The caster must raise their hand and walk to the exit tree without a timefreeze.

Range: Touch

Religious 5 Mana P (L)

Activating Phrase: ".....I pass through the roots of the Earth!"

Truthtell

Target must answer the next 10 or less word question truthfully.

Mind Affecting

Range: LOS

General 1 Soulfire E/2nd

Thaumaturgy 1 Soulfire C/3rd

Religious 1 Mana C and P (S)*

Alchemical Potion

Activating Phrase: ".....Answer me with truth!"

U

Understanding

For 15 minutes or the encounter, whichever is shorter, the recipient of the spell can understand all non-magical spoken languages (not animals) and when they speak all can understand. Game terms - if cast on an Orc/foreign NPC it speaks English. If cast on player then all monsters can understand them and vice-versa, not all the party just the recipient.

Mind Affecting

Range: Touch

Religious 1 Mana P (R)

Activating Phrase: ".....may all you speak and hear be understood!"

V

Vital Transference

Target gains 30 seconds to all Wound and Poison Counts until healed. Caster loses 30 seconds from their wound count for 15 minutes / rest of the encounter, whichever is shorter. The caster should role-play being weakened (e.g. being unable to run). Target must be wounded and can only be affected by this spell once an encounter.

Range: Touch

Necromancy 1 Soulfire C/3rd

Activating Phrase: "...Do I gift you with my life!"

W

Walk Unseen Amongst the Fallen

This spell allows the caster to pass unnoticed amongst lesser undead (feyunds, zombies, skeletons, animates and spectres) for one encounter (or 15 minutes) providing he doesn't attack or cast spells at any of them. Should he do so the spell is immediately cancelled and further all lesser undead will be drawn to attack the necromancer first and foremost amongst any adventurers.

A "totem" or "artefact" imbued by the necromancer should be held aloft to show this spell has been activated.

This spell will only work on small groups of undead (20 or less)

Range: Touch

Necromancy 2 Soulfire E/3rd

Activating Phrase: "...Do I walk unseen amongst the fallen!"

The spell of "Walk unseen amongst the Fallen" was completed by Master Necromancer (later Schoolmaster and Archmage) Alton of Mistridge (Gareth Garfoot, Notts) using earlier research notes from Tom Ward Mouldheel (Glenn Sawyer, St Helens)

Warp Wood

Breaks indicated wooden item into 2 unusable pieces. This will work on items that are partly wood (e.g. shields/crossbows) or wooden parts of items (e.g. mace or spear shafts). This only affects objects of weapon size and so may be ineffective against things such as fences, gates, boats or trees – Referees discretion

Range: LOS

General 2 Soulfire E/2nd

Thaumaturgy 2 Soulfire C/3rd

Enchantment 2 Soulfire C/3rd

Religious 2 Mana P (L)*

Religious 2 Mana P (V)* {Weapons Only}

Activating Phrase: ".....I Warp that.....!"

Wound Limb

Hits in target limb are reduced to 0. Armour or magical protections (e.g. Dragonscales) are no defence but are undamaged by the spell. This spell only works on living targets and Demons.

Range: LOS

Religious	2 Mana	C and P (Dark God Only)*
General	2 Soulfire	E/2 nd
Thaumaturgy	2 Soulfire	C/3 rd

Activating Phrase: ".....I wound that.....!"

Wound Body

Hits in target body location (head or torso) are reduced to 0. Armour or magical protections (e.g. Dragonscales) are no defence but are undamaged by the spell. This spell only works on living targets and Demons.

Range: LOS

Religious	3 Mana	C and P (Dark God only)*
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Activating Phrase: ".....I wound that.....!"

Wound Head

Hits in targets head are reduced to 0. Armour or magical protections (e.g. Dragonscales) are no defence but are undamaged by the spell. This spell only works on living targets and Demons.

Range: LOS

Religious	3 Mana	P (K)
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Activating Phrase: ".....I wound your head!"

Wound

Hits in single location are reduced to 0. Armour or magical protections (e.g. Dragonscales) are no defence but are undamaged by the spell. This spell only works on living targets and Demons.

Range: LOS

Thaumaturgy	3 Soulfire	C/4 th
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Activating Phrase: ".....I wound that.....!"

The Thaumaturgical Command of Wound was researched by Carter You-Essem, later Schoolmaster. (Will Suttie, Hull)

Wrath of Kharach

This Ritual supplicates to Kharach to use the caster as a conduit of His power, thus acting as a ritual of Destroy Liche, Destroy Vampire, Destroy Greater Mummy, or Destroy Barrow Wight as appropriate. Please note that any destruction conditions tied to the destruction of the Greater Undead must be completed as normal, or this ritual will not work. The ritual requires 5/0 worth of incense to be used.

Upon completion of the Ritual, the targeted Greater Undead (allowing for multiple targets in the case of Vampire ash) is destroyed and the caster takes an irresistible stun head. Any undead within 10 feet of the ritual circle each receive 1 dismiss. Any living creature inside the circle is irresistibly struck down with a two minute death count.

Range: Ritual

Religious	12 Mana	R (K)
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Activating Phrase ".....Do I plead that Kharach turn his gaze upon this <type of undead>, and in his mercy destroy this Abomination!"

NB: Requires 5/0 worth of incense.

This spell was created by High Father Logue Coulton of Brisel (Olly Bidlake-Courser)

Writhe

Target writhes in agony for 30 seconds. He may do nothing else but may still resist spells.

Mind Affecting

Range: LOS

General	2 Soulfire	E/2 nd
Thaumaturgy	2 Soulfire	C/3 rd
Necromancy	2 Soulfire	C/3 rd
Religious	2 Mana	P(S)*

Activating Phrase: ".....Writhe!"

5 – Runes, Sigils, Equipment and Languages

Runes are markings that are visible to anyone (e.g. Ronish letters). Sigils are not visible; they represent training provided by the various Guilds. Sigils should be written in red or have a circle drawn around them wherever possible.

A character that knows a sigil cannot teach it to another person and a character that does not recognise a sigil should ignore it.

A Player should not take a list of sigils their character knows on to adventures, they should remember them.

Ronish

The Ronish alphabet is listed below. All in-character writings, including spell cards etc., should be in Ronish. The language is the same as English except that these runes are used instead of the normal alphabet.

A	𐀀	J	𐀁	S	𐀂
B	𐀃	K	𐀄	T	𐀅
C	𐀆	L	𐀇	U	𐀈
D	𐀉	M	𐀊	V	𐀋
E	𐀌	N	𐀍	W	𐀎
F	𐀏	O	𐀐	X	𐀑
G	𐀒	P	𐀓	Y	𐀔
H	𐀕	Q	𐀖	Z	𐀗
I	𐀘	R	𐀙	é	𐀚
				Full Stop	𐀛
TH	𐀜	EE	𐀝	Comma	𐀞

Numerals

The Ithronian numbering system is identical to our own, except that Roman numerals are used. The basic numbers are:

1	5	10	50	100	500	1000
I	V	X	L	C	D	M

To figure out the numbers in between these basic numbers, needs a couple of rules to work out which collections of numerals are required. Generally if a smaller numeral is placed before a larger one, e.g. XC, the first numeral is subtracted from the second. So XC is 100-10 = 90. If a smaller numeral (or more than one) is added after a larger one or if two identical numerals are placed together, the numbers are added. So CX is 100 + 10 = 110. Large numbers that are not simple multiples of ten have to be broken down into blocks and dealt with a piece at a time, so XIV is 10 + (5 - 1) = 14 and XCIX is (100-10) + (10-1) = 99.

The Calendar

The Ithronian calendar is similar to the modern one i.e. the names of the days of the week are the same. The major differences are the months have different names and the year is 1000 years earlier than our own. The months are as follows and have the same number of days as the real calendar:

January	Deepwinter
February	Thawing
March	Springsdawn
April	Planting
May	Budding
June	Shoring
July	Highsummer
August	Shielding
September	Harvesting
October	Summereve
November	Drawing
December	Midcold

Sigils

This is a list of the sigils used in the game. Unless indicated otherwise with the suffix (rune), they are a game mechanic and cannot be seen by characters unless they have learned the appropriate skills from the Guild/Church. The letter in brackets is the English letter used in the F&H Sigils font (to make it easier for you to use).

Where a sigil has a corresponding aura (eg, Magical in nature and Magical aura), the aura should generally be used when there is need to represent some kind of active magical energy (Spells on a person, or soulfire in a person do not require a yellow ribbon).

"Pertains to" would usually be used on its own where that item is relevant to, but does not have any magical energy- eg a book on demonlore would have "pertains to demonology" somewhere on it because its writing, and has no "energy" in it.

Church Sigils

𐀀	(C)	Excommunication mark (rune)
𐀁	(B)	Religious in nature

Thieves Sigils

𐀂	(M)	This item or area is trapped
𐀃	(F)	Intermediate trap(s) present
𐀄	(H)	Poison present; be careful
𐀅	(J)	Object has a secret door or compartment
𐀆	(L)	Thieves Guild property
𐀇	(E)	Basic trap(s) present
𐀈	(G)	Advanced trap(s) present
𐀉	(I)	A living guardian protects this item
𐀊	(K)	No obvious value or fake

Magical Sigils

𐀋	(O)	Magical in nature
𐀌	(Q)	This article is evil or cursed
𐀍	(S)	This magic is dangerous
𐀎	(U)	Object pertains to Demonology
𐀏	(W)	Object pertains to General/Thaumaturgy magic
𐀐	(Y)	This article will bind if handled
𐀑	(1)	Spells on this item will activate if opened
𐀒	(P)	This article is invested with up to two points worth of dischargeable spells.
𐀓	(R)	This article is invested with more than two points worth of dischargeable spells.
𐀔	(T)	Object pertains to Necromancy
𐀕	(V)	Object pertains to Enchanters
𐀖	(X)	This article cannot be severed
𐀗	(Z)	Spells on this item will activate if handled
𐀘		This article has multiple spells or effects within it
𐀙	(X)	Animated corpse (Rune)
𐀚	(d)	Deathslept
𐀛		Fae in Nature

Alchemical Sigils (Potion Colour)

	(a)	Alchemical in nature
	(d)	All Heal, Potion of (Green)
	(w)	Befriend, Potion of (Red)
	(g)	Blade Venom, Oil of (Red)
	(i)	Cure Disease, Potion of (Clear)
	(p)	Compulsion, Potion of (Blue)
	(x)	Mute, Potion of (Blue)
	(f)	Firm Resolve, Potion of (Purple)
	(l)	Foretell Future, Potion of (Clear)
	(c)	Heal Body, Potion of (Red)
	(b)	Heal Limb, Potion of (Blue)
		Heal Petrification, Oil of (Blue)
		Immunity to Mute, Potion of (Green)
	(r)	Invisibility, Potion of (Clear)
	(2)	Light (Green or White glow sticks) , Potion of
	(k)	Mighty Strength, Potion of (Yellow)
	(j)	Mobility, Potion of (Blue)
		Protection from Arrows, Potion of (Yellow)
	(v)	Protection from Heat, Oil of (Purple)
	(m)	Protection from Magic, Potion of (Yellow)
	(t)	Protection from Poison, Potion of (Green)
	(y)	Purification, Potion of (Purple)
	(e)	Purge Poison, Potion of (Blue)
	(z)	Resistance to Disease, Potion of (Yellow)
		Remove Petrification, Oil of (Red)
		Revival, Potion of (Orange)
	(0)	Sleep, Potion of (Red)
	(u)	Silver, Oil of (Green)
	(h)	Swiftdeath, Potion of (Clear)
	(o)	Swiftdeath, Oil of (Clear)
	(s)	Regrow Limb, Potion of (Green)
	(q)	Tanglefree, Oil of (Green)
	(n)	Truthtell, Potion of (Yellow)

Equipment

Money

The basic unit of currency in Ithron is the (gold) Crown. Each Crown is worth twelve (silver) Pennies. All prices are quoted in Crowns and Pennies in the format Crowns/Pennies. E.g. two Crowns and seven Pennies are written as 2/7.

Adventuring Equipment

What follows is not an exhaustive list of equipment, but the basic prices of standard equipment together with various Guild discounts. If there is no price against a piece of equipment for a listed Guild then it gets no discount and the standard price must be paid. Thieves can buy equipment at Journeyman. These prices are a minimum and branches may charge higher prices for equipment if it is difficult to obtain etc.

NPC Blacksmiths

Weapons and armour can be bought by PC's from NPC blacksmiths from the price lists in the equipment section. However, two handed melee weapons

(including Bastard Sword) and Plate armour can only be bought from PC blacksmiths (***italicised and bold*** in the equipment list).

Weapons not requiring permit

	Max Length	Standard	Thieves
Dagger	18"	1/0	0/8
Hatchet	26"	3/6	
Club (Subdual)	26"	2/0	
Cudgel (Subdual)	36"	5/0	
Staff (2 Handed, Subdual)	36"+	7/0	
Bow	30lb max	5/0	
Arrow	36"	0/3	

Weapons and shields requiring permit

	Max Length	Standard	Thieves
Shortsword	26"	4/6	3/6
Longsword	36"	9/0	
Bastard Sword	42"	14/0	
Greatsword (2 Handed)	42"+	16/0	
Hand Axe	36"	7/0	
Great Axe (2 Handed)	36"+	14/0	
Small Mace (Blunt)	26"	3/4	
Mace (Blunt)	36"	7/0	
Great Mace (2 Handed, Blunt)	36"+	12/0	
Spear (2 Handed)	36"+	13/0	
Half Spear	36"	7/0	
Crossbow	30lb max	5/6	
Blunted Arrow	36"	0/6 - Scouts Only	
Quarrel		0/3	
Throwing Dagger/Star	6"		0/4
Shields (Wooden)			
Small Shield	26"	3/0	
Medium Shield	36"	5/0	
Large Shield	36"+	8/0	

Armour not requiring permit

		Standard	Thieves
Light Leather	Tunic	1/0	0/6
	Sleeves	0/5	0/3
	Trousers	0/6	0/4
	Cap	0/7	0/4
Light Studded Leather or	Tunic	2/0	1/3
Heavy Leather	Bracers	1/0	0/7
	Greaves	1/0	0/7
	Helmet	1/0	0/7

Armour requiring permit

		Standard	Thieves
Heavy Studded Leather	Tunic	3/0	
	Bracers	1/6	
	Greaves	1/8	
	Helmet	2/0	
Ring-Mail	Hauberk	6/0	
	Sleeves	3/0	
	Trousers	3/0	
	Helmet	3/0	
Chainmail or Scalemail	Hauberk	8/0	
	Sleeves	5/0	
	Trousers	5/0	
	Coif	5/0	
Plate	Cuirass	10/0	
	Braces	7/0	

	Greaves	7/0	
	Helmet	7/0	

Religious Items

Holy Symbol (unblessed) **	1/0
Ritual of Absolution or Cleansing	1/0
Blessed Stake	Free

** May be purchased by a member of any religion, but only a member of the specific religion will derive any benefit from it.

Alchemical Potions

Potion of Heal Limb	2/6
Potion of Heal Body	3/0
Potion of All Heal	6/0
Potion of Purge Poison	4/0
Potion of Cure Disease	4/0

Players should be encouraged to buy potions from PC Alchemists, but the basic potions listed above should also be available from NPCs to stop PC Alchemists forcing the price of the basic potions above a reasonable level.

Miscellaneous Items

Candle	0/1
Torch	0/3
Lantern	1/0
Tinderbox	1/0
Mirror	1/0
6 feet of rope	1/0
Bandage	0/4
Lockbox	2/0
Stick of Incense	1/0
Silver Dagger (see below)	30/0

Silver Daggers

These weapons are only available from the Mages Guild, although anyone can buy them. Each dagger costs 30 Crowns. The Mages Guild does not (and cannot) make other silver weapons (e.g. throwing daggers or arrows). The silver is magically treated and therefore silver weapons cannot be purchased elsewhere.

Silver daggers cause lethal damage, but if the target is wearing metal armour (i.e. 4 armour points or more) then the weapon must be enchanted to cause any damage. Silver daggers will not cause damage to metal armour unless enchanted and if used against metal armour without being enchanted will be damaged. It costs 5 Crowns for a silver dagger to be repaired from such damage.

A silver dagger is physrepped by tying a silver or white ribbon around the dagger.

Stakes

In order that a stake can be used to kill a Vampire it must have been prepared and blessed by a Priest. This involves the Priest performing a Ritual of Cleansing over the stake, over a period of 24 hours. The Ritual does not cost any mana to cast and has no physical components. Ritual of Bless Water can be used to bless a stake quickly. The Gods take a dim view of any Priest refusing to cast this Ritual for non-Church members, or charging them for it, as the Gods abhor Undead. Once blessed, a stake remains blessed forever and a person can carry as many blessed stakes as they like.

The rule was introduced as a safety measure to stop people attacking Vampires with pieces of wood found at the adventure site. A safe coreless physrep must always be used as people will stab with these items.

Traps

One of the skills of the Thieves Guild is to learn to detect and disarm traps. Since all traps should be capable of being disarmed or avoided they are usually fairly simple affairs. As such most players are probably capable of locating and disarming them. In order to maintain the fiction of the game only characters that know the "Trap Sigil" should search for traps and only Thieves should try to disarm traps.

This doesn't mean that characters have to ignore obvious tripwires and snare traps; they can avoid them but should not actively search for them. Characters may be wary of boxes etc. if they have seen or heard of such things being trapped, but again they should not try to look for or disarm traps.

In order to maintain a degree of consistency for the sort of damage that various traps cause the following guidelines should be followed.

Where a box has traps with different levels of severity then all the appropriate sigils should be shown. Where there are multiple traps of the same severity then the appropriate rune need only be shown once. The same applies to an area covered with traps. These sigils should always be used in conjunction with the "Traps Present" sigil.

When a box contains a trap which is triggered, then consider what contents in the box will be destroyed. The more severe a trap the more damage will be done to its contents. E.g. A basic trap may destroy paper, but a very advanced trap may well destroy glass and metal items.

Basic Trap



Up to four points of damage to one or two locations, with armour absorbing. (E.g. A stun limb effect)

Intermediate Trap



More than four points of damage to one or more locations, with armour absorbing or one point of damage to one or more locations, treated as an enchanted hit. (E.g. Wound limb spell effect, or stun body effect)

Advanced Trap



Multiple "enchanted" hits to multiple locations. Immediate destruction of a limb with little or no "count" (a trap should not automatically kill someone). (E.g. Strike down spell effect.)

Locks

As well as being able to disarm traps Thieves can pick locks with the Lock Pick skill. To simulate this rope with knots tied in it should be put by the door or around a locked box, through the clasp where a padlock would be used. A player whose character has the appropriate skills and picklock physreps, may attempt to untie the knots using the picks and once this is done they are considered to have picked the lock, the more complex the lock the more difficult the knots should be tied. Failure to untie the knot represents a failed attempt at picking the lock. Using an Open Locks spell negates the need to untie the knots.

Drinking Multiple Potions

A character that drinks more than two potions that are not "instant" effect potions (see the Potion descriptions) will be poisoned (as if by venom). The third potion will not take effect and all alchemical effects (not the venom) are neutralised. Dwarves are **not** immune to this alchemical poisoning.

Multiple Magical Effects

Unless specified in the spell description, beneficial magical effects of the same spell do not stack on the same target. E.g. No target may have the effects of two protection from magic spells in effect no matter the source (spell or alchemy), or two dragonscales.

Languages

Other languages do exist in the game (i.e. French is commonly used for those characters and NPCs that come from Guidan). If a player wishes their character to learn or use a language other than Ithronian they need to gain permission from their LO.

Non-human races such as Elves are usually assumed to know both Ithronian and their racial language

For either players the scheme is detailed below.

This takes 6 months of advancement costing 2/0 a month in materials. 1/0 for a devotee or a knight, 0/6 for a priest (as the church will donate resources to aid them)

Rolborians and Templar Knights have their costs paid for them, (During this time learning, the player can, make charged scrolls, Items and trinkets, learn demon names, conduct research)

(These are full advancements and replace any advancements in guilds or churches for that month)

Using the below table work out how long it takes to advance (These can stack down to a Minimum advance of 2 months)

Reason	Time Taken off
Found a PC master	3 Months
Found a NPC Master *This will cost extra money (LO discretion)	1 Month
Spent time in another country IC (Like a Fest or a Mission and while there actively tried to learn IC)	2 Months

Example A –

- Bob plays is a Career Mercenary, full rank and feels he wishes to learn a new language, he asks his LO if he has permission to learn a new language, Guidanese.
- Permission is obtained and he is told it takes 6 months of advancement at 2/0 a month.
- He speaks with his branch refs and finds a NPC master to teach him for an extra 1/0 a month (now this is 5 months of advancement at 3/0 a month)
- He then goes to Summerfest which is set in Guidan, he spends much time interacting with the NPCs and actively trying to use and learn his new language IC. (now this is 3 months of advancement at 3/0 a month)
- This advancement and the knowledge of the new language go on his character return.

At the end of the time the player will be fully fluent with the language, up to that point, while advancing they may attempt to use the language (at ref discretion), be warned, mispronouncing words is likely to offend.

Languages advancements must be put on your character return along with any languages learnt.

Languages available

- Old Sorthonian
- Old Lirronese
- Guaidonese
- Llaminiusian
- Oluthenian
- Amnorian
- Rummanise
- Surruman
- Nilthian
- Tholonian
- Ethronian
- Nurunese
- Mithimese
- Dark Elven +1 advance (complex)
- Dwarven +1 advance (secretive)
- Elvish +1 advance (complex)
- Orcish (this covers ogres/goblins trolls etc.) -1 advance (simplistic)

CC Approval Required

- Axirian
- Konnish (Specify Dialect)
- Nipponese +1 Advance (Radically different)
- Cathayan +1 Advance (Radically different)
- Other (please specify)

Learning Ithronian as a foreign language

This method require no advancement and it is automatic

Please use the following table.

However if the player wishes to speed up this process they can use the table and prices opposite (actively trying to learn on mission in this case rather than spending time in another country)

(These can stack to a minimum of 5 months)

Month Number	Literacy	Spoken Word
1	Cannot Read/ Write	Pigeon Ithronian
2	Cannot Read/ Write	Pigeon Ithronian
3	Cannot Read/ Write	Pigeon Ithronian
4	Basic Ithronian	Basic Ithronian
5	Basic Ithronian	Basic Ithronian
6	Basic Ithronian	Basic Ithronian
7	Basic Ithronian	Intermediate Ithronian
8	Basic Ithronian	Intermediate Ithronian
9	Intermediate Ithronian	Intermediate Ithronian
10	Intermediate Ithronian	Intermediate Ithronian
11	Intermediate Ithronian	Advanced Ithronian
12	Advanced Ithronian	Advanced Ithronian

These are meant as a roleplaying “Guide”

Pigeon Ithronian

Basic greetings and farewells, one word answers.

Basic Ithronian

Spoken - Simple greetings and goodbyes, thank yous. Able to give one or two word descriptions for things- A wheel might be "Wood! Round!"

Written – Simplistic writings

Intermediate Ithronian

Spoken and written – Fully constructive sentences, no complex words.

Advanced Ithronian

Spoken and written – Fluent except missing key parts of some phrases think "Water off a ducks back" becomes "Water off a crows back"

6 – Creating a Character

All characters should be created in conjunction with a Referee or the player's LO. There are certain rules on characters, which should be followed at branch level (e.g. certain Guilds have a 10% limit on membership in a branch) and the player should check with his LO to make sure he could join these Guilds if he wants to.

No Evil Characters

*Fools & Heroes is not a Player versus Player (PvP) system, as such players are not allowed to play evil characters or commit evil acts. They are supposed to be the good guys stopping the evil overlords that plague the setting of F&H. Referees are asked to remind players of this when they are creating a character, **all evil acts** committed by characters are to be reported to the CC and SRs.*

Non-Standard Characters

The rules listed below are for creating standard characters. Sometimes a player will want a character that is different from the norm. Whilst this is acceptable, such characters should be rare and careful thought needs to go in to creating them to keep them balanced. If a player is bored with "normal" characters and continually requests to play non-standard ones, refuse his applications. Whilst there are a limited number of variations of race/Church/Guild available in the rules, characterisation and role-playing can create an infinite number of possibilities. Where a player wants a character that sticks to the normal rules but wants a slightly different background, e.g. being an Axirian or worships a slightly different aspect of a God, then only the Campaign Co-ordinator's permission is required. If the player wants a character that doesn't fit the rules, or changes them drastically, such as a half-ogre character or someone who has bardic abilities, then the permission of the CC and the Senior Referees is required.

In all cases the LO's permission should be sought as he runs the branch and the new character may cause an unbalance in plot lines or dissension amongst other players. If the LO is not happy with the idea it does not preclude the new character but the CC/Senior Refs should be informed of this and the reasons why.

Any requests for non-standard characters should be made in writing to the appropriate parties, allowing them some time to decide whether the request is acceptable. Under no circumstances should the character be played before the request is approved. See 'Character Positions and Specials' for further detail.

Select a Race

The character's race determines which Guilds he can join. Remember that Ithron is a somewhat racist society and the majority human population generally looks on non-humans with suspicion. Ithron is not a sexist society and women have equal footing with men in Guilds and Churches, the exception to this are the Religious Orders that may have entry requirements based on the gender of the character, not the player.

Non-humans gain certain advantages and disadvantages. There are also some physrep requirements to play non-humans.

PCs cannot be older than 200 years when starting.

If a player chooses to play a character that will end up being discriminated against, then care should be taken to ensure it is the character that is discriminated against and not the player.

Non-humans cannot obtain positions as heads of Guilds, Churches or Religious Orders, such as Guildmaster, Primate, Schoolmaster etc., even on a temporary or acting basis. This table sets out which Guilds a non-human character may join based on his race. Humans may join any Guild.

Guild	Dwarf	Elf	Half-Elf	Halfling
Mercenary/Scout	yes	yes	yes	yes
Guard/Forester				
Blacksmiths	yes	yes	yes	yes
Physician		yes		yes
Alchemist	yes			yes
Thieves	yes	yes	yes	yes
Nighthawks	yes	yes	yes	yes
Mages - Thaumaturgy		yes		
- Demonologist				
- Enchanter		yes		
- Necromancer				
Churches	yes	yes	yes	yes

Dwarves.

They are stocky and always bearded, men and women. They are strong warriors from the woodlands, mountains and hills. They bear an innate distrust of Elves and Half-Elves but are fond of halflings.

Physreps

Must be bearded

Abilities

- They are immune to serpent's venom, blade venom, Deathsman and standard diseases.
- They cannot be healed by Physicians medicines, but a Physicians fuss will work.
- They cannot be Physicians, Mages, Guards or Foresters.

Elves

They are reclusive woodland beings steeped in magic and legend. They are long lived beings and the denizens of the woodlands. They are usually tall and slim with long hair, but always have pointed ears. They prefer their own company, often appearing aloof and distant.

Physreps

Pointy ears and clean-shaven

Abilities

- Elves have a single point of natural ability, as active reserve. They may use this point to resist a spell or cast a single Drop Spell (they don't require a spell book or 'understand' the spell)
- They may not be Alchemists, or study magic in the schools of Demonology or Necromancy, nor may they be Guards or Foresters.

Half-Elves

These are the products of mixed parentage, usually an elven father and a human mother. They combine the racial appearances of both parents to a greater or lesser degree. They often have pointed ears and can be bearded.

Physreps

None required.

Abilities

- Unless they have pointy ears and facial hair their race can only be detected by a Physicians examination.
- Half-Elves have an automatic free resist (this is not active available for casting spells).
- They may not be Mages, Guards, Foresters, Alchemists or Physicians.

Halflings

These are smaller than normal, jolly creatures that mainly stay at home. They are constantly seeking new gourmet delights. Halflings are naturally resistant to magic.

Physreps

Must have furry feet.

Abilities

- Halflings gain 2 free resists a day (this is not active for casting spells)
- They may not use a weapon longer than 26 inches in one hand.
- They may not use a weapon longer than 36 inches at all, or a shield with a diameter greater than 36 inches.
- A Halfling can only wear up to a maximum of 5AV, however a Halfling character (with the relevant Guild/Church/Knighthood skill) can double stack armour but can still only wear up to a maximum of 5AV (stacked) i.e. Heavy leather (2AV) and Heavy Studded Leather (3AV).
- Halflings cannot be Mages, Guards or Foresters.

Humans

Humans have no special abilities and come in all shapes and sizes. Humans tend to be suspicious of the other races due to historical events and cultural differences

Physreps

None

Abilities

- Humans may join any Guilds
- They gain no special benefits

Guild and Church Membership

After selecting the character's race the next step is to choose which Guilds and Churches he wants to join. There are some numerical restrictions on the number of members a Guild can have in a branch and so the branch LO must be consulted.

Characters cannot immediately start as Thieves, or Nighthawks. Characters can only join the Guild of Nighthawks with the Campaign Coordinators approval.

Characters can join a Church and supplicate immediately or alternatively they can become Kindred in up to two Churches.

A character should not be in more than a total of **three** Guilds and Churches, excluding membership of the Guild of Nighthawks.

Also it should be mentioned that characters who are dual kindred only count as one church/guild.

Guild rules and Church sins should not be explained to a player before their character joins. It is up to the character to learn about these aspects of the game in character or to discover them once they have joined the Guild.

Leaving a Religion

The only way to leave a Church is to be excommunicated.

Advancing in Guilds and Churches.

The descriptions of the various Guilds and Churches set out various ranks and minimum times that a character must have held that rank before advancing. The character must adventure once in each month to be allowed to advance. All advances take place on the first day of the month and where this falls during a weekend event the new rank is gained immediately and any new abilities are learned (preferably this should be carried out in character by a higher ranking person in the Guild or Church).

A character may only advance in one Guild or Church per month. Joining a new Guild/Church counts as an advancement. However, a starting character may, with the LO's permission, start as a member of multiple Guilds & Churches.

Where a character must spend more than one month at a particular rank he must spend that amount of time at the rank without advancing in another Guild/Church and without joining another Guild or Church.

E.g. a character must spend two months as a Journeyman Physician. He must therefore adventure once in a month, not advance at the end of the month and then adventure in a second month (which need not be consecutive) before he can advance. If at the end of the second month he had advanced to the rank of Guildsman in the Mercenaries Guild, he would have to wait another month before he could advance to the next rank in the Physicians Guild.

The aim of this is to slow down progression in the Guilds etc. and let a person who is only in one Guild etc. progress faster than someone who is in several Guilds.

The right to advance within a Guild is not automatic, some advances require either IC permission from a Primate or Guildmaster, approval of the Campaign Coordinator or approval from an LO. **Where advancement to a higher rank requires permission of head of guild/school/order or CC, IC permission from the POP will be the default requirement, and contacting the CC as the backup only once attempts to obtain permission have failed.** If a character has not used the abilities he gains from a Church or Guild a Referee can deny the advancement. Use common sense when deciding if someone is using these abilities in a flippant way purely so that they can gain an advance. If a character does not have an opportunity to use their skills this should not preclude him from advancing. E.g. If a Mage does not cast his spells during an adventure so that he can sell them to the next band of adventurers then it is justified to stop him from advancing. A Physician who doesn't get the opportunity to heal someone because no one was injured should not be automatically precluded from advancing.

Restrictions on Guild and Church Ranks

A character may only be a professional in one Guild or Church. A professional is either:

- Guildsman rank (or higher) in a Guild (excludes the Nighthawks Guild and Thieves Guild)
- A Priest of any rank
- **A Devotee of Brother/Sister rank**
- A Knight

Guild Fees

Most Guilds charge its members a monthly fee. These must be paid every month. Failure to pay these fees is punishable by the Guildmaster & Guild Enforcer. Referees and LOs should report such failings to the Campaign Coordinator. The character may be able to reach an arrangement with the Guildmaster.

In any month where a character does not adventure, cast spells, make potions, manufacture (inc. repairing) mundane/magic items, manufacture charged scrolls, learns Demon names or conduct research they are considered to work for the Guilds they belong to. The Guilds will waive the fees for that character. This does not apply to Church tithes.

Leaving a Guild

Where a character leaves a Guild or is expelled, he may not re-join that Guild unless given permission by the Guildmaster, he loses all skills and abilities of that Guild. This should be rare and is designed to stop characters avoiding their Guild responsibilities. The Campaign Co-ordinator should be notified if a person leaves a Guild.

A character may demote himself in a Guild (but not a Church) but lose all the abilities of the higher rank. He should notify the Guildmaster and the CC and may not advance in that Guild again without the Guildmaster's or CCs' permission.

Tithes

Tithes are set as a fraction of income (e.g. one twelfth, one half). These tithes are always rounded up to the next Penny.

Heads of Guilds & Churches

All candidates are required to submit to a Physician's examination in downtime to prove they fulfil the requirements of the post. The world of Fools & Heroes is feudal and dominated by human society and thus will not accept Guild policy being led by anything but a human. Non-humans should not even hold these posts in an acting capacity.

Equipment

All starting characters, irrespective of race, have 10 crowns worth of equipment. This is based upon the standard price list although it may include any discounts they receive as apprentices in various Guilds (i.e. apprentice Physicians get cheaper bandages). Since the equipment list in this guide includes discounted prices for illegal Guilds it should not be shown to players. Some alchemical potions are shown in the price list. These may be bought freely from NPCs, although purchasing potions from PC Alchemists is recommended.

As a matter of *role-playing* it should be unusual for characters to loan starting characters equipment or money. These characters hardly know each other and the new character could easily abscond or die, leaving the debt outstanding. As a Referee you should stop such abuse, which can crop up, especially where groups of players are friends.

*Apart from working out the worth of their initial equipment from the equipment lists characters **must not** spend any leftover money they may still have until they attend and play their first in character event.*

7 - Character Positions and Specials

Allocation of positions

- The Campaign Coordinator (CC) allocates all in character positions using the following selection criteria below as guidelines. However the CC also reserves the right to bypass these selection criteria if they deem necessary. In these cases the CC will inform any characters LO with reasons why they may not have been selected if asked for by any affected parties. A player has the right to refuse any position offered.
- The important in-characters positions that the CC gives out to players are:

Guilds

- Mayor of Norham
- Guildmasters
- Guild Protectors
- Chief Justice
- Guard / Forester
- Huntsmaster or Guards Captain
- Huntsman/Guards Sergeant
- Forester
- Archmage
- Witchfinder
- Schoolmaster of the Schools of Magic
- ~~Keeper of the Seven Secrets~~

Religion

- High Primate
- Primate of each Church
- Defender of the Faith of each Church
- Knight Commander
- Head of each Knightly Order
- Head of the Roses
- Chaplains of the Orders

Nobles

- Baronets

Illegal

- Nighthawks
- Guildmaster Thief
- Nightmaster
- Daymasters

Definitions

Positions of Power: Level 1 (PoP: L1)

These are the top rank positions: Primates, Guildmasters, and the Knight Commander.

Positions of Power: Level 2 (PoP: L2)

These are the second rank positions: Defenders of Faiths, Guild Protectors/Enforcers, Heads of Orders, Schoolmasters, Witchfinder, ~~Keepers of the Seven Secrets~~, Guard Sergeants/Huntsmen.

Special Characters: Type 1

Characters that only require the Campaign Co-ordinator's permission to play, i.e. the character follows the standard rules but has an unusual background (e.g. your character comes from Axir, or is the deposed Lord High Commander of the armies of Rum).

Special Characters: Type 2

Characters that require both CC and Senior Referees permission to play, i.e. the character does not follow the standard rules (e.g. you want to play a Half-Orc or a character that mixes Alchemy & Magic).

Special Characters: Activity Levels

Slotted (restricted number) Specials such as Battlemages should be held to the same minimum level of activity as PoPs (See: Losing a position)

General Selection Criteria

- Player must be a paid up member of F&H (leeway will be given for the period at the start of the membership year).
- Player must have handed in regular character returns.
- Player should make every effort to attend Summerfest
- Character must not be a Type 2 Special

- Character has seniority in the Guild (two months seniority is lost for every character return not handed in). Being a Type 1 Special is a 3 month seniority penalty. Once past 6 months at the maximum rank seniority will be less of an issue, except for Type 1 specials, and decisions being made based on IC actions.
- If a non Ithronian is granted a position they will be required to swear an Oath of Allegiance to Ithron on the Kings Sceptre (unable to lie)
- There must be no significant in character reason why they should not fill the position at CC discretion e.g. Excommunicant, Mage with no hands, branded.
- Player must agree to be easily contactable by at least postal and/or e-mail. It is suggested that any request by a Guild member should be answered within one calendar month.
- Player must agree to adventure outside of his/her own branch once every three months and attend at least one fest a year.
- If a player has not adventured for the previous three months, then they are out of contention for a vacant position.
- Any Priest considered to become a chaplain will require that their background does not conflict with the Knightly order's ethos.
- Devotees of Churches will be placed below any non-religious or Church Kindred in consideration for Guildmaster positions.
- Character must not have been resurrected.

PoP: L1 Specific

- Character must be Human.
- Must take a truthtell that they are not, never have been and never will be a member of an illegal guild (this is traditionally also sworn as an oath at formal meetings of their councils).

PoP: L2 Specific

- Opinion of higher ranked position will be solicited

Losing a position

A single written/verbal warning is to be given to a player in advance, before losing a position for out of character reasons.

A character may lose a position for the following reasons:

Out of Character

- Player no longer wants the position.
- Player is no longer a paid up member of F&H.
- If no character return is handed in for a period of 3 months.
- If a player does not play their character for three consecutive months.
- Player has ceased to respond to contact attempts, or is taking excessively long periods to respond without good reason.
- Player has failed to adventure outside of his/her own branch once every three months
- Player has failed to attend at least one fest a year.

In Character

- Death
- Character retirement
- Character no longer wants the position.
- Vote of no confidence

Two senior Guild members can call a vote of no confidence. These members would have to be of Master rank or equivalent. Lower ranks may be allowed to call a vote of no confidence at CC discretion e.g. there are no Masters or they are not contactable. Reasons must be given in writing to the Undercouncil (CC). The character will be consulted and given a chance to answer any allegations made. The CC will then if necessary undertake the in character vote. The characters response to the allegations will be circulated with a voting form. Only characters of Guildsman rank or above will be eligible to vote (otherwise if it was the Mercenaries or Scouts Guild there would be ½ the players in the system to contact.)

Acting Positions of Power

Acting positions are internal to the relevant churches, guilds and knightly orders. Within that organisation they should be treated as though they hold the full position, outside though, they do not gain any social benefit (pay/legal standing) associated with the rank they are currently filling in for. They may not quest for positional items until they full get the position.

Section C – Guilds

Unless specifically stated membership rules (not membership restrictions) for each Guild are considered IC Guild rules that may be broken not OOC game rules

1 -The Guild of Mercenaries

Membership Restrictions

The Guild of Mercenaries is open to anyone without restriction. New members join the Guild at the rank of Apprentice.

Militia Duty

Any member of the Mercenaries Guild may be called upon to do Militia duty on two occasions per year (the year starts on the 1st of January). They receive pay whilst on such duties based on their rank in the Guild; the amounts are set out below.

The person serving militia duty must have a primary weapon and a secondary weapon or shield.

Failing to perform militia duty when so requested would result in the offender being outlawed, unless the person has already completed two duties in the year.

The King, or the Mayor of Norham, may call an extra militia duty, forcing someone to perform a third stint.

It is possible to buy your way out of standard militia duty (but not that called by the King or Mayor) by paying a 25-Crown scutage.

Mercenary Ranks

Apprentice

Fees:

6 Pennies per month

Benefits:

The character is issued with a red weapons permit, allowing him to carry restricted weapons and wear restricted armour (as defined by the Law of Ithron).

Apprentices are paid 1 Crown for each 24 hours or part thereof militia duty served.

Apprentices can get their own metal armour (4 AP or more) repaired at half price. The total cost of all armour repairs is calculated, then halved, rounding up.

Progression:

After one month the Apprentice may advance to the rank of Guildsman. The player must get the permission of their Liaison Officer or the Campaign Co-ordinator to advance to Guildsman.

Guildsman

Fees:

2 Crowns and 6 pennies per month

Benefits:

The Guildsman may learn one basic skill from the list below and learns one core skill

A Guildsman is paid 3 Crowns for each 24 hours or part thereof militia duty served.

Progression:

After two months as a Guildsman the Mercenary may advance to the rank of High Guildsman.

High Guildsman

Fees:

3 Crowns and 6 pennies per month

Benefits:

A High Guildsman may learn an additional skill from either the basic or intermediate skill list, set out below and learns one core skill.

High Guildsmen are paid 5 Crowns for each 24 hours or part thereof militia duty served.

Progression:

After two months as a High Guildsman the Mercenary may advance to the rank of Guild Senior.

Guild Senior

Fees:

5 Crowns per month

Benefits:

A Guild Senior may learn one skill from any category (basic, intermediate or advanced) from the list below.

Guild seniors are paid 6 Crowns for each 24 hours or part thereof militia duty served.

Progression:

After two months as a Guild Senior the Mercenary may advance to the rank of Master. The player must get the permission of the General (Guildmaster) or the Campaign Co-ordinator to advance to the rank of Master.

Master (Captain)

Fees:

6 Crowns per month

Benefits:

A Master may learn an additional basic or intermediate skill and one skill from any category (basic, intermediate or advanced). A Master can undertake research.

Masters are paid 8 Crowns for each 24 hours or part thereof militia duty served. Master Mercenaries can use the ability – Tutor (See above Mercenary Skills)

Progression:

The Undercouncil (the CC) appoints who is promoted to the position of Guildmaster (Head of the Guild).

Guild Enforcer

Fees:

Normal. No fees in any month in which he catches someone breaking Guild rules.

Benefits

None.

Duties:

To enforce Mercenary Guild rules.

The Guildmaster and the Undercouncil must agree any punishments.

Restrictions:

There can only be one Guild Enforcer and the Undercouncil (CC) appoints him.

Guildmaster (General)

Fees:

None.

Benefits:

The Guildmaster may learn an additional skill from any category.

Restrictions:

There is only one Guildmaster.

Guild Items:

The Generals Armour

The Mercenaries Glove

The Banner of the Mercenaries Guild

Research

It is possible, through in-character research that the abilities and skills may expand in the future. Any Mercenary of Master rank or higher can research such skills and should fill out a research proposal form and send it to the Senior Referees through their LO. This counts as a feasibility study that costs 20 Crowns. A character who researches a skill that is passed by the Executive Committee does not need to have a free or unused skill slot. If passed the skill is additional to their normal allowance.

Master Mercenary Ability - Tutor

Once a month the Tutor can teach a Student a skill (from the Guild of Mercenaries skill list) that is already known by the Tutor. The taught skill replaces a skill that the Student knows on a like for like basis.

I.e. A taught intermediate skill known by the Tutor replaces an intermediate skill known by the Student.

For each use of this skill the Tutor must pay 10 crowns in training costs for consumables.

The Tutor and the Student both will be required to use a single 'Advance'.

A suitable period of actual roleplay between the Tutor and Student is required (this skill is not to be used in 'downtime').

At the beginning of the next month the Student can begin to use their new skill. The Mercenaries Guild encourages Tutors to charge for this service.

Mercenary Skills

The following skills are available to be taught to Mercenaries as they progress through the ranks. They all require continued practice or available materials. As a result if a person leaves the Guild or is demoted that training or those materials are denied and the person loses the skill. These skills may not be taught to another person (PC or NPC). Skills can't be taken more than once unless they specify otherwise.

Core Skills

Armour Repairs

The person can have their own armour repaired for free. At the end of the adventure the person hands the armour in for repairs by the Guilds own Blacksmiths and it will be ready and repaired the next time the person adventures. At fests it is up to the event organisers to decide if the Guild provides these facilities on site.

Weapon Repairs

The mercenary can have his own weapons that have been shattered or warped mended for free. At the end of the adventure the person hands the shattered weapon in for repairs by the Guilds own Blacksmiths and it will be ready and repaired the next time the person adventures. At fests it is up to the event organisers to decide if the Guild provides these facilities on site.

Basic Skills

Armour Stacking

The person trains to use two suits of armour effectively at the same time. He can therefore stack two pieces of armour, as set out in the rules on combat.

Phalanx

This skill allows the mercenary to use a stab safe spear (over 36") in one hand. You can only use the spear in this way for stabbing actions, slashing actions will still break the arm.

That skill must be used in conjunction with a shield in the empty hand.

Jury Rig

If the Mercenary is double stacking at least one layer of metal armour and the location is currently on OAP then they may spend 1 minute per location 're-jigging' their armour (cannot be done during a fight) to gain a single AP back to a maximum of 1 AP on that location.

If a Blacksmith helps out this can be reduced to 30 seconds per location.

Bloodless Strike

The mercenary learns how to use his melee weapons in such a way as not to cause lethal damage (e.g. he uses the flat of a sword blade). As a result he may cause subdual damage with any weapon if he so desires. The mercenary should shout "subdual" when using a weapon in such a manner. This sort of subdual damage cannot affect skeletal creatures.

Note: This skill can only be used with melee weapons.

Intermediate Skills

Adrenaline Rush

Once per day the Mercenary becomes immune to *Freeze* for 15 minutes/1 encounter. The ability is activated when the first freeze spell would effect them (ie they can resist freeze spells and it would not trigger this ability).

This skill was researched by Fletch Havegull (Ben Frake, Bristol), Guild Enforcer Mercenary in 1018

Knockback

Once per day the Mercenary may strike with a two handed sword/Axe/hammer and call "Knockback". This skill may be taken more than once.

This skill and its advanced companion were researched by General Havak (Simon Case, Leeds) in 1018.

Parry

If a blow giving the call of "knockback" is parried using a shield then the character using the shield can divert the force of the blow to prevent losing

their footing and thus call "no effect" to the knockback. If the blow hits anywhere on the character other than the shield, the knockback affects as normal.

This skill was researched by Crystal Rose Fleetfoot (Cara Bull, Bristol) who was slain a second time fighting as a scout against undead in the Fae realm.

Shield Breaker

Once per day a blow from a 2-handed axe/sword/hammer will break a wooden shield. Call "Cleave" when striking the shield. If the target shield is magically protected (i.e. weapon bonding, magic immunity) then this effect may be resisted. This skill can be taken multiple times.

Immunity to Nausea

Due to the horrific things most front line fighters have seen the mercenary has become hardened to carnage and gore. As a result the mercenary is unaffected by the nausea caused by monsters that shape change.

True Grit

Once a day the mercenary may temporarily ignore a wound of their choosing by calling 'I shall fight on' continuing to fight or advance (the pain of the wound, particularly receiving it should still be roleplayed). Subsequent wounds to the same location will take effect normally. Once out of combat for five seconds (not necessarily the end of the encounter) the full effect of the wound is taken and the wound count begins. The skill is no defence against poison. Any attempt by the mercenary to heal said wound (casting a spell, opening a potion etc.) constitutes a break from the flow of the fight and the wound effect will take place before healing can be attempted.

This skill was researched by General Catherine Brack-on-Hill (Jo Bath, Newcastle) who was slain in the spring of 1013 closing a portal to Sharda from the inside.

Advanced Skills

Die Hard

The mercenary has been trained to the peak of fitness. Their stamina is such that they can survive wounds that would slay another. As a result the mercenary gains 60 seconds to their wound count (see section 3 on healing). This will not affect the time it takes to die when poisoned, as these times are the poison rules and do not affect a characters wound count.

Advanced Shield Breaker

The mercenary must have the intermediate skill 'Shield Breaker' as a pre-requisite before taking this skill.

Once per encounter a blow from a 2-handed axe/sword/hammer will break a wooden shield. Call 'Cleave' when striking the shield.

If the target shield is magically protected (i.e. weapon bonding, magic immunity) then this effect may be resisted.

Advanced Knockback

Once per encounter the Mercenary may strike with a two handed sword/Axe/hammer and call "Knockback". The mercenary must have the intermediate skill "knockback" as a pre-requisite before taking this skill

Leadership

The Mercenary can issue a rousing speech (around a minutes worth if not longer) to other career (Guildsman or higher) Mercenaries.

Up to three other Mercenaries (not the speech giver) will gain a single resist against a single mind effecting spell of the speaker's choice, from the below list, for 15 minutes or one encounter whichever is shorter. Each Mercenary can only be under the effects of one Leadership at a time. Applicable spells; Fear, drop, obey, sleep and befriend.

NOTE: If this skill is taken by a Guard, it works on Guards instead of Mercenaries.

Pain Tolerance

A Mercenary trained in this skill will have a limited resistance to pain. In addition to the role-playing effects (e.g. against torture etc.), this would allow the recipient to fall to one knee and defend themselves (parry and block) when targeted by a writhe spell or similar effect, rather than the usual writhe effects.

2 - The Guild of Scouts

Referee Guidance for Scouts

One of the things that Scouts will want to do is scout ahead of the party. This is only possible if the referee has set up the next encounter for them to scout. If its not set up, the scout gets told to wait, and the rest of the party catches them up, rendering their scouting attempt void. **Referees should try to ensure encounters are always set up before the party gets to them.**

Membership Restrictions

The Guild of Scouts is open to anyone without restriction. New members join the Guild at the rank of Apprentice.

Militia Duty

Members of the Scouts Guild must perform militia duty as set out in the rules on the Guild of Mercenaries.

Scout Ranks

Apprentice

Fees

6 Pennies per month

Benefits

The character is issued with a green weapons permit, allowing him to carry restricted weapons and wear restricted armour (as defined by the Law of Ithron).

Apprentices are paid 1 Crown for each 24 hours or part thereof militia duty served.

Apprentices can get their own leather armour (3 AP or less) repaired at half price. The total cost of all armour repairs is calculated, then halved, rounding up.

Progression

After one month the Apprentice may advance to the rank of Guildsman. The player must get the permission of their Liaison Officer or the Campaign Co-ordinator to advance to Guildsman.

Guildsman

Fees

2 Crowns and 6 pennies per month

Benefits

The Guildsman can spot level 1 tracks and is taught the Tracks Present sigil.

¥

The Guildsman may learn one basic skill from the list below and learns one core skill.

Guildsmen are paid 3 Crowns for each 24 hours or part thereof militia duty served.

Progression

After two months as a Guildsman the Scout may advance to the rank of High Guildsman.

High Guildsman

Fees

3 Crowns and 6 pennies per month

Benefits

A High Guildsman may learn an additional skill from either the basic or intermediate skill list, set out below **and learns one core skill.**

The High Guildsman can spot level 2 tracks.

High Guildsmen are paid 5 Crowns for each 24 hours or part thereof militia duty served.

Progression

After two months as a High Guildsman the Scout may advance to the rank of Guild Senior.

Guild Senior

Fees

5 Crowns per month

Benefits

A Guild Senior may learn one skill from any category (basic, intermediate or advanced).

The Guild Senior can spot level 3 tracks.

Guild Seniors are paid 6 Crowns for each 24 hours or part thereof militia duty served.

Progression

After two months as a Guild Senior the Scout may advance to the rank of Master. The player must get the permission of the Pathfinder (Guildmaster) or the Campaign Co-ordinator to advance to the rank of Master.

Master (Ranger)

Fees

6 Crowns per month

Benefits

A Master may learn an additional basic or intermediate skill and one skill from any category (basic, intermediate or advanced). A Master can undertake research.

Masters are paid 8 Crowns for each 24 hours or part thereof militia duty served. Master Scouts can use the ability – Tutor (See above Scout Skills)

Progression

The Undercouncil (the CC) appoints who is promoted to the position of Pathfinder (Head of the Guild).

Guild Enforcer

Fees

Normal. No fees in any month in which he catches someone breaking Guild rules.

Benefits

None

Duties

To enforce Scout Guild rules. The Guildmaster and the Undercouncil must agree any punishments.

Restrictions

There can only be one Guild Enforcer and the Undercouncil (CC) appoints him.

Guildmaster (Pathfinder)

Fees

None.

Benefits

The Guildmaster may learn an additional skill from any category.

Restrictions

There is only one Guildmaster.

Guild Items:

The Pathfinders Armour

The Scouts Sword

Research

It is possible, through in-character research that the abilities and skills may expand in the future. Any Scout of Master rank or higher can research such skills and should fill out a research proposal form and send it to the Senior Referees through their LO. This counts as a feasibility study that costs 20 Crowns. A character who researches a skill that is passed by the Executive Committee does not need to have a free or unused skill slot. If passed the skill is additional to their normal allowance.

Master Scout Ability - Tutor

Once a month the Tutor can teach a Student a skill (from the Guild of Scouts skill list) that is already known by the Tutor. The taught skill replaces a skill that the Student knows on a like for like basis.

I.e. A taught intermediate skill known by the Tutor replaces an intermediate skill known by the Student.

For each use of this skill the Tutor must pay 10 crowns in training costs for consumables.

The Tutor and the Student both will be required to use a single 'Advance'.

A suitable period of actual roleplay between the Tutor and Student is required (this skill is not to be used in 'downtime').

At the beginning of the next month the Student can begin to use their new skill. The Scouts Guild encourages Tutors to charge for this service.

The tutor ability was researched by Master Leofric Kaydon of Fernham (Pete Shaw, Guildford), a prolific researcher who later left the Mercenaries Guild for the study of Magic and eventually the rank of Schoolmaster Thaumaturgy (as of 1017).

Scout Guild Skills

The following skills are available to be taught to Scouts as they progress through the ranks. They all require continued practice or available materials. As a result if a person leaves the Guild or is demoted that training or those materials are denied and the person loses the skill. These skills may not be taught to another person (PC or NPC). Skills can't be taken more than once unless they specify otherwise.

Core Skills

Armour Repairs

The person can have their own armour repaired for free. At the end of the adventure the person hands the armour in for repairs by the Guilds own Blacksmiths and it will be ready and repaired the next time the person adventures. At fests it is up to the event organisers to decide if the Guild provides these facilities on site.

Weapon Repairs

The Scout can have their own weapons that have been shattered or warped mended for free. At the end of the adventure the person hands the shattered weapon in for repairs by the Guilds own Blacksmiths and it will be ready and repaired the next time the person adventures. At fests it is up to the event organisers to decide if the Guild provides these facilities on site.

First Aid

The Scout has completed basic skill training in applying field dressings to wounds. They are given 3 bandages for free at the beginning of each day. These bandages are only for the Scout's personal use and cannot be sold or exchanged elsewhere. Any bandages not used at the end of a day must be returned to the Guild.

Basic Skills

Armour Stacking

The person trains to use two suits of armour effectively at the same time. He can therefore stack two pieces of armour, as set out in the rules on combat.

Spot Trap

The Scout is taught how to spot deadfalls, pit traps and the like, because of this he learns the "this is trapped" sigil.



He is not taught how to arm or disarm or create such traps.

Scouts are also able to learn to determine the difference between created traps and natural hazards such as loose scree, swamp, quicksand and volcanic gas vents. This is represented by use of the "this is trapped sigil" and adding an extra bar at the base of the T (both sigils should be used, as not everyone will be able to determine it is a natural hazard, but will still know its trapped).

Field Repairs (Revised)

The Scout can repair up to 5 points of leather armour (up to 3 AV) per day. It takes 30 seconds out of combat to repair one point of armour. The Scout must use some form of phys rep for the tools used to make the repairs – such as thread, leather patches etc. This skill may be taken multiple times.

Bowcraft (Fletching Revised)

The Scout has learned how to properly care for and supply their missile weapon of choice. At the start of each day they may apply various oils and treatments to their missile weapon and tie an 'Orange' ribbon around the phys-rep. This will protect the weapon against the first Warp or Shatter spell cast against it.

They may also make normal (not blunted or otherwise special) ammunition for themselves at no cost.

All arrows/bolts must be phys-repped and they may not be sold or given away to other people.

Jury Rig Bow

A warped bow can be reinforced with wood scavenged from the area and waxed twine (costing -/6). If it's warped a second time it cannot be fixed again except by a smith able to repair bows/mending spells.

Alert to Danger

The Scouts reflexes are highly trained to danger and may sometimes avoid most of the impact of a strike. When wearing a single layer of leather or no armour they gain 1 floating hit against the first physical hit per day. The blow should be roleplayed as if taken, but no wound is caused. Experience makes

a scout faster and tougher, and it can be taken as an intermediate skill (First 2 hits) or an advanced skill (first 3 hits).

Clarification: When taken at a higher rank, this skill supercedes earlier ranks (It does not stack). Earlier ranks do not have to be taken as preconditions. The floating hit is activated when they would take a wound/armour damage from a physical strike.

Trap Sense

Scouts are both quick and lucky. But you can only be quick and lucky for so long. The Scout ignores the effect of the first trap that they unintentionally set off each day, as long as they are aware that a trap is present (Seen the Trap sigil). This skill cannot be used if the Scout is not aware of the presence of a trap. They do not have to be able to see all of the sigils, as long as they know that a trap is there. Traps that have area effects will still effect others. Other Scouts caught in the area may use this skill themselves to avoid the effect so long as they also are aware that a trap is present.

Herb Lore

The Scout overtime has gained knowledge of basic healing herbs and poultices and how to apply them to themselves safely. Each day they can prepare two salves (appropriate physreps required). These salves take 30 seconds to apply but when they do they can replicate a Heal Limb effect. This counts as physicians drugs for the purpose of immunities.

Lightning Reflexes

The Scout is able to react to danger before their fellows, their reactions almost supernaturally quick. Following a timefreeze the Scout may draw a single easily accessible weapon/item from a scabbard or pouch and may open their eyes during the countdown of "3...2...1" to observe their surroundings. They may not react to what they see such as aiming a strike at a vulnerable target location. A Scout cannot call a timefreeze to use this ability or one that immediately effects them (such as being teleported), they can only react to it being called.

Please be sensible in what is drawn. An invis from a belt pouch is fine, that scroll in a roll of half a dozen at the bottom of your backpack is not. A sword from a scabbard is fine. Bow, Arrow and knocking and drawing the bow are not...

Intermediate Skills

Blunt Arrows

The scout learns how to effectively use blunted hunting arrows.

These cost 0/6 pennies an arrow and are only available to scouts.

The scout can call "Blunt" with these arrows when using them. Blunted arrows will NOT pierce leather armour unless they have been enchanted.

Only players with this skill can fire these arrows.

The arrow should be tied with some brown ribbon.

Celerity THIS SKILL HAS BEEN REMOVED 22/07/19

~~A scout with this skill may delay the onset of the spells Sleep, Writhe and Freeze.~~

~~The scout must be moving as the spell is cast and continue moving as fast as he/she is able (the movement must be from one place to another, no running on the spot), the spell will take effect 15 seconds after it is cast or when the scout stops moving whichever occurs first. Once it takes effect it will do so normally with the full duration.~~

~~Mobility potions (or anything else that has a similar effect) taken while the scout is delaying a spell will not stop the current spell but will take effect as normal afterward. The spell cannot be resisted after being delayed it must be resisted when originally cast. A scout cannot use this skill if he is wearing more than 5 points of armour on legs or torso or cannot move at an appropriate speed (tied up, leg wound etc.)~~

~~The scout should call "I delay that spell" when using this skill.~~

Delay Traps

If the scout is equipped with a dagger, iron spike (0/6 each from a Blacksmith-Does not work as a weapon) or tool kit designed for the purpose (PC Blacksmith) he is able to delay the activation (with sufficient roleplay) of a spotted trap for 30 seconds. After 30 Seconds the trap will activate. This skill cannot be used on magical traps, or traps that are too large to be delayed (i.e. pit falls cannot be delayed with the clever placement of a dagger into their workings!). Attempts to delay a trap with items other than those listed above will cause the trap to activate immediately and the item destroyed. Daggers and Iron Spikes used to delay a trap are damaged beyond repair.

NB. This skill requires the scout to have the "Spot Trap" skill.

Hardened Constitution

The Scout is immune to all standard diseases (Magical Disease, Weakness, Brain Fever, Zombie Rot). The scout must role-play that he is a little unwell, but is able to act normally. The Scout is able to transmit the disease by touch as if they were infected.

Just because a Scout is immune to a disease, it will not change their normal behaviour- they will not intentionally eat diseased food, lick zombies, rub themselves against rotting flesh etc. Deliberate excessive exposure should be "rewarded" by the effects of disease for the next encounter/15 minutes.

Original Research: The training regime to allow scouts to better withstand the hardships of disease, was put into place by then First Ranger Neville (Nev) of Berwickshire (Twed). Following retirement from adventuring, Nev bought and runs the Newcroft Fighting Pit, proud home of the 100 Goblin challenge.

Throwing Weapons

The Scout is taught how to use throwing weapons (daggers, stars etc.) and can buy them from Blacksmiths. For them to have an effect they must be 'Balanced' (paid for as if buying a throwing dagger i.e. 0/4 Pennies). Normal throwing weapons are no more than 6" long.

Poisoned Arrows

The Scout has become expert at the application of poison to arrows/bolts. They may apply a single dose of Oil of Venom or Swiftdeath to 6 (six) arrows or bolts or throwing daggers, instead of the usual 3 (3)

Power shot

The Scout, upto 3 times per day, after holding a drawn arrow for 40 5 seconds, call **KNOCKBACK** upon a successful hit. The arrow is destroyed even if it misses. This skill may be taken more than once. (This skill does not work with Crossbows).

Safety: If the target is too close to shoot safely, then the arrow cannot be fired (As per normal safety rules)

Improved Spot Trap

The Scout must have the Basic Skill 'Spot Trap' as a pre-requisite before taking this skill. The Scout has improved their knowledge of traps and spotting the subtle clues which indicate their severity. They may now identify the following sigils;

⚡
Caution, Basic Trap(s) present.

⚡
Caution, Intermediate trap(s) present.

⚡
Caution, poisoned trap(s) present

Tough as Old Boots

By nature Scouts are tough and resourceful. Being injured in the wild, there's no one there to help, so sometimes you've got to grit your teeth and bear the pain. Once per day after fifteen seconds of appropriate role-playing the Scout may receive a "Heal Limb" effect to one of their own limbs. They must be conscious to use this skill.

Note: Just "rubbing it better" like this was a Physicians fuss is not appropriate role-play.

Advanced Skills

Forest Cunning (Revised)

The Scout may escape Entangle, in both natural features and their equipment, provided they carry a dagger in order to cut themselves free. They should role-play cutting themselves out of the undergrowth or cutting slits in their cloak with a dagger - which must take at least 10 seconds. They can also use this skill to cut others out of entanglement in undergrowth, taking at least 10 seconds in the process.

Originally Researched by Pathfinder Kyla Mcdermott of Lirron and Kirk-leigh, she later retired to her lands, the Baronetcy of Rookroost in north-east Lirron Wood in Eborshire.

Light Sleeper

A Scout with this skill will be roused after 15 seconds rather than the usual 30. This applies to any time the Scout is unconscious or asleep. There is no change to the effects of Rousewell upon the Scout.

Survivalist

Being self-sufficient the Scout has learned to spot venomous flora, fauna and the tell-tale signs of poison. They can see the poison is present sigil. The Scout has conditioned themselves to resist the effects of poisons entering their body. As a result the Scout gains 60 seconds to their poison count (see section 3 on healing). This will not affect the time it takes to die from inflicted wounds, as these times are the wound rules and do not affect a character's poison count. They may also self purge, if they have the means to do so (spell, alchemy, mix etc) and can do so within 10 seconds of being poisoned (If unconscious from wounds, they may not self purge)

Roll with the Blow

It's not just about dodging a blow; it's about rolling with it. Once per day the Scout may elect to mitigate a lethal point of damage into a subdual hit. They must be aware of the blow to use this skill, not incapacitated (unconscious, writhing etc) and must decide immediately when they are hit whether to mitigate it or not - and not after.

Tracking Skills

Scouts of Guildsman and above have the ability to identify tracks.

The Referee marks the path with the Tracks Present sigil, below, to allow the Scout to know to begin searching for the tracks. The sigil should be aligned north-south/top-bottom on the ground to allow the Scout to know the direction of north.

⚡

The details of the tracks will be placed on paper or card and hidden nearby; the Scout must find this to identify the tracks.

Written on one side of the paper will be the grid below, detailing the information the Scout may learn about the tracks. Any additional information the Referee may wish to give can be written on the back.

1.Direction in (compass direction)	2.Basic Type of track and number of that type	3.Direction out (compass direction)
4.Size	5.Weight	6.Speed
7.Movements	8.Additional information	9.Substances

Non-Scouts will not be able to get any useful information from the grid.

Level 1 Tracking

Guildsman Scouts can read boxes 1 – 3

They are also able to see the "Living Guardian" sigil

⚡

Reading the Tracks

Box 2 codes:

H = Humanoid. Modifiers: (Bt) = Boots, (Bf) = Bare feet

A = Animal like. Modifiers: (Ho) = Hooves, (Pa) = Paws, (Cl) = Claws

C = Cart

Level 2 Tracking

High Guildsman Scouts can read boxes 1 – 6

They are also able to see the "Hidden compartment" sigil

⚡

Reading the Tracks

Box 4 codes: L = Large, M = Medium, S = Small

Box 5 codes: H = Heavy, M = Medium, L = Light

Box 6 codes: F = Fast, M = Medium, S = Slow

Level 3 Tracking

Guild Senior Scouts can read boxes 1 – 9

Hide Tracks

The Player is able to rewrite known sections the scout tracking grid with appropriate roleplay. (I.e. must have the tracking skill)

Reading the Tracks

Box 7 codes: F = Fighting, D = Dragging Foot/Feet, J = Signs of a large Jump

Box 8 Codes: DB = A Dragged Body, FL = A Fallen Body, SO = Strange Odour

Box 9 Codes: B = Blood, W = Water like, G = Gloop, V = Venom

An N/A in any box shows that no information on that can be found.

An X in any box shows it is something undeterminable or unknown.

An example:

NE	H.(Bt). 4	SW
M	L	M
F	1FL,DB	B

Interpretation:

Level 1: Came in from the north east, 4 humanoids wearing boots, Left to the South West

Level 2: The footprints are medium sized, light weight (could be elves) and moving at a Medium pace.

Level 3: There was a fight, one person fell and then was dragged, there are traces of blood.

Foresters and Tracking

When a Scout joins the Foresters, they retain full tracking skills, and/or gain tracking at the equivalent ranks

3 – The Guild of Guards and Foresters



Guild of Guards



Guild of Foresters

Guild Aims

The Guards and Foresters are the law enforcers of Norham Province. It is up to them to enforce the law and bring any miscreants to justice before the courts. They exist as an elite body of shock troops and skirmishers and are often employed as personal guards to the King, members of the Royal Court and Ambassadors.

Membership Restrictions

Only humans may join this Guild. Guards and Foresters may not be members of the Guilds of Mages, Blacksmiths or Alchemists, a Priest of any religion or a member of the Church of Vleybor.

The Guilds will not accept people who are or have been members of an illegal Guild (i.e. the Thieves or Nighthawks).

Joining the Guild

The Guild accepts new recruits and also draws its members from the Mercenaries and Scouts Guilds and has two "paths" or strands in its ranks.

Membership Rules

- Members **must** take a Truthtell to prove that they are human and are not and never have been and never intend to be a member of an illegal Guild. Once accepted in to the Guild the new Guard/Forester must swear on their honour to uphold the law to the best of their ability.
- A Guard/Forester who refuses to accept a mission specifically to enforce the law, serve an arrest warrant, deserts a mission or displays cowardice is suspended. A court martial should then be convened where the senior officers (including the Campaign Co-ordinator or a Senior Referee) shall hear the charges. Punishment shall then be dispensed depending on the nature of the offence, but the person can be expelled from the Guild.
- The new Guard/Forester starts at the rank of Apprentice of the Law. The character is deemed to be a Guildsman. The progression for the two Guilds is identical.
- A new Guard/Forester must advance from the rank of Apprentice at Law to Junior Guardsman/Forester before they can advance in another Guild or as a Devotee.

Pay

Guards and Foresters do not pay Guild Fees. Instead for each month in which they adventure they get paid a stipend by the authorities.

Guild Livery

A Guard/Forester must openly wear his tabard to show his position as an officer of the law. A Guards tabard is a red surcoat with a yellow eagle's head that looks to the left as the person looks at the tabard. A Foresters tabard is identical except that it is green with a brown eagle's head.

Jurisdiction

Guards and Foresters have jurisdiction in the Province of Norham. A Guard has right of jurisdiction over Foresters in settlements, whereas Foresters have priority in rural areas.

Serving a Warrant

Only members of the Guards or Foresters may serve an arrest warrant on a person.

The Law

All Guards and Foresters should be issued with a copy of the law. The current Law of Ithron is published by the CC and may only be updated by the CC. Local Laws must be passed through the CC and may not supersede the Law of Ithron and to be enforced must be distributed to all branches (via either an LO Pack or a law update)

Progression

Apprentice of the law

Pay

None

Benefits

The character is issued with a Guard (red) or Forester (green) weapon permit.

Progression

After one month the Apprentice may apply to advance to the rank of Junior Guardsman / Junior Forester

Junior Guardsman / Junior Forester

Pay

None

Benefits

The character must wear the livery of the Guild (see above)

In addition:

The Junior Guardsman may learn one basic skill from the mercenary skill lists

The Junior Forester may learn one basic skill from the scout skill lists (except Tracking)

The Junior Forester learns Tracking Level 1

A Guard/Forester gets all his armour and weapons repaired for free.

Progression

After two months the Junior Guardsman /Junior Forester may apply to advance to the rank of Guardsman/Forester. He must have adventured at least three times and put in a written request.

The Guards Captain/Huntsmaster or the Campaign Co-ordinator may approve the promotion.

Guardsman / Forester

Pay

2 Crowns 6 Pennies per month

Benefits

The Guardsman may learn one basic or intermediate skill from the mercenary skill lists

The Forester may learn one basic or intermediate skill from the scout skill lists

Progression

After three months the Guardsman/ Forester may apply to advance to the rank of City Guardsman/ Rural Forester. He must have adventured at least three times and put in a written request. The Guards Captain/Huntsmaster or the Campaign Co-ordinator may approve the promotion.

City Guardsman / Rural Forester

Pay

5 Crowns per month

Benefits

In addition the Guard/Forester may learn one basic skill from the Mercenaries/Scouts list as appropriate.

The character is taught the Thieves sigil for "Fake":



The City Guardsman may learn one basic or intermediate or advanced skill from the mercenary skill lists

The Forester may learn one basic or intermediate or advanced skill from the scout skill lists

The Forester learns Tracking Level 2

City Guardsman and Rural Foresters can use Steel Shields.

Progression

After three months as a City Guardsman/Rural Forester the character may apply to advance to the rank of Guard Sergeant / Huntsman. These positions are limited in number and are appointed by the Campaign Co-ordinator.

Guard Sergeant /Huntsman
Pay
7 Crowns per month
Benefits

A character at this rank may learn an additional skill from the intermediate skill list of the Mercenaries/Scouts as appropriate.

The character is taught the Thieves Guild property sigil:

+

A Guard Sergeant/Huntsman can identify a throwing dagger (or any item specially balanced for throwing).

The Guard Sergeant may learn one basic or intermediate or advanced skill from the mercenary skill lists

The Huntsman may learn one basic or intermediate or advanced skill from the scout skill lists

Restrictions

There are normally two Guards Sergeants (North/South) and two Huntsman (North/South) with a maximum of one per four Guards/Foresters.

The "Northern Division" is generally considered to be Norham and all Earldoms/Duchies north of the river upon which it stands.

Progression

The Undercouncil (the CC) controls promotion to the rank of Guards Captain /Huntsmaster. Normally the senior serving Guard Sergeant or Huntsman is promoted to the post of Guards Captain or Huntsmaster. Only one person may hold that rank.

Guards Captain/ Huntsmaster

Pay
10 Crowns per month
Benefits

The Guards Captain / Huntsmaster may learn one skill from any of the skill lists of the Mercenaries/Scouts as appropriate.

They may learn a skill from either Mercenaries or Scouts (even if not originally from that guild)

Restrictions

There is only one Guards Captain OR one Huntsmaster.

Only one member of the Guards and Foresters Guild may occupy this rank. They hold the title of Guards Captain if they are from the Guards path and Huntsmaster if they are from the Foresters path.

Research

It is possible, through in-character research that the abilities and skills may expand in the future. Any lawman of City Guardsman or Rural Forester rank or higher can research such skills and should fill out a research proposal form and send it to the Senior Referees through their LO. This counts as a feasibility study that costs 20 Crowns. A character who researches a skill that is passed by the Executive Committee does not need to have a free or unused skill slot. If passed the skill is additional to their normal allowance.

Moving from the Mercenaries / Scouts

With permission from their LO, a career Mercenary or Scout can Move into The Guild of Guards / Foresters and not lose any of their basic / intermediate or Advanced skills.

They lose any core skills.

They are unable to advance for a number of months due to acclimatising themselves to a new profession

Please see the table below.

Previous Rank	New Rank	Advancement Delay
Guildsman	Junior Guardsman / Forester	0
High Guildsman	Guardsman / Forester	1
Guild Senior	City Guardsman / Forester	1
Master (Ranger / Captain)	City Guardsman / Forester	2
Guildmaster	City Guardsman / Forester	3

4 - The Guild of Blacksmiths

Guild Aims

The Guild of Blacksmiths are the crafters, the manufacturers and the repairers of Ithron. They become skilled in everything from simple jewellery craft, to siege weapons and everything in between.

The Guild of Blacksmiths is also closely allied with the Guilds of Mercenaries and Scouts. It is the Blacksmiths who repair their armour. In exchange for these facilities the Mercenaries and Scouts guarantee to buy all their weapons and armour from the Blacksmiths. Both Guilds have also negotiated discounts on the standard prices for members of sufficient rank (these discounts are set out in the Equipment List). NPC members of the Guild also work as lifelong retainers of the Knightly Orders.

Membership Restrictions

A person of any race may join the Guild.

A Blacksmith of any level may not advance beyond Journeyman in any other Guild or Church (D1-2), except the Thieves' Guild. (This is a game rule not a Guild rule).

Membership Rules

Members of the Guild are required to abide by the following rules:

- Guild crafting secrets may not be taught to non-members.
- No restricted weapons or armour may be sold to a customer that would violate the laws of Ithron (i.e. the person must have a weapons permit).
- Weapons and armour cannot be sold at below Guild minimum prices (set by the Guildmaster)
- Armour repairs and manufactured goods may not be given away for free.

- Guild property (e.g. the forge and tools) must be marked with the symbol of the Guild and may not be traded.
- Every Guild member must keep a book of all transactions and prices. This book must be presented for inspection when requested by a higher-ranking Guild member. (Ideally In Rhonish)
- Every item made must be stamped with your makers mark.

Guild Property

At certain ranks the Blacksmith has to pay for a forge and specialist tools. The money does not go to the Guilds coffers; it goes out of the system. The forge etc. remains the property of the Guild but is on lifetime loan to the Blacksmith as long as he remains a member of the Guild. Forges and tools cannot be traded between Guild members. A travelling Blacksmith is however entitled to use another member's forge. This enables travelling Blacksmiths to do repairs at other branches and Fests.

Guild Symbol

The Guild symbol is a hammer & anvil



Forging Weapons & Armour (Armouring Points)

Each month a member of the Blacksmiths Guild gets a number of armouring points. Any points not used in a month are lost and points cannot be shared between Guild members.

Armouring points are used to make armour and weapons, in addition to the financial cost that will vary with the weapon and the rank of the blacksmith.

Unrestricted Weapons and Armour (No Permit Required)

Weapons	Base Price to Make	AP to Make	Armour	Base Price to Make	AP to Make
Dagger 18"	1/0	1 AP	Light Leather/Fur (1AV) Tunic	1/0	1 AP
Hatchet 26"	3/6	1 AP	Light Leather/Fur (1AV) Sleeves	0/5	1 AP
Cudgel (Subdual) 26"	2/8	1 AP	Light Leather/Fur (1AV) Trousers	0/6	1 AP
Club (Subdual) 36"	5/0	2 AP	Light Leather/Fur (1AV) Cap	0/7	1 AP
Staff (Subdual) 36"+	7/0	3AP	Light Studded / Heavy Leather (2AV) Tunic	2/0	2 AP
Bow 30lb Max Poundage	5/0	3AP	Light Studded / Heavy Leather (2AV) Bracers	1/0	2 AP
Arrow 36"	0/3	3 arrows for 1 AP	Light Studded / Heavy Leather (2AV) Greaves	1/0	2 AP
			Light Studded / Heavy Leather (2AV) Helmet	1/0	2 AP

Restricted Weapons and Armour (Permit Required)

Weapons	Base Price to Make	AP to Make	Armour & Shields	Base Price to Make	AP to Make
Shortsword 26"	4/6	1 AP	Heavy Studded Leather (3AV) Tunic	3/0	3 AP
Longsword 36"	9/0	2 AP	Heavy Studded Leather (3AV) Bracers	1/6	3 AP
Hand Axe 36"	7/0	2 AP	Heavy Studded Leather (3AV) Greaves	1/8	3 AP
Small Mace (Blunt) 26"	3/4	2 AP	Heavy Studded Leather (3AV) Helmet	2/0	3 AP
Mace (Blunt) 36"	7/0	3 AP	Ring-Mail (4AV) Hauberk	6/0	4 AP
Crossbow 30lb Max Poundage	5/6	3 AP	Ring-Mail (4AV) Sleeves	3/0	4 AP
Quarrel	0/3	3 bolts for 1 AP	Ring-Mail (4AV) Trousers	3/0	4 AP
Half-Spear	7	2 AP	Ring-Mail (4AV) Coif	3/0	4 AP
Spear	13/0	3 AP	Chain/Scalemail (5AV) Hauberk	6/6	5 AP
Great Sword	16/0	4 AP	Chain/Scalemail (5AV) Sleeves	3/6	5 AP
Bastard Sword	14/0	3 AP	Chain/Scalemail (5AV) Trousers	3/6	5 AP
Great Axe	14/0	4 AP	Chain/Scalemail (5AV) Coif	3/6	5 AP
Great Mace	12/0	4 AP	Plate Armoured (6AV) Breastplate	10/0	6 AP
			Plate Armoured (6AV) Bracers	7/0	6 AP
			Plate Armoured (6AV) Greaves	7/0	6 AP
			Plate Armoured (6AV) Helmet	7/0	6 AP
			Small Shield (Under 24")	3/0	1 AP
			Medium Shield (Under 36")	5/0	2 AP
			Large Shield (36" +)	8/0	3AP

Miscellaneous Items (These items are not affected by AP/Price reductions by rank, they stay constant)

Please note, these are a **guide** for a PC Smith creating these items. These items may be found for sale by NPC's but certainly at higher prices than these.

Item	Price to Make	AP to Make	Item	Price to Make	AP to Make
(Master Only) Master Crafted Physicians Tools	5/0	10 AP	Wooden wall/fence (surround a small village)	5/4	16 AP
Chain per Metre	1/0	1 AP	Posh boots	1/4	2 AP
Small box	0/2	1 AP	Wooden Tobacco Pipe	0/8	1 AP
Torch	0/2	1 AP	Campaign Tent	4/8	4 AP
Tinderbox	0/4	1AP	Handle for digging tool (pickaxe, shovel etc.)	0/4	2 AP
Rope per 6ft	0/8	2 AP	Lantern	0/8	1 AP
Medium box	0/4	2 AP	Mirror	0/8	1 AP
Artists mannequin	2/0	2 AP	Digging tool head (pickaxe head, shovel blade etc.)	0/8	1 AP
Wooden Pegs	0/2	1 AP per 3 pegs	Silver pendant	2/8	1 AP
Watering can	1/4	2AP	Silver ring	1/4	1 AP
Hook hand	1/2	1 AP	Silver Circlet	10/8	2 AP
Lockbox	1/8	1 AP	Spikes (Delay trap Scout Skill)	0/3	1 AP
Small padlock	2/0	1 AP	Silver Mask	10/8	4 AP
Large padlock	4/0	1 AP	Grappling hook	2/0	2 AP
Guillotine	8/0	4 AP	Violin	1/4	2 AP
Manacles / Shackles	3/0	2 AP	Syringe	2/0	1 AP
Silver Mirror	42/8	8 AP	Small Bells	0/4	1 AP
Silver wand core with empty gem holder	5/4	2 AP	Compass with silver needle	10/8	4 AP
Silver Plumb line	16/0	4 AP	Telescope	15/0	5 AP

Potentially Illegal Items (These items are not affected by AP/Price reductions by rank, they stay constant)

Item	Price to Make	AP to Make	Item	Price to Make	AP to Make
Skeleton Keys (Contact SR Guilds)	16/0	8 AP	Throwing knives / stars (contact LO)	0/3	2 AP

Armour Repairs

The amount of armour a Blacksmith can repair in a day has not been limited. This may be an issue at Fests etc. and it is up to the local site refs to determine how much armour the Blacksmith can repair. It is suggested that if the Site Refs want unlimited armour repairs that this only be done overnight by the local NPC apprentices in the Guild.

When calculating the cost of armour repairs the total cost at the standard price is worked out and then the reduction for the Blacksmith's skill is applied (rather than applying the discount per piece of armour).

E.g. Johan wants his leather armour (2 AP) repaired. He has 2 points of damage to the torso, 1 point to the left arm and 2 points of damage to his plate helm (6 AP). He asks a Guildsman Blacksmith to make the repairs. The standard cost for repair is 4 Pennies for the torso, 2 Pennies for the left arm and 12 Pennies for the helm. Total standard cost is 18 Pennies, which then is reduced to 1/3 for the Blacksmith's skill. The total cost to the Blacksmith is 6 Pennies. What he charges Johan is another matter.

- A rusted weapon (affected by a Dverge) will cost 1 AP and 1 Crown to clean and repair.
- To repair a warped or shattered weapon/shield costs half the armour points it took to make the weapon/shield rounded up. The major pieces of the shattered weapon/shield (not all the bits) must have been collected to enable repairs.

NPC Blacksmiths

Weapons and armour can be bought by PC's from NPC blacksmiths from the price lists in the equipment section. However, two handed melee weapons (including Bastard sword) and Plate armour can only be bought from PC blacksmiths (**italicised and bold** in the equipment list).

Cities, towns and larger villages will commonly have a blacksmith's forge or workshop, contact your LO, or branch referees if you need to contact these people.

As a *guideline for referees*

In each major city there should be a Guild run forge, usually headed by an NPC Master Smith.

In towns there may be a Guild run forge, usually headed by an NPC Guild Senior.

In larger Villages there may be a Guild run workshop, usually headed by a Guildsman.

Guild Ranks

Apprentice

Fees

3 Crowns and 6 Pennies per month

Benefits

An apprentice has 10 Armouring Points

Apprentices can buy all items from the equipment list at a discount two-twelfths (2/12) off from the standard price list, for personal use or resale. This includes items not normally available from NPC's, i.e. Plate armour and two handed weapons (including Bastard Sword).

Apprentices can make wooden items and arrows up to 24" in length, and unstudded leather and fur armour at a discount of 3 pennies off from the standard price list (to a minimum of 0/1)

Progression

After one month as an Apprentice the Blacksmith may advance to the rank of Journeyman.

Journeyman

Fees

4 Crowns per month

Benefits

A Journeyman gets 15 Armouring Points.

He may repair non-metal armour (i.e. 3AP or lower) at ½ the standard price.

The Journeyman learns one core skill from the list below.

The Journeyman may learn one basic skill from the list below.

Progression

After 2 months the Journeyman may advance to the rank of Guildsman

Guildsman

Fees

5 Crowns per month

Benefits

The Guildsman gets 20 Armouring Points per month.

A Guildsman can make non-metallic armour (3 AP or lower), unrestricted weapons and wooden shields for ½ the standard price.

He can repair warped weapons or shields at 1/3 of the original standard price.

A Guildsman Blacksmith can repair all armour for 1/3 of list price

The Guildsman learns one core skill from the list below.

The Guildsman may learn one basic skill from the list below.

Progression

After 2 months the Guildsman may advance to the rank of High Guildsman.

He must however first pay 30 Crowns to the Guild for a forge and tools.

High Guildsman

Fees

6 Crowns per month

Benefits
A High Guildsman gets 25 Armouring Points per month. He can also make all armour for 1/2 the standard cost price. The High Guildsman may learn one basic skill and one intermediate skill from the list below.
Progression
After 2 months the High Guildsman may advance to the rank of Guild Senior. He must also pay a further 25 Crowns to the Guild for the use of specialist tools.
Guild Senior
Fees
8 Crowns per month
Benefits
A Guild Senior gets 30 Armouring Points per month. He can make all weapons at 1/2 the standard list price. He can re-forged shattered weapons for 1/3 of the original standard price. He can repair Dverge rusted weapons. The Guild Senior may learn one intermediate skill and one advanced skill from the list below.
Progression
After 2 months the Guild Senior may advance to the rank of Master, but needs the permission of the Guild Master or the Campaign Co-ordinator.
Master (Mastersmith)
Fees
10 Crowns per month
Benefits
A Master gets 40 Armouring Points per month. He can repair all armour at 1/4 of the standard price. A Master can create Master crafted Physician tools. A Master can undertake research. A Master can make specialist items A Master smith can refine special, unusual items.(Lammied components) The Master learns one core skill from the list below. The Master may learn one intermediate skill, one advanced skill and an additional skill from any category (basic, intermediate or advanced) from the list below.
Progression
There is only one Guild Master and the Undercouncil (i.e. the Campaign Co-ordinator) appoints that position.
Guild Protector
Fees
Normal. No fees in any month in which he catches someone breaking Guild rules.
Benefits
None
Duties
To enforce Blacksmith Guild rules. The Guild Master and the Undercouncil must agree any punishments.
Restrictions
There can only be one Guild Protector and the Undercouncil (CC) appoints him.
Guildmaster (Forge Master)
Fees
None
Benefits
The Guildmaster gets 50 Armouring Points per month. The Guildmaster may learn an additional skill from any category.
Restrictions
There is only one Forge Master and the Undercouncil (CC) appoints him.
Guild Items:
Hammer of the Smiths
Specialist Items
Specialist items are unique, one off, mundane (non-magical) items created over a number of months by at least a Guild Senior Blacksmith. These usually have special properties to them and as such will require special ingredients to produce. These can be collected on adventures. To create a specialist item,

contact the Senior Referee Guilds. These items will be carded to show their unique properties.

E.g. Minotaur Hide Tunic

A Guild Senior can only work on one specialist item at a time.

A Master can work on two specialist items at a time.

- Requests should be sent on an item request form via the characters LO

Refining

Blacksmiths are adept at working materials and components, creating detailed master pieces out of mundane lumps of rock and wood. Blacksmiths can help by preparing magical components before they are imbued, increasing their capacity to hold more complex magical matrix.

For every 40 Armour points spent refining a magical component it will increase the base EV (Enchanting value) by +1. All such work needs to be lodged in the blacksmiths ledger.

A Material can only be refined to +2 EV above its base EV.

Example;

A Blacksmith that works a lump of mithril (EV5) spending 40 AP will increase the value to EV6.

The AP does not all need to be applied at once, so a Blacksmith can prepare a component over several months.

Research

It is possible, through in-character research that the abilities and skills may expand in the future. Any Blacksmith of Master rank or higher can research such skills and should fill out a research proposal form and send it to the Senior Referees through their LO. This counts as a feasibility study that costs 20 Crowns. A character who researches a skill that is passed by the Executive Committee does not need to have a free or unused skill slot. If passed the skill is additional to their normal allowance

Blacksmith Skills

The following skills are available to be taught to Blacksmiths as they progress through the ranks. They all require continued practice or available materials. As a result if a person leaves the Guild or is demoted that training or those materials are denied and the person loses the skill. These skills may not be taught to another person (PC or NPC). Skills can't be taken more than once unless they specify otherwise

Core Skills

Appraisal

After a suitable role-play period of at least 30 seconds, an apprentice can judge the quality of weapons, armour and crafted items (Referees discretion). He can identify a throwing dagger (or any item specially balanced for throwing).

Delay Heat

The smith is more tolerant to heat, as such if they are afflicted by "Heat Metal" they can delay the effect for 30 seconds.

Repair Own Armour

The person can repair their own armour for free using materials available around their forge. This takes time and cannot be done during an adventure. These repairs are performed using spare materials from the forge. At fests it is up to the event organisers to decide if the Guild provides these facilities on-site.

Repair Own Weapons

The person can repair their own weapons for free using materials available around their forge. This takes time and cannot be done during an adventure. These repairs are performed using spare materials from the forge. At fests it is up to the event organisers to decide if the Guild provides these facilities on-site.

Basic Skills

Prototype Armour

All metal armour worn by the smith counts as having one more armour point per location than normal.

This skill only applies if the smith wearing the armour is capable of making and repairing that type of armour.

The smith must have made the armour.

Basic Field Armour Repairs – Stackable (Can be taken multiple times)

With a specialist set of tools and training a Blacksmith can temporarily repair up to a maximum of 12 points of armour a day to be used on an adventure. After the adventure the armour must be repaired permanently at the normal

cost to the Blacksmith. It takes a suitable role-playing period of 1 minute to repair a single point of armour. It is expected that the Blacksmith will undertake suitable role-playing in repairing the armour with tools/ingredients. The Blacksmith is to inform the player of the in game effect e.g. "I've repaired a single point of leather armour on your left arm." The tools cost 5/- to purchase upon learning this skill and every time this skill is taken afterward. The physrep for the toolkit should include a selection of tools e.g. pliers, needle, thread etc. and samples for all the types of armour that are to be repaired. Note: At ref discretion if the physrep kit is of poor quality or the ability is badly role-played then the ability does not work. The toolkit should be marked with the Blacksmiths Guild symbol and if lost stolen etc. in character, a replacement can be purchased from the Guild.

This skill can be taken multiple times.

Field Repairs – Wooden weapons

By the use of left over material, items found in woods such as branches, twine and the like, a warped weapon can be jury rigged into a functional item again and lasts until the end of the mission when it will need to be properly repaired. Whilst repaired in this fashion, it cannot be enchanted and if warped again, will be destroyed beyond repair.

This takes 15 Minutes / 1 encounter

Intermediate Skills

Temper weapon / Shore up

The smith tempers/ shores up the item in their forge, allowing it to withstand the first shatter or warp effect that day.

This takes 5 minutes and costs the smith 1AP and 6 pennies in time and materials to a maximum of 3 times a day.

Item must be tied with an orange ribbon whilst this is in effect.

A weapon can only be under the effect of one "temper" at once (It does not stack). Because the skill states it is done in their forge, this means it is upto 3 different weapons, not one weapon, then re-temper in encounter 4 (unless the smiths forge happens to be in the woods, in that area, in encounter 4 of course- and is physrepped!). It would not be unreasonable to allow the smith access to their forge between hiring and leaving the hiring square and town, if it is reasonable that they could get to their forge, so they could do it on other peoples equipment (if the PC has decided their forge is in the depths of mount doom and they travel 20 leagues to town to be hired, then no!)

Field Repairs – Wooden shields

By the use of left over material, items found in woods such as branches, twine and the like, a warped shield can be jury rigged into a functional item again and lasts until the end of the mission when it will need to be properly repaired. Whilst repaired in this fashion, if it warped again it will be destroyed beyond repair.

This takes 15 Minutes / 1 encounter

Reforge Metal Weapon

By the use of left over material, a Shattered weapon can be Re-forged into a functional item again, this requires a suitable heat to be used on the pieces recovered (Spell of Ignite, heat metal being cast on it or other such effect E.g. Dragon fire) and lasts until the end of the mission when it will need to be properly repaired. Whilst repaired in this fashion if Shattered again, will be destroyed beyond repair.

This takes 15 Minutes / 1 encounter

Researched by Master Blacksmith Dariush Phaendar-Zahi of Fernham (Nick Bridgeman, Guildford) in 1017

Advanced Skills

Double Weapons

Dual use or double weapons are forged with skill and accuracy to ensure no weak points exist in the weapon. The cost to make in Crowns and AP is considered to be the combined cost of the weapon as if two separate items were being made. Repairing such dual weapons also require the combined repair cost for each individual item. The only dual weapons allowed are Blunt/Normal (i.e. Mace/Axe) and dual crossbows, other weapons will require SR Guilds involvement.

Note: All Double Weapons require a laminated card to be provided by SR Guilds.

Specialisation

The blacksmith may choose an area of work to specialise in allowing them to half the manufacturing costs of items within that area.

- Weapons
- Armour
- Miscellaneous Items (Not made from laminated ores/metals)
- Other (SR approval required, (For instance Specialist Metal Worker.)

This skill may only be taken once.

Advanced Field Armour Repair

The Basic Skill of Field Armour Repairs is a pre-requisite for this skill Through practice and skill the smith has brought the repair time down to about 30 seconds per point of armour repaired instead of 1 minute

Manufacture Steel Shield

The blacksmith can make steel shields at a cost of 12/- and 12 AP, the shield takes 6 weeks to manufacture. The shield has the following rules:

- Medium steel shield. It cannot be warped or cleaved, but can be shattered.
- May only be used by a Master Mercenary or an Order Knight of the highest advancement, (Griffin Battle Knight, Black Liege Knight, Adventurous or Devout, Templar Knight Marshal or Librarian or a Mother Rose.)

Characters with a valid IC reason for physical strength and martial skill may apply to the SRs to also gain the ability to wield one.

- Upkeep costs – the shield must undergo routine maintenance by a PC Blacksmith. This will cost 0/6 a month in materials to ensure it stays in full working order.

- If shattered, can be repaired as per shattered weapons.

- Steel Shields need to be Lammied

All Devotees of Father/Mother rank have been granted the ability to use Steel Shields.

City Guardsmen and Rural foresters also have the ability to use Steel Shields.

Feudal Knights at the rank of "Knight of the Realm" have the ability to use Steel Shields.

Armour Patches

The Smith applies a pre-made patch over the armour, fully repairing that location. There is no limit to the amount of patches a Smith can carry; each patch takes 1 minute to apply.

A piece of armour can only be patched once per location.

Each patch physrep should look to be of appropriate armour type / quality, size (around 4- 5 inches square (or 10 - 12.5cm square)

Each patch physrep **MUST** be of a safe construction as this will be hit with latex weapons.

Patch	Cost to manufacture	AP to manufacture
Light Leather / Fur (1AV)	0/1	1 AP
Light Studded Leather / Heavy Leather (2AV)	0/2	1 AP
Heavy Studded Leather (3 AV)	0/4	1 AP
Ring-Mail (4AP)	0/8	2 AP
Chainmail / Scalemail (5 AV)	1/0	2 AP
Platemail (6 AV)	1/2	2 AP

5 - The Guild of Physicians

Guild Aims

The Guild of Physicians is concerned with the tutoring of its members in the healing arts. How members use their arts is their own business although usually the skills are used to earn a living and a charge is made for the Physician's services.

Membership Restrictions

Half-Elves and Dwarves may not join this Guild. A Master Physician will check all applicants before being accepted into the Guild.

Membership Rules

Members of the Guild are required to preserve the life and well-being of their employer. Members will not reveal the secrets of their medicines to non-members of the Guild, unless they have been specifically authorised to do so by the Guildmaster/Undercouncil.

About Medicines

Physicians must actually carry their medicines with them on adventures. Once medicines have been mixed they lose their effectiveness after 5 minutes unless specified. As such it is pointless to combine them prior to an adventure and label them as "wound heal".

There is no set size for a medicine bottle. Bottles may carry multiple doses. However if a specific number of doses are required from a bottle holding multiple doses these must be measured out using a measuring bottle. If the Physician wants to use all the doses in a bottle he does not need to measure the doses out. For example, to use one dose from a bottle holding one dose or five doses from a bottle holding five doses the Physicians does not need to measure them out. To use three doses from a bottle holding five doses requires the use of a measuring bottle. Marking the main bottle with graduated dose marks is not acceptable in place of using a measuring bottle.

All medicine bottles should be marked with the following rune in addition to the name of the medicine (in Ronish):



The six medicines are:

Deathsmen

A clear liquid

Bottles should be marked  ᚱᚰᚰᚰ (Thanos).

Deathsmen is a poison

Effects:

If ingested, the person will writhe in agony for a minimum of 30 seconds. Once they stop writhing they will fall unconscious. After a total of 10 minutes they will die, if not purged.

Easeall

A red liquid.

Bottles should be marked  ᚱᚰᚰᚰ (Calidus).

Easeall fights disease.

Perryliff


A clear liquid.

Bottles should be marked  ᚱᚰᚰᚰ (Ficere).

Perryliff prevents infection.

Rousewell

A yellow liquid.

Bottles should be marked  ᚱᚰᚰᚰ (Suscitar).

Rousewell is a smelling salt.

Solace

A blue liquid.

Bottles should be marked  ᚱᚰᚰᚰ (Algesis).

Solace eases pain. (Note – Solace is not addictive)

Woundwort

A green liquid.

Bottles should be marked  ᚱᚰᚰᚰ (Haima).

Woundwort stops bleeding.

Equipment Costs

Bandage (these may not be sold on or given away to non-Physicians)	0/3
1 Dose of any Medicine	0/4
Measuring Bottle	0/6

Guild Ranks

Apprentice

Fees

1 Crown per month

Benefits

Pharmaceutical Knowledge - An apprentice is taught the names of the six medicines, although he may only purchase and carry Woundwort.

Woundwort - The apprentice is taught how to stop bleeding in a wounded location with the external application of a dose of Woundwort. This does not heal the affected hit location, but suspends the "count". The location cannot be used but no longer deteriorates. If the casualty is moved the count will restart.

The Apprentice may learn one basic skill from the list below.

Progression

After one month as an Apprentice the Physician may advance to the rank of Journeyman.

Journeyman

Fees

1 Crown and six Pennies per month

Benefits

Pharmaceutical Ability - A Journeyman may purchase and carry any of the medicines.

Mix: Heal Limb - The Journeyman Physician is taught the Limb Heal mix.

Smelling Salts - In addition the Journeyman is taught the smelling salt mix and how to use smelling salts to rouse unconscious people in a shorter period. Once mixed, unlike most other Physician mixes, smelling salts remain effective until the following dawn and can be used unlimited times. The Physician must hold the smelling salt mix under the patient's nose for 5 seconds. This will rouse someone who is unconscious.

The Journeyman may learn one basic skill from the list below.

Progression

After 2 months the Journeyman may advance to the rank of Guildsman with the permission of either his LO or the Campaign Co-ordinator.

Guildsman

Fees

2 Crowns per month

Benefits

Mix: Body Heal & Mix: Purge Poison - The Guildsman is taught the Body Heal mix and Purge Poison mixes.

Poison Lore - The Physician can detect if a character has been poisoned. One dose of Perryliff given to a poisoned character will suspend their Poison Count for 30 seconds. A second dosage within 10 minutes has no effect. The Guildsman may learn one basic skill and one intermediate skill from the list below.

Progression

After two months at the rank of Guildsman the Physician may advance to the rank of High Guildsman

High Guildsman

Fees

3 Crowns per month

Benefits

Mix: Curatives - A High Guildsman is taught the Cure Disease, Cure Muteness and Cure Blindness mixes.

Mix: Anaesthesia - The High Guildsman is taught the Anaesthesia mix.

The High Guildsman may learn one intermediate skill from the list below.

Disease Lore - The physician can detect, after five seconds of close examination, if a character has been diseased.

Progression

After 2 months the High Guildsman can advance to the rank of Guild Senior.

Guild Senior

Fees

4 Crowns per month

Benefits

Mix: Disease Immunity, Mix: Tenacity, Mix: All Heal. The Physician is taught these mixes.

The Guild Senior may learn one additional basic or intermediate skill and one intermediate skill from the list below

Progression

After 3 months as a Guild Senior the character may apply to advance to the rank of Master, but needs the permission of the Guildmaster or the Campaign Co-ordinator.

Master (Doctor)

Fees

5 Crowns per month

Benefits

Mix: Deathsleep, Mix: Gentle Repose - The Physician is taught these mixes. A Master is able to distinguish if a subject is dead or in Deathsleep. They recognise that a deathsleep person has the sigil d (d) on their forehead.

Double Bandage - A Master can "double bandage" a location. This means that when a location already has a bandage on it from previous healing and is wounded again he may add a second bandage to that location and heal it. Anybody can have applied the first bandage but only a Master may apply the second bandage.

A Master can undertake research

The Master may learn one advanced skill and an additional skill from any category (basic, intermediate or advanced) from the list below.

Progression

There is only one Guildmaster and the Undercouncil (i.e. the Campaign Co-ordinator) appoints that position.

Guild Protector

Fees

Normal. No fees in any month in which he catches someone breaking Guild rules.

Benefits

None

Duties

To enforce Physician Guild rules. The Guildmaster and the Undercouncil must agree any punishments.

Restrictions

There can only be one Guild Protector and the Undercouncil (CC) appoints him.

Guildmaster (Surgeon General)

Fees

None

Benefits

The Guildmaster may learn an additional skill from any category.

Restrictions

There is only one Guildmaster

Guild Items:

Surgeon General's Cloak
Cup of the Physicians

Research

It is possible, through in-character research that the abilities and skills may expand in the future. Any Physician of Master rank or higher can research such skills and should fill out a research proposal form and send it to the Senior Referees through their LO. This counts as a feasibility study that costs 20 Crowns. A character who researches a skill that is passed by the Executive Committee does not need to have a free or unused skill slot. If passed the skill is additional to their normal allowance.

Physicians Mixes

Limb Heal

Learn at Journeyman. Restores all hits to the location

1 x Woundwort, 1 x Solace

Smelling Salts

Learn at Journeyman. Wakes patient in 5 seconds. Lasts until dawn

3 x Rousewell

Body Heal

Learn at Guildsman. Restores all hits to the location

1 x Woundwort, 1 x Perryliff, 1 x Solace

Purge Poison

Learn at Guildsman

1 x Deathsman, 1 x Easeall, 1 x Solace

Cure Disease

Learn at High Guildsman

2 x Easeall, 1 x Solace, 1 x Perryliff

Cure Muteness

Learn at High Guildsman

1 x Perryliff, 1 x Solace and gargle.

Cure Blindness

Learn at High Guildsman

1 x Easeall, 1 x Solace and wash victim's eyes. This will not reverse blindness caused by old age.

Anaesthesia

Learn at High Guildsman

1 x Rousewell, 1 x Solace, 1 x Deathsman. If held under nose for 5 seconds will cause target to fall unconscious.

NB: A target cannot be forced to smell this mix by physical means (i.e. grappling) as this is unsafe conduct.

Disease Immunity

Learn at Guild Senior

1 x Easeall, 2 x Deathsman, 2 x Perryliff, 1 x Solace gives the imbiber immunity to all basic diseases (see Poisons and Diseases section) for 15 minutes or 1 combat, whichever is shorter.

Tenacity

Learn at Guild Senior

3 x Solace, 1 x Deathsman The imbiber of the Mix may use a True Grit effect (as per the Mercenary intermediate skill) once during the next 15 minutes/ encounter. This effect stacks with True Grit abilities possessed by others normally, but not itself.

All Heal

Learn at Guild Senior, restores all hits to all locations.

3 x Woundwort, 3 x Solace, 2 x Deathsman, 1 x Perryliff

Deathsleep

Learnt at Master

1 x Woundwort, 2 x Deathsman, 1 x Perryliff, 1 x Easeall sends the imbiber in to Deathsleep (see Spell Descriptions). The affected person cannot be brought out of Deathsleep in the first 24 hours, but after that can be revived by using any form of Purge Poison.

Gentle Repose

Learnt at Master

1 x Smelling Salts, 1 x Easeall, 1 x Perryliff

This mix is inhaled. If the patient is willing, they drift to sleep. This sleep speeds up physical healing, allowing the patient to heal all bandaged locations (bandages can then be removed). They must be allowed to sleep for 5 minutes (can still be wakened normally: if between encounters a referee may waive this time requirement) to gain the benefits of this effect. After 15 minutes, they awaken normally.

Physician Skills

The following skills are available to be taught to Physicians as they progress through the ranks. They all require continued practice or available materials. As a result if a person leaves the Guild or is demoted then that training, or those materials, are denied and the person loses the skill (this will also affect their knowledge in medicines, mixes and how to use them effectively). These skills may not be taught to another person (PC or NPC). Skills can't be taken more than once unless they specify otherwise.

Basic Skills

Physicians Fuss

Once a day a Physician may heal a wound to any hit location without recourse to medicines, bandages or magic simply by "fussing" the location for 30 seconds. Once the fuss is complete any bandages on that location are also removed. The fuss restores all hits to the location if the patient has multiple hits. This skill can be taken multiple times.

Determine Race

A Physician is able to determine the race of someone via examination. The examination should take at least a minute and should not breach acceptable behaviour in the game.

Intermediate Skills

Triage

By checking a wound for 5 seconds the Physician can tell what the Wound Count is (see Healing section). The wounded player may tell the Physician what his count currently is.

Clean Bandages

The Physician can apply one dose of Ficere to 1 dirty bandage and then role-play cleaning it for 30 seconds. After this time the bandage is now clean and can be used as normal. This does not work on bandages that are tied to a wounded location, the location has to have been healed and the bandage removed.

Diagnose Enthralment

Following 5 seconds of appropriate roleplayed physical examination, the physician can ask the player -"are you under the effect of an Obey, compulsion, or similar effect?" This can only be used on an unconscious patient and cannot be used at the same time as another skill (e.g. fussing/mixing/poison lore, triage etc.)

It cannot detect the presence of possession (including by demons/shadows etc.)

Safety note when using this skill please be aware of individual's personal space and be careful when examining face and eyes

Immunity to Nausea

Due to the horrific sights that a Physician has seen in the course of his duties he becomes immune to the nauseating effects of seeing a shape change occur. This has exactly the same effects as the Mercenaries' Immunity to Nausea ability.

Autopsy

A Physician may conduct autopsies to try to ascertain the causes of death. This is a role-playing ability and the information given is entirely at the discretion of the Referee running the event.

Troll Anatomy

By using their surgery skills, the physician can disable a troll's ability to regenerate.

By spending at least thirty seconds operating on the chest of the creature the physician can remove the gland, preventing the creature from regenerating further, effectively killing it. The creature must be unconscious or unresisting, and the operation requires a master crafted surgery kit (available for 25/0).

Advanced Skills

Reattach Limb

Allows a destroyed (bled-out) or cut off limb to be reattached, similar to the Vleyborian restoration spell. Master Physicians are knowledgeable and experienced enough to pin shattered bones and sew severed limbs back together.

First, the recipient must have the wound seen by a Guildsman or above Physician who should apply one dose of Woundwort to the wound and one bandage to the limb, or be deathslpt within 15 minutes of losing the limb. This prevents the damaged body part from deteriorating beyond the ability to be saved.

Secondly, the act of sewing together the limb requires the use of 3 Physicians fusses, although these fusses do not have to be from the same Master Physician.

Thirdly, special Master-Crafted Physician tools are required (25/0) that can be bought from the Guild or made by a Blacksmith.

Fourthly, the treatment and operation itself takes a minimum of one hour and uses bandages and drugs (these can be bought beforehand). The use of bandages and drugs are explained below.

The operation will require those involved to have the Immunity to Nausea ability. The patient is drugged at this point and immune.

The limb remains useless for a week afterwards (cannot use at all) and the limb is weak for the next three weeks after that (no running on a reattached leg or wearing armour on a reattached limb).

Restrictions

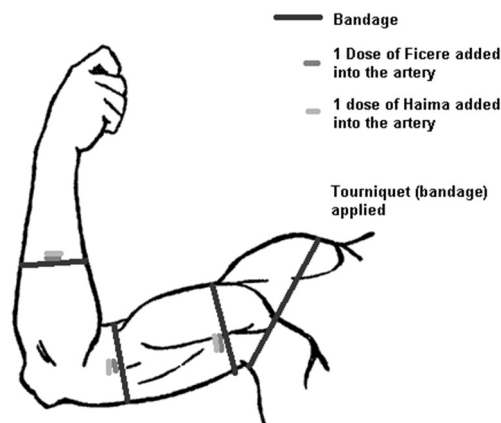
This skill does not work on those characters who are immune to Physicians drugs (dwarves, half-orcs).

Notes on the Operation

Firstly, the patient must be drugged with 1 dose of Solace. Then, a tourniquet (bandage) is added to the top of the affected limb.

Once this is done, the hands and surgical tools of the doctor are washed in one dose of Perryliff each (anti-septic).

Then, the first incision is made into the main vein of the limb. One dose of Perryliff is poured into the vein and a bandage is used to keep the wound closed. The limb below the first incision is then massaged for three minutes or so, moving the Perryliff down into the affected limb. This has the in-game effect of cleaning out the veins of the congealed blood and keeping the blood liquid. This procedure is then repeated twice more, each time moving down the limb (see diagram below).



Once this is done, any wounds on the limb should start to drip blood when the tourniquet is removed for a short time.

Reapplying the tourniquet, the procedure is repeated, this time adding a single dose of Woundwort to each of the three incisions. In between each application of the doses the limb should be massaged to encourage the Woundwort to spread throughout the limb, healing the damaged limb from the inside.

Loosen the tourniquet again and the flow of blood should again be increased, flowing out of the wound.

At this stage, mix a heal limb and give to the patient. This should help the limb recover from the damage and shock.

Lastly; the wound itself. Three Physician fusses should be used to close up the wound, starting from the inner layers of the limb. A bone saw may be used at this point to smooth any break. Then any veins and arteries must be reattached. Finally, the layers of muscle and skin must be stitched back together and bandaged.

Finally the limb must be put in a sling in the case of an arm, or splinted in the case of a leg.

The final costs:

5 bandages (not including splint or sling)	1/3
5 doses of Perryliff	1/8
4 doses of Woundwort	1/4
2 doses of Solace	0/8
3 fusses	free

Notes on a Severed Limb

In the case of a severed limb, the limb must be sewn back on using three Physician fusses before the Perryliff and Woundwort is applied.

Physical Therapy:

A physician with the Reattach Limb skill can perform physical therapy, massage lasting 5 minutes per limb, on a subject who has benefited from a full night's rest (not gentle repose) on their recently reattached (not regrown) limb. This will allow a useless limb to be used for the rest of the day albeit very weakly, an arm cannot be used to fight, carry weapons/shields or other heavy objects or cast spells (if right arm) but will allow the subject to eat or drink. A leg cannot have any armour on it, you cannot run and must walk with a pronounced zombie like limp and cannot walk ritual circles. The effect of the massage expires at dawn and can be reapplied the next day, this skill has no effect on a weak limb

Safety note: when using this skill please be aware of individual's personal space.

Researched by Guild Master Physician Seax Linsden (Alex Barnes, St Helens)

Skin Graft

This skill enables a physician of master rank to take a piece of skin from an area of a person's body and use transplant it onto the visible area of the patient in order to remove scarring, branding or to rebuild minor mutilations.

The procedure will require either a heal limb or heal body mix (depending on the location to be fixed) and two doses of Solace.

6 - The Guild of Alchemists

Guild Aims

The Guild aims to teach its members how to make potions and elixirs so that they can make money. Alchemists are primarily merchants although many Alchemists who adventure are known for their charity in helping their companions.

Membership Restrictions

Elves and Half-Elves may not join the Guild.

An Alchemist of any level may not advance beyond Journeyman in any other Guild or Church (D1-2), except the Thieves' Guild. (This is a game rule not a Guild rule).

Membership Rules

Alchemists must swear to abide by the following rules:

- To only prepare those potions etc. that the Guild has taught them how to make.
- To sell their preparations within the price range set by the Guild.
- To never reveal a recipe or formula to a non-Guild member or a person of an unsuitable rank.
- To never reveal their knowledge of alchemical sigils, although they may identify the nature of a potion to another person, usually for a fee.
- To always mark the preparations they have made with their personal mark and to never re-label another Alchemists potions.
- To never trade, sell or give alchemical ingredients or equipment to a non-Guild member.
- An Alchemist of Guildsman or above is prohibited from joining the Mages Guild or Physicians' Guild.
- To inform customers on the dangers of drinking multiple durational effect alchemical brews.

Makers Mark

Each Alchemist must have a personal identifying mark, which he puts on all potions he makes. This mark is a rune and is visible. It should be registered with the Guild Master.

Potions Sigils

As an Alchemist progresses through the ranks he is taught new potion recipes. Each potion has a sigil associated with it. In addition at certain ranks the Alchemist is taught further sigils. These sigils are not visible, they represent in game knowledge and as such cannot be seen by non-Alchemists. They cannot be shown to or taught to non-Alchemists.

Alchemists Record Book

Alchemists should keep a record book of the recipes they have learned and of all their business transactions; e.g. purchase of ingredients, manufacture of potions and sales. This book should be available for inspection by a Referee.

Brewing Potions

Brewing is normally done in "down time". The Alchemist must have all the ingredients required or the money to buy the ingredients beforehand. He then manufactures the potion according to the recipe, spends the appropriate number of potion points, notes this in his record book and produces a suitable physrep with the relevant runes and sigils. The physrep should be coloured water but under no circumstances should it be drunk. To physrep drinking the potion, pour it on the floor.

Potion Points

These represent the skill of the Alchemist and the amount of effort involved in brewing a potion. As the Alchemist advances in rank he gains more potion points to spend. A character gets his allocation of potion points every month. Unused points may not be carried over from one month to the next, nor may they be transferred to another Alchemist.

Each potion requires a certain number of potion points to make it (set out in the recipe). A character may only brew a potion if he has enough potion points left. He may use his points in any combination of potions providing that he knows the recipes and does not exceed his potion point quota.

An Alchemist who uses any of his potion points in a month, even if he does not adventure, must pay his Guild fees for that month as he cannot brew and work for the Guild as well.

Alchemical Ingredients

The following list is not complete and more exotic ingredients may be required for new potions.

Item	Cost	Notes
Black Onyx	1/6	
Bloodroot	0/2	
Blue Diamond	3/8	
Cleric's Cowl	0/1	
Contrary Vine	0/3	
Dragon Scale	2/6	
Dwarfs Ears		Adventure Only. 2 per Dwarf.
Elderkin Blood		Adventure Only. Two per Elderkin. The Elderkin must be dead.
Elf's Eyes		Adventure Only. 2 per Elf.
Ghast Dust		Adventure Only. 4 per Ghast. Must be destroyed by a Destroy Undead - Ghast.
Hobgoblin Tusks		Adventure Only. 4 per Hobgoblin.
Humours of Air	0/2	
Humours of Earth	0/1	
Humours of Fire	0/2	
Humours of Water	0/3	
Liquid Copper	2/11	
Luminous moss	0/1	
Mage Finger		Adventure Only. 1 per Mage. Can be used to make 10 potions
Mandrake Root	0/11	
Monkshood	1/7	
Ogre Horn		Adventure Only. 1 per Ogre.
Porous Jade	0/10	
Powdered Peridot	0/7	
Sprite Bane	2/6	
Trolls Blood		Adventure Only. 2 per Troll. The troll must be dead (not regenerating). Need empty bottle.
Trolls Heart		Adventure Only. The troll must be dead (not regenerating)
White Lotus	0/10	

Most alchemical ingredients are simply purchased during down time; others are available through adventuring and so must be found by the Alchemist on an adventure.

Harvesting

"Adventure only" items must be collected in the proper fashion and be fresh when the Alchemist collects them. Only an Alchemist may collect them. An Alchemist is only taught how to harvest ingredients he needs for his own recipes, it takes at least a minimum of 30 seconds to harvest an ingredient from its source. Once an Alchemist reaches Master rank they can then harvest any ingredient, at Referees' discretion.

As the items need to be fresh it is no good a warrior taking an elf's head to an Alchemist at the end of the adventure and asking him to remove the eyes. Referees should use their discretion when deciding if a recently deceased monster is "fresh". The aim is not to stop Alchemists collecting the ingredients but to stop other characters doing it for them.

Ingredients that are not "Adventure Only" cannot normally be collected in game but can be done at Referees' discretion.

Mages Fingers

The finger needs to be the 'casting finger' (the index finger of the right hand), removed from a Mage and treated properly in order to retain its magical powers; i.e. a non-Alchemist cannot collect it and give it to an Alchemist. The finger will be useless after it has been used in the preparation of 10 potions as the ingredients sap the latent Soulfire in it. You can only gain one finger per Mage and a Mage is defined as a creature that has more than its races natural Soulfire.

Learning Recipes

Potion recipes may only be obtained from the Guild, one character may not teach another the recipe. Teaching takes some skill. Higher level potions have a cost that the character must pay before he is taught the recipe. This is to cover long-term hire of special pieces of equipment that the Alchemist will need to brew the potion.

The aim is not to stop characters from learning new recipes but to give Alchemists something to spend their money on and to work towards.

Where a character researches a new potion the Exec sets a price for other Alchemists to buy the recipe, as part of passing the new potion. A character who researches a new recipe that is passed by the Executive committee does not need to have a free or unused recipe slot. If passed the recipe is additional to their normal allowance.

Potion Prices

There are no minimum selling prices set down in the Guild rules. It is the responsibility of the Guildmaster to set any such minimum prices, which should be reviewed. There are Recommended Retail Prices (RRP) for each potion. These prices have been calculated in order to make sure an Alchemist can make a profit and pay his Guild fees. An Alchemist can sell his potions above or below this price, subject to any Guild minimums.

It is preferred that characters buy potions from PC Alchemists rather than NPCs. However NPCs should not be selling their potions for less than RRP and only certain potions are usually available from NPC Alchemists.

Guild Ranks

Apprentice

Fees

4 Crowns per month

Benefits

The Apprentice Alchemist gets 20 Potion Points.

The Alchemist may learn the following recipes:

- 3 First Order recipes
- 1 Second Order recipe

The Apprentice is taught the following sigil:



Alchemical in nature.

The sigils for the entire First Order potions and the sigil for the Second Order potion he learnt at this rank.

Progression

After one month as an Apprentice the Alchemist may advance to the rank of Journeyman.

Journeyman

Fees

6 Crowns per month

Benefits

A Journeyman gets 30 Potion Points.

The Alchemist may learn the following additional recipes:

- 2 First Order recipes
- 1 Second Order recipe

The Journeyman is taught the sigils for the entire Second Order potions

Progression

After 2 months the Journeyman may advance to the rank of Guildsman with the permission of either his LO or the Campaign Co-ordinator.

Guildsman

Fees

8 Crowns per month

Benefits

A Guildsman Alchemist gets 45 Potion Points.

In addition the Alchemist may learn the following recipes:

- 1 First Order recipe
- 1 Second Order recipe
- 1 Third Order recipe

The Alchemist is taught the following sigils:



Caution, poison present.

The sigils for all the Third Order potions

Progression

After two months at this rank the Alchemist may advance to the rank of High Guildsman.

High Guildsman

Fees

10 Crowns per month

Benefits

A High Guildsman gets 55 Potion Points.

The Alchemist may learn the following recipes:

- 1 Second Order recipe
- 1 Third Order recipe
- 1 Fourth Order recipe

The High Guildsman is taught the sigil for the Fourth Order potion he learnt at this rank.

Progression

After 3 months the High Guildsman can advance to the rank of Guild Senior.

Guild Senior

Fees

12 Crowns per month

Benefits

A Guild Senior gets 65 Potion Points.

The Guild Senior may learn the following recipes:

- 1 Third Order recipe
- 1 Fourth Order recipe

The Alchemist is also trained to see the Magical in Nature sigil and aura that is represented by a gold/yellow ribbon or the following sigil (see Magic: Auras);



The sigils for all the Fourth Order potions

Progression

After 3 months as a Guild Senior the character may apply to advance to the rank of Master Alchemist, but needs the permission of the Guildmaster or the Campaign Co-ordinator.

Master (Master Distiller)

Fees

15 Crowns per month

Benefits

A Master Alchemist gets 90 Potion Points.

The Master Alchemist may learn the following recipe:

- 1 Fourth Order recipe

A Master Alchemist may also research new potions.

Progression

There is only one Guildmaster and the Undercouncil (i.e. the Campaign Co-ordinator) appoints the position.

Guild Protector

Fees

Normal. No fees in any month in which he catches someone breaking Guild rules.

Benefits

None

Duties

To enforce Alchemist Guild rules. The Guildmaster and the Undercouncil must agree any punishments.

Restrictions

There can only be one Guild Protector and the Undercouncil (CC) appoints him.

Guildmaster

Fees

None

Benefits

The Guild Master gets 120 Potion Points.

Restrictions

There is only one Guildmaster and the Undercouncil (CC) appoints him.

Guild Items:

The Alchemists Pestle and Mortar

The Alchemists Compass

Alchemist Potion slots by rank

Rank	1 st Order	2 nd Order	3 rd Order	4 th Order
Apprentice	3	1	-	-
Journeyman	5	2	-	-
Guildsman	6	3	1	-
High Guildsman	6	4	2	1
Guild Senior	6	4	3	2
Master	6	4	3	3

Research and Ingredients

Research

It is possible, through in-character research that the recipe lists and abilities may expand in the future. Any Alchemist of Master rank or higher can research such recipes/abilities and should fill out a research request form and send it to the Senior Referees through their LO. This counts as a feasibility study that costs 20 Crowns. The research conducted by a Master Alchemist falls within the following categories:

Skills/abilities – These are researched as per normal Guilds and Churches.

New Standard Recipe – This recipe, if passed by the executive committee, is aimed to be put on the potion list between 1st and 4th Order. The ingredients of such potions are from the 'Alchemist Ingredient List' (See below) or any other ingredient from a standard bestiary monster, as seen in this guide. A character that researches a 'New Standard Recipe' that is passed by the Executive committee does not need to have a free or unused potion slot. If passed the recipe is additional to their normal allowance.

Special Recipe – This recipe, if passed by the SR Magic and SR Guilds, is known as a 'Special' or '5th Order' recipe. There is no limit to the number of 'Special' potion recipes a Master Alchemist can acquire. They are also permitted to research one 'Special' recipe and one 'New Standard Recipe' at the same time. The main difference is that in a 'Special' recipe there will always be at least one unique ingredient that requires a special laminated card (provided by the SR Magic).

If a new recipe is passed (either by the Executive committee or SR Magic and SR Guilds) than the Master Alchemist who researched it will have exclusive brewing rights for a period of one year (the recipe will be placed on the restricted spell list for that period).

Alchemist Ingredient List

As an aid to research Master Alchemists should be provided with the following list on ingredients and their effects to help to determine the recipe for a new potion.

Black Onyx

Black onyx offers protection from charms and spells.

Bloodroot

The white flowers of this plant have healing properties.

Blue Diamond

This ingredient offers true seeing and insights into mysteries.

Cleric's Cowl

The leaves of this plant are a poison antidote and draw out toxic substances.

Contrary Vine

The dried leaves of this plant reverse the effects of other ingredients.

Dragon Scales

The powdered scales can cause great fear but if the effects are reversed they can provide great courage.

Dwarf's Ears

Properly prepared this ingredient gives some protection against disease.

Elderkin Blood

The concentrated blood has the ability to protect against entanglement and allows free movement.

Elf Eyes

Give vision beyond normal sight and shows the truth of the future. Dark Elf eyes are not the same and cannot be used as a substitute.

Ghast Dust

This is a toxin, which can cause paralysis.

Hobgoblin Tusks

These teeth offer some defence against magic.

Humours of Air

A clear liquid made from graveyard mists, connected with magic and knowledge.

Humours of Earth

A reddish brown liquid made from rare earths. This ingredient activates other ingredients enhancing their latent abilities.

Humours of Fire

This red/orange liquid is made from flames and is associated with strength. It is used to enhance some ingredients.

Humours of Water

This blue liquid is made from evaporating dew and has healing properties.

Liquid Copper

Much like mercury, this rare chemical is associated with dexterity and pacifism.

Luminous Moss

This moss looks natural during the day but will glow at night. It is used to enhance Humours.

Mages Finger

A casting finger from a soulfire wielder that contains and stores residual soulfire

Mandrake Root

The root of this plant, which is notoriously difficult to collect, is a deadly poison.

Monkshood

The leaves of this plant are poisonous and enhance other toxins.

Ogre Horn

The powdered horn adds strength to certain other ingredients.

Porous Jade

Jade is connected with longevity and understanding.

Powdered Peridot

This gem gives strength and promotes aggression.

Spritebane

The small blue flowers keep sprites at bay and offer some resistance to magic.

Trolls Blood

Troll's Blood has some regenerative abilities and gives some immunity to toxins.

Trolls Heart

This ingredient has unsurpassed regeneration abilities, but is toxic on its own.

White Lotus

The lily petals from this plant instantly and completely heal certain ailments.

Alchemist Skills

Alchemists may, instead of potion recipes, learn skills from the Alchemists Guild. Each skill taken requires a Potion Slot of an appropriate order to be used.

Increased Alchemical Resistance

3rd Order Alchemist Skill (This requires a 3rd Order potion slot to be used)
An Alchemist may have three durational potions active at the same time without suffering the ill effects of excessive durational alchemy. A fourth potion has the same effect a third would on others

This skill was researched by Masters Sir Ash Stocktown (Martin Pitt-Morley, Tees Valley) and Oghrin Badwanger (Aaron Winstanley, St Helens)

Potion Lists

Against each potion is shown the cost to acquire it and the potion points required to make it. Players can be shown the full potion list, as the Guild wants its members to buy the recipes they want, rather than make mistakes. They should not be shown the full recipe though until they have bought it. Once learned a recipe may not be "forgotten" and another acquired in its place.

First Order

Befriend (Potion)	0	5 pp	➤
Mute (Potion)	0	5 pp	⌵
Firemakers	0	2 pp	
Firm Resolve (Potion)	0	5 pp	✕
Immunity to Mute (Potion)	0	3 pp	✕
Light (Potion)	0	1 pp	≠
Mighty Strength (Potion)	0	8 pp	#
Mobility (Potion)	0	8 pp	†
Purification (Potion)	0	4 pp	✕
Sleep (Potion)	0	5 pp	⌵
Truthtell (Potion)	0	6 pp	⌵

Second Order

Blade Venom (Oil)	0	5 pp	➤
Cure Disease (Potion)	0	5 pp	✕
Heal Body (Potion)	0	2 pp	†
Heal Limb (Potion)	0	2 pp	✓
Purge Poison (Potion)	0	5 pp	✕
Resistance (Potion)	15/-	5 pp	⌵
Silver (Oil)	0	8 pp	⌵

Third Order

Protection from Heat (Oil)	25/-	10 pp	⌵
Protection from Magic (Potion)	25/-	11 pp	✕
Protection from Missiles (Potion)	25/-	12 pp	✕
Protection from Poison (Potion)	25/-	12 pp	✕
Protection from Wounding (Potion)	25/-	10 pp	✕
Resistance to Disease (Potion)	25/-	12 pp	⌵
Revival (Potion)	25/-	3 pp	⌵
Sleep (Oil)	25/*	10 pp	⌵
Swiftdeath (Potion)	25/-	8 pp	✕
Stone to Flesh (Oil) 2 parts;	25/-	40 pp	
• Remove Petrification			✕
• Heal Petrification			✕
Tanglefree (Oil)	25/-	12 pp	⌵

Fourth Order

All Heal (Potion)	30/-	6 pp	✕
Foretell Future (Potion)	30/-	17 pp	✕
Invisibility (Potion)	30/-	20 pp	✕
Regrow Limb (Potion)	30/-	30 pp	✕
Swiftdeath (Oil)	30/-	15 pp	✕

Recipes

The following list shows the recipe for all of the current potions that Alchemists can make. As new potions are researched then the list will be amended.

First Order

Befriend, Potion of



Potion Points: 5

RRP: 5/0

Duration Effect

Mix together one measure of the Humours of Earth with two measures of the Humours of Air and a measure of Liquid Copper. Leave for 7 days then bottle and sign immediately.

Water Colour

Red

Effect

The imbiber will be befriended to the first person they see as per the Befriend spell, but the potion lasts for one hour, or until purged (Purge Poison). A Lift Spell will not work.

Mute, Potion of



Potion Points: 5

RRP: 5/0

Duration Effect

Mix together one measure of Spritebane with one measure of Contrary Vine. Leave for four days then add one measure of the Humours of Earth, one measure of the Humours of Air and two measures of the Humours of Fire. Stir and leave for three days. Bottle and sign immediately.

Water Colour

Blue

Effect

When drunk, the imbiber will be unable to speak for 1 hour. Purge Poison, Cure Disease and Lift Spells will not cure this, but a Physician can cure it with the appropriate treatment.

Firemakers

Potion Points: 2

RRP: 2/0

Instant Effect

Submerge 48 small sticks of wood in a measure of Humours of Air overnight. Then suspend them so that their ends dip into a mixture of three measures of the Humours of Fire and two measures of the Humours of Earth. Leave them for three days, remove and allow to dry for 24 hours.

Water Colour

N/A

Effect

A stick will ignite when the end with the deposit is struck against an abrasive surface. (Use 48 non-safety matches).

Firm Resolve, Potion of



Potion Points: 5

RRP: 5/0

Duration Effect

Mix three measures of the Humours of Earth with one measure of the Humours of Fire. Add to this a measure of powdered Dragon Scale and stir in a measure of Contrary Vine. Leave for seven days to allow the Dragon Scale to dissolve. Bottle and sign immediately.

Water Colour

Purple

Effect

The imbiber has all Fear, Drop and Obey effects dispelled from themselves. Then for a further 15 minutes or 1 encounter (whichever is shorter) the imbiber is immune to all Fear, Drop and Obey effects (Including Irresistible versions). During this period he should shout "No Effect" when he is the target of one of these spells. This potion will not grant immunity to effects that require 'Immunity to Nausea' (i.e. When a creature changes form).

Immunity to Mute, Potion of



Potion Points: 3

RRP: 3/0

Duration Effect

Mix one measure of black onyx with two humours of earth. Stir, bottle and leave for three days in sunlight to allow to settle. After three days add one portion of humours of air, swirl three times counter clockwise. Bottle and sign immediately

Water Colour

Green

Effect

Makes the imbiber immune to mute for 15 minutes or one encounter, whichever is shorter from when it is drunk. "No effect" should be called

Light, Potion of



Potion Points: 1

RRP: -/6

Duration Effect (till dawn once used)

Steep one measure of Luminous Moss in one measure of Humours of Earth for 50 counts then place in a tube. Place one measure of Humours of Fire into a similar tube. Seal the top of the first tube with a thin film of glass then seal the other side of that glass to the second tube. Thus you will have a tube with two sections, separated by a small film of glass. Wrap the tube in a coating of thin-waxed cloth.

When you wish to activate the glow stick break the film of glass by asserting pressure and shake the tube so that the contents of each section combine and create the desired effect.

Water Colour

N/A use green/white glow sticks

Effect

Creates light for as long as the glow stick lasts. With the same recipe 3 small (fishing light glow sticks) or 1 large potion (any size) can be made.

Mighty Strength, Potion of



Potion Points: 8

RRP: 4/0

Duration Effect

Mix a measure of Porous Jade with a measure of Powdered Peridot. Stir this into one measure of the Humours of Earth and one measure of the Humours of Fire by the light of the full moon. Bottle it after seven nights.

Water Colour

Yellow

Effect

The imbiber gains one floating hit point that lasts until used, or dawn, whichever is sooner. Despite the name, the imbiber's physical strength is not increased.

Mobility, Potion of



Potion Points: 8

RRP: 6/0

Duration Effect

Mix a measure of Liquid Copper with a measure of the Humours of Earth and one measure of the Humours of Fire. Stir this six times each way with a Mage finger. Bottle and sign immediately.

Water Colour

Blue

Effect

The effects of this potion last for 15 minutes or one encounter, whichever is shorter from when it is drunk. It allows the imbiber to ignore any spells of "Freeze", "Sleep" and "Writhe" cast at him, including irresistible spells. During this period he should shout "No Effect" when he is the target of one of these spells.

Purification, Potion of



Potion Points: 4

RRP: 3/0

Instant Effect

Mix together one measure of Mandrake Root with one measure of Contrary Vine. Add to this one measure of the Humours of Water and one measure of the Humours of Fire. Leave for 5 days. Bottle and sign immediately.

Water Colour

Purple

Effect

When added to one drink or single portion of food this will neutralise all potions and common poisons in the food or drink.

Sleep, Potion of



Potion Points: 5

RRP: 5/0

Duration Effect

Mix together two measures of the Humours of Fire, with two measures of the Humours of Air and one measure of Dragon Scale. To this add one measure of Cleric's Cowl and one measure of the Humours of Earth. Leave for 7 days, then bottle and sign.

Water Colour

Red

Effect

The imbiber will fall asleep and remain so for at least 1 hour. After the first 7 minutes the person can be roused by using a Purge Poison (Lift spells and Smelling Salts will not work).

Truthtell, Potion of



Potion Points: 6

RRP: 8/0

Instant Effect

Mix four measures of the Humours of Earth with four measures of the Humours of Air, three measures of the Humours of Fire and one measure of Blue Diamonds and leave for one week. Then add three measures of Contrary Vine and leave for a further week. Filter out the powder and discard, bottle the liquid and mark it.

Water Colour

Yellow

Effect

The imbiber of the potion is affected as if the spell "Truthtell" were cast upon them, i.e. They will answer the first question asked of them truthfully. They may not resist the compulsion.

Second Order

Blade Venom, Oil of



Potion Points: 5

RRP: 5/0

Instant Effect

Mix together one measure of Mandrake Root and one measure of Powdered Peridot. Leave this for three days. Mix in two measures of the Humours of Earth, one measure of the Humours of Fire and a measure of Monkshood. Bottle and sign immediately.

Water Colour

Red

Effect

When using poison on a melee weapon, a single dose contains enough to coat a single melee weapon. The venom is activated, by striking a target, the weapon will remain venomous for 15 minutes or 1 encounter whichever is shorter. If not activated the poison will wear off the following dawn.

When using poison on throwing or missile weapons, a single dose contains enough to coat three pieces of ammunition (throwing daggers, arrows, bolts etc.) only. Poison used in this fashion only lasts until the weapon has been used (i.e. thrown or fired) once. Once used for the first shot (even if the shot misses) the weapon is no longer poisoned.

Use a Green Ribbon to signify a weapon is coated in venom

Cure Disease, Potion of



Potion Points: 5

RRP: 3/0

Instant Effect

Mix together one measure of Bloodroot with two measures of the Humours of Water. Stir thrice each way with the finger of a Mage. Add one measure of Cleric's Cowl and one of White Lotus. Stir thrice each way with a Mage's Finger once more and strain the herbs out. Bottle and sign immediately.

Water Colour

Clear

Effect

The imbiber will be affected as if they had a Cure Disease spell (see spell descriptions) cast upon them.

Heal Body, Potion of



Potion Points: 2

RRP: 2/0

Instant Effect

Mix two measures of the Humours of Fire with three measures of the Humours of Water. Add three measures of Bloodroot and stir this anti-clockwise by firelight. Bottle on the fifth day thereafter and mark the bottle.

Water Colour

Red

Effect

The imbiber will be affected as if they had a Heal Body spell (see spell descriptions) cast upon them. The imbiber chooses which location is affected.

Heal Limb, Potion of



Potion Points: 2

RRP: 1/6

Instant Effect

Mix one measure of the Humours of Fire and three of the Humours of Water, with one measure of Bloodroot by no light other than the moon. Bottle this after three nights and mark the bottle suitably.

Water Colour

Blue

Effect

The imbiber will be affected as if they had a Heal Limb spell (see spell descriptions) cast upon them. The imbiber chooses which location is affected.

Purge Poison, Potion of



Potion Points: 5

RRP: 3/0

Instant Effect

Mix together one measure of Mandrake Root with one measure of the Humours of Water and one each of Contrary Vine and Cleric's Cowl. Bottle this straight away and mark the bottle. It is of use after fifteen days. Before this it acts as an ingestive poison and acts as if it were Deathsman.

Water Colour

Blue

Effect

The imbiber will be affected as if they had a Purge Poison spell (see spell descriptions) cast upon them.

Resistance, Potion of



Potion Points: 5

RRP: 4/0

Duration Effect

During Nighttime, mix by candlelight a dose of black Onyx with two doses of humours of fire. Heat over a gentle flame for 1 hour, before stirring anti-clockwise for 30 seconds with a mages finger, once completed, stir in two doses of luminous moss and 2 doses of humours of earth using a different mages finger over a flame. After 15 minutes bottle and sign immediately.

Water Colour

Black

Effect

User gains 1 resist. If this resist is not used by dawn they are lost. This does not give the drinker extra active.

This potion was researched by Damon Sunspire of Midvale (Ross Hines, Black Country).

The potion engineered to provide a cheaper form of resistances to magic than a full protection from magic. The merchant side of Damon saw an opportunity to sell a cheaper potion to a wider selection of adventurers. Protection from magic being more expensive than most are willing to shell out on a single hiring outside of a major gathering. The properties of the mage fingers to imbue it with magic and the black Onyx ensure consistency when dealing with different mage fingers as well as enhancing the base mix.

Silver, Oil of



Potion Points: 8

RRP: 10/0

On Metal Weapon

Place a lump of silver worth 30 Pennies in a mixture of 2 measures of the Humours of Earth and add one measure of Powdered Peridot. Leave this for three days.

Add to these 2 measures of the Humours of Fire, one measure of Porous Jade and one Ogre Horn. Stir this three times on a night with no moon.

Add one measure of Liquid Copper and filter the liquid. Bottle and sign immediately.

Water Colour

Green

Effect

When using oil of silver poison on a melee weapon, a single dose contains enough to coat a single melee weapon. The oil is activated, by striking a target, the weapon will remain silvered for 15 minutes or 1 encounter whichever is shorter. If not activated the oil will wear off the following dawn.

When using poison on throwing or missile weapons, a single dose contains enough to coat three pieces of ammunition (throwing daggers, arrows, bolts etc.) only. Oil of Silver used in this fashion only lasts until the weapon has been used (i.e. thrown or fired) once. Once used for the first shot (even if the shot misses) the weapon is no longer covered in the oil.

The weapon is treated as a silver weapon when causing damage to vampires etc., but does not suffer the drawbacks of a Mage's silver dagger versus armour. It will still earth a Mage and anyone can tell it is not a silver weapon, merely a coated one. A white or silver ribbon should be tied to the weapon. If unused the effects wear off at dawn.

This potion was researched by Shoddy Badwanger of Sintel, Guildmaster Alchemist and Mayor of Norham and alleged "valley dwarf" (Graham Johnson, St Helens).

Third Order

Protection from Heat, Oil of



Potion Points: 10

RRP: 8/0

On Metal Armour/Weapons

Mix together two measures of the Humours of Fire with two measures of Spritebane. Add to the mixture three measures of the Humours of Earth and six measures of the Humours of Air. Stir three times and leave for two days. Bottle and sign.

Water Colour

Purple

Effect

Pour the oil on to a metal item. The oil will cover one full suit of metal armour or one weapon. The oil will be activated when a Heat Metal spell is cast on the armour etc. This spell and any subsequent Heat Metal spells, cast at the armour etc. are ineffective. The wearer should shout "no effect". The effects last for 15 minutes or 1 combat, from when activated, whichever is shorter. If unused the effects wear off at dawn.

Protection from Arrows, Potion of



Potion Points: 12

RRP: 10/0

Duration Effect

Mix a measure of Porous Jade with a measure of Powdered Peridot and a measure of contrary vine. Stir this into one measure of the Humours of Earth and one measure of the Humours of Fire by the light of the full moon. Add 2 measure of liquid copper and a troll heart and bring to a gentle boil for a slow count of 60, before removing the heat and allowing the heart to soak in the mixture for seven nights. After seven nights remove the heart and bottle the remaining liquid.

Water Colour

Yellow

Effect

Target is immune to all missile fire for 15 minutes (Including enchanted missiles). This effect activates upon the first missile hit the drinker suffers. This does not apply to siege weapons or very large missiles (e.g. Ballistae). This effect **does not** protect the wearers' armour.

This potion was created by Tobias Morgan (David Jeffery, Guildford Branch)

Protection from Magic, Potion of



Potion Points: 11

RRP: 12/0

Duration Effect

Mix together four measures of the Humours of Earth with three measures of the Humours of Air and two measures of the Humours of Fire. Stir in one measure of Spritebane, one Hobgoblin Tusk and three measures of Black Onyx. Leave the mixture for fourteen days and filter out the powders. It should be bottled and signed immediately.

Water Colour

Yellow

Effect

The drinker gains the ability to resist three spells of his choice. If these resists are not used by dawn they are lost. This does not give the drinker three extra active.

Protection from Poison, Potion of



Potion Points: 12

RRP: 12/0

Duration Effect

Mix together two measures of Mandrake Root with two measures of Monks Hood and one measure of Contrary Vine. Add to this four measures of the Humours of Water, two measures of Cleric's Cowl and a single measure of Troll's Blood. Leave this to settle for 15 days.

Add to the settled mixture four measures of the Humours of Earth and two measures of Porous Jade. Leave this mixture to settle for a further five days. Filter out the liquid and bottle.

Water Colour

Green

Effect

The imbiber will be immune to the effects of **Oil of Sleep**, Venom, Swiftdeath and Deathsman (on its own) for 15 minutes or one encounter, from when activated, whichever is shorter. If unused the effects wear off at dawn.

Protection from Wounding, Potion of



Potion Points: 10

RRP: 7/6

Duration Effect

Mix together four measures of the Humours of Earth with three measures of the Humours of Air and two measures of the Humours of Fire. Stir in one measure of Spritebane, one Hobgoblin Tusk, a measure of Trolls Blood and one measures of Black Onyx. Leave the mixture for fourteen days and filter

out the powders. It should be bottled and signed immediately.

Water Colour

Purple

Effect

Drinker is immune to Wound Limb, Wound Head, Wound, Strike Down and Stun for a period of 15 minutes/1 encounter once activated.

This potion was researched by Primrose Chakras of Norham (Tracy Garfoot, Nottingham)

Resistance to Disease, Potion of



Potion Points: 12

RRP: 12/0

Duration Effect

Mix together two measures of the Humours of Fire and two measures of the Humours of Earth. Add to this two measures of Porous Jade and one Dwarf Ear. Leave this mixture for three days. Remove and discard the ear (which cannot be used again). Add two measures of Black Onyx, two measures of the Humours of Water, three measures of Bloodroot and two measures of Cleric's Cowl. Leave for a further three days. Finally add two measures of White Lotus. Bottle and sign immediately.

Water Colour

Yellow

Effect

The imbiber will be immune to all common diseases for 15 minutes or one encounter, from when activated, whichever is shorter and cannot contract those diseases. If unused the effects wear off at dawn.

Revival, Potion of



Potion Points: 3

RRP: 1/10

Instant Effect

Soak one troll's heart in a mixture of one measure of humours of earth and one measure of cleric's cowl. Leave this for one week for the cleric's cowl to fully counteract the toxins in the heart then strain out the juices.

Reduce one measure of elderkin blood over a flame for one hour, then add one measure powdered peridot and one measure of humours of fire and simmer for a further hour to enhance the potency of the mix. Add to this the juices collected from the heart and leave for one hour to cool. Split the potion into three separate bottles, seal and sign immediately.

Water Colour

Orange

Effect

When drunk, the imbiber will awake after 5 seconds.

Sleep, Oil of



Potion Points: 10

RRP: 9/00

Instant Effect

Mix together two measures of the Humours of Fire, with two measures of the Humours of Air and one measure of Dragon Scale. To this add one measure of Cleric's Cowl and one measure of the Humours of Earth. Leave for 7 days in a bottle with no lid. Pour the remaining liquid into a hot crucible, and add a measure each of monkshood and mandrake root. Stir thoroughly, and remove the crucible from the heat. Leave the mixture in the crucible for 2 days. The resulting oil can then be bottled and signed..

Water Colour

Green

Effect

Poured onto a bladed weapon, this allows the wielder to make the "sleep" call on striking an opponent. The call only takes effect if the strike causes a wound to the target. This call only affects living creatures (NPCs, natural creatures and foulspawn in the bestiary) and has no effect on any living creature immune to alchemical sleep. If the target is already under the effect of two durational potions this effect will count as a third and cause the venom effect as normal.

This potion was researched by Edgar Wisty of Kirk-Leigh (Steve Morley, Leeds)

Stone to Flesh, Oil of (2 Parts)

Potion Points: 40

RRP: 16/0

Instant Effect

Remove Petrification, Oil of (Red) (Part One)



Place 3 measures of Contrary Vine with one measure of Ghost Dust and bring to a temperature of approximately 60 degrees in a mix of 4 measures of Humours of Air and 2 measures of Humours of Earth. Heat must remain low and constant, do not allow to boil. Continue to heat for a full day.

Filter liquid to remove any lasting particles. Mix in a ground measure of Hobgoblin tusk & a measure of Ogre Horn that has soaked in 2 measures of Humours of Earth for the space of 24 hours.

Allow to mature for 3 days.

Mix in a measure of Elderkin Blood and bottle immediately.

Heal Petrification, Oil of (Blue) (Part Two)



Mix 4 measures of white lotus with two measures of trolls blood and one measure of ground ogre horn. Allow to stand for 2 days.

Add 4 measures of Humours of Water with 2 measures of bloodroot and 2 measures of Humours of fire and 2 measures of cleric's cowl.

Effect

Apply the red oil first to a petrified target, followed by the blue oil (within 30 seconds), to complete the process, otherwise the potion will fail. Once the blue potion has been applied to a petrified target then the petrification will be removed.

Swiftdeath, Potion of



Potion Points: 8

RRP: 10/0

Instant Effect

Add four measures of Mandrake Root to two measures of Monkshood. Mix in two measures of the Humours of Earth. Bottle and sign immediately.

Water Colour

Clear

Effect

The imbiber will be affected as if they had been affected by the poison 'Swiftdeath' (see Poisons and Diseases section).

Tanglefree, Oil of



Potion Points: 12

RRP: 10/0

On clothes

Mix together four measures of the Humours of Air with one measure of Spritebane. Leave for two days and then add a measure of Black Onyx, one measure of Elderkin Blood, two measures of the Humours of Earth and two of the Humours of Fire. Bottle and mark it immediately.

Water Colour

Green

Effect

Pour the oil on to a set of robes or clothes. The oil will be activated when an Entangle spell is cast on the clothes. This spell and any subsequent entangle spells, cast at the clothes are ineffective. The wearer should shout "no effect". The effect lasts for 15 minutes or 1 encounter, from when activated, whichever is shorter. If unused the effects wear off at dawn.

Fourth Order

All Heal, Potion of



Potion Points: 6

RRP: 5/0

Instant Effect

Mix three measures of Bloodroot and two measures of the Humours of Fire with three of the Humours of Water. Leave this for four nights. Add to this brew one measure of the Humours of Earth and two measures of White Lotus. Stir this together for fifty counts and then bottle straight away.

Water Colour

Green

Effect

The imbiber will be affected as if they had an All Heal spell (see spell descriptions) cast upon them.

Foretell Future, Potion of



Potion Points: 17

RRP: 15/0

Duration Effect

Drop an Elven Eyeball into a mixture of two measures of the Humours of Earth and one measure of the Humours of Air. Stir this with a Mage Finger thrice each way. Drop in a measure of Porous Jade and two measures of Blue Diamond. Stir again in a similar fashion then bottle and sign immediately.

Water Colour

Clear

Effect

The imbiber will be affected as if they had cast a Foretell Future spell (see spell descriptions).

Invisibility, Potion of



Potion Points: 20

RRP: 15/0

Duration Effect

Drop an Elven Eyeball in to a mixture of two measures of the Humours of Earth, six measures of the Humours of Air and six measures of the Humours of Fire. Stir this for fifty counts clockwise and add a measure of Spritebane and a measure of Blue Diamond. Stir for a further fifty counts anti-clockwise, bottle and sign immediately.

Water Colour

Clear

Effect

The imbiber will be affected as if they had an Invisibility spell (see spell descriptions) cast upon them.

Regrow Limb, Potion of



Potion Points: 30

RRP: 50/0

Instant Effect

Mix together two measures of the Humours of Fire and six measures of the Humours of Water, with two measures of Bloodroot and a measure of the Humours of Earth. Leave this for two nights.

Prepare the Troll's Heart by soaking it in three doses of Humours of Fire for 3 days, after which time mix in a single measure of Ghost Dust. Combine a measure of Mandrake Root with one measure of the Humours of Water and a measure of each of Contrary Vine and Cleric's Cowl. Place a nugget of pure gold (worth at least 20 Crowns) and leave for three nights. The prepared Trolls Heart and the gold will dissolve and detoxify the potion. Mix together one measure of Bloodroot with two measures of the Humours of Water. Stir three times and add one measure of Cleric's Cowl and one measure of White Lotus. Leave for three nights.

Dissolve one measure of Porous Jade in a mixture of three measures of Liquid Copper, one measure of Cleric's Cowl, one measure of White Lotus and one measure of the Humours of Earth.

Add the four constituent potions together and bottle immediately.

Water Colour

Green

Effect

To use this potion mix it with a small amount of the imbiber's blood, this will activate the potion. The potion must be drunk within 24 hours of activation or it becomes useless. The effects of the potion are as per the Restoration spell.

Swiftdeath, Oil of**Potion Points: 15****RRP: 12/0****Instant Effect**

Add three measures of Mandrake Root to one measure of Powdered Peridot. Mix this together with one measure of Ogre's Horn and two measures of the Humours of Earth. Leave for three days and then add two measures of the Humours of Fire and two measures of Monkshood. Bottle and sign immediately.

Water Colour

Clear

Effect

When using poison on a melee weapon, a single dose contains enough to coat a single melee weapon. The Swiftdeath is activated, by striking a target, the weapon will remain venomed for 15 minutes or 1 encounter whichever is shorter. If not activated the poison will wear off the following dawn.

When using poison on throwing or missile weapons, a single dose contains enough to coat three pieces of ammunition (throwing daggers, arrows, bolts etc.) only. Poison used in this fashion only lasts until the weapon has been used (i.e. thrown or fired) once. Once used for the first shot (even if the shot misses) the weapon is no longer poisoned.

Use a Black Ribbon to signify a weapon is coated in Swiftdeath

7 - The Guild of Mages

Guild Aims

The Mages' Guild seeks to teach its members to unlock the mystic powers within themselves. At the same time however it also seeks to teach its members the responsibilities that come with those powers.

Membership Restrictions

The Guild is open to Humans and Elves only. The Guild will not accept people who hold a Devotee or Priest rank in any religion (Mana and Soulfire does not mix), **though it will** accept a person who is Kindred in **upto** two Churches.

Membership Rules

Mages agree never to teach their spells to a non-Mage, or to give items supplied by the Guild to non-members (except silver daggers).

Mages may not join any other Guilds. The Guilds work closely together and any member of the Mages Guild that joins the Guild of Mercenaries or Scouts will have the relevant Guild contact the Witchfinder's office. It is then the Witchfinder's responsibility to find, brand and drain the Soulfire of that Mage.

Patronage

To join the Guild a prospective apprentice must have someone to teach them. The teacher must be of Guildsman rank or higher and cannot have another apprentice. The teacher should normally be another player-character but the Campaign Coordinator or Senior Referees may allow an NPC to fill this role. The apprentice and the teacher must abide by the following rules.

The teacher will not take another apprentice until his current one has reached the rank of Guildsman, has left the Guild, or the Archmage agrees to a change. The apprentice will not learn spells from any Mage other than his teacher, although he does not need to accept the spells his teacher offers.

If either party feels that the other is abusing this agreement they may appeal to the Archmage. An apprentice who has no teacher may not advance in the Guild.

Guild Equipment

Mages can buy the following equipment from the Guild.

Item	Cost
Spell Card	0/1
Ritual Scroll	0/6
Silver Dagger (May also be purchased by non-Guild members)	30/0
New Spell Book (SR Magic/ SR Guilds approval)	30/0

The Dangers of Iron

It is impossible for a Mage to cast spells using Soulfire whilst holding ferrous metals. Should a Mage attempt to cast a spell without discarding such metal items they will be "earthed". They will lose all undedicated and active Soulfire and cannot cast or resist any spells until dawn (even those spells already dedicated up). They also take a lethal head wound (hit points in the head location are reduced to zero).

Small incidental metal items (buttons, small studs etc.) do not cause such earthing. Mages can resist spells whilst holding these metal objects without being earthed.

The Limitations of Armour

A Mage cannot cast a spell whilst wearing any armour as it restricts his movements. This does not stop a Mage from resisting a spell whilst wearing armour. The Mages Guild frowns upon those Mages who wear armour and the Witchfinder, who has the authority to brand and drain their Soulfire, will visit persistent offenders.

The Limitations on Weapons

Mages are taught to frown upon those who use force of arms and weapons to obtain their end. The staff, the club and the silver dagger are the only weapons that the Mages Guild have deemed acceptable for their members to carry. As a Mage cannot join the Mercs or Scouts Guild, if caught carrying a restricted weapon they will not only suffer the 5 Crown penalty but the Guild of Guards/Foresters will inform the Witchfinder's office of the offence. The Mages Guild frowns upon those Mages who use such weapons and the Witchfinder, who has the authority to brand and drain their Soulfire, will visit persistent offenders.

This rule is in place to make Mages rely on their magical skills, rather than switching between swords and spells. We do not want to put rules in place to

stop Mages picking up the only enchanted weapon when most of the party are wounded. Please remember though that Mages should not be expert with these weapons and should role-play this. The Senior Referees have to rely on local Referees to try to enforce this law and if any Mage persistently uses weapons please contact the SR magic/guilds. Note: Any Senior Ref visiting your site and witnessing Mages abusing this limitation can exercise their authority and drain that Mage of their Soulfire.

Auras

When a Mage learns a particular sigil that is connected with a magical aura that is when they are considered to be able to distinguish and notice that aura. I.e. A Junior Guildsman Mage can see the purple Demonical aura of a Demon when he learns the 'Object pertains to Demonology' symbol (See Magic: Auras).

Schools of Magic

A Mage starts in the General School of Magic. When he advances to the rank of Guildsman he must choose to specialise in one of the four Schools of Magic, which are discussed at the end of this section.

School Specific Spells

The First and Second Order spells are called General Magic and can be learned by any Mage. Third and Fourth Order spells are specific to the different schools of Magic. Mages in different schools cannot teach each other these spells, even if the Mages have the spell in both of their school lists. I.e. an Enchanter cannot teach Shatter to a General Mage (this is a game, not a Guild rule).

Guild Ranks

Apprentice

Fees

2 Crowns per month

Benefits

The Apprentice gains 6 Soulfire.

The new Mage is taught the following spells.

Five First Order General Mage Spells

The Apprentice is trained to see the Magical in Nature aura that is represented by a gold/yellow ribbon and the following sigil (see Magic: Auras);



The Apprentice is also taught the following sigils:



This article is invested with up to two points worth of dischargeable spells.



This item is evil or cursed

Progression

After one month the Apprentice may advance to the rank of Journeyman.

Journeyman

Fees

4 Crowns per month

Benefits

A Journeyman gets 9 points of Soulfire

The Journeyman may learn more spells:

Three First Order General Mage Spells

Two Second Order General Mage Spells

The Mage is taught the following sigils:



This article is invested with more than two points worth of dischargeable spells.










This magic is dangerous.



Alchemical in nature

Progression

After 1 month the Journeyman may advance to the next rank.

Junior Guildsman
Fees
6 Crowns per month
Benefits
The Mage gets 12 points of Soulfire
The Junior Guildsman may learn the following spells:
Two First Order General Mage Spells
Two Second Order General Mage Spells
The Mage is trained to see the Object pertains to Necromancy that is represented by the following sigil;

The Mage is trained to see the Object pertains to Demonology aura that is represented by a purple ribbon and the following sigil;

The Mage is trained to see the Object pertains to Enchantment aura that is represented by a gold/yellow ribbon and the following sigil;

The Mage is also taught the following sigil:

Object pertains to Thaumaturgy
Progression
After two months the character can advance to the rank of Guildsman. He must join one of the four schools of magic and needs his LOs permission, plus that of the appropriate Schoolmaster or the Campaign Co-ordinator.
Guildsman
Fees
8 Crowns per month
Benefits
The Mage gets 15 points of Soulfire
The Guildsman may learn the following spells:
Three Second Order General Mage Spells
Two Third Order spells of his School
The Mage is also taught the following sigils

This article cannot be severed.

This article will bind if handled.
Progression
After two months the Guildsman may progress to the next rank.
High Guildsman
Fees
10 Crowns per month
Benefits
The High Guildsman gets 18 points of Soulfire
The character may learn the following spells:
Two Second Order General Magic Spells
Two Third Order spells of his School
One Fourth Order spell of his School
The Mage is also taught the following sigils

This article has multiple spells or effects within it
Progression
After three months as a High Guildsman the Mage may advance to the rank of Guild Senior.
Guild Senior
Fees
12 Crowns per month
Benefits
The Guild Senior gets 21 points of Soulfire
The character may learn the following spells:

One Second Order General Mage Spell
Three Third Order spells of his School
Two Fourth Order spells of his School

Progression
After a further 3 months the Guild Senior may progress to the rank of Master Mage. The player needs the permission of the Archmage or Campaign Co-ordinator. In the case of Demonologists there can only be seven Master Mages (including NPCs and witches) as such only the Campaign Co-ordinator can grant permission for advancement.

Master (Wizard)
Fees

15 Crowns per month
Benefits

The Master gets 25 points of Soulfire
The character may learn the following spells:
Three Third Order spells of his School
Two Fourth Order spells of his School

Progression
A Mage can apply to become a Schoolmaster or Witchfinder, (~~A Demonologist can apply to become the Keeper of the Seven Secrets~~) but only the Campaign Co-ordinator can make the appointments.

Schoolmaster
Fees

None
Benefits

The Schoolmaster may use his School magic Item.
Restrictions

There can only be one Schoolmaster for each School.
Progression

One of the Schoolmasters, along with other master ranked mages, may be Archmage or Witchfinder, but they will lose the position of Schoolmaster. Only the Campaign Co-ordinator can make this appointment.

Witchfinder
Fees

15 Crowns per month. None in a month where he brings a witch to justice
Benefits

The Witchfinder may use the Witchfinder's Pendant.
Duties

The Witchfinder is responsible for enforcing the Guild rules and seeking out witches.
Restrictions

There is only one Witchfinder, but he may use helpers as he sees fit and there are also NPC helpers used by the Senior Referees. The Witchfinder must come from a different school to the Archmage.

Archmage
Fees

None
Benefits

The Archmage is in charge of the Guild and may use the Staff of the Archmage.
Restrictions

The Archmage must come from a different school to the Witchfinder.
Guild Items:

Staff of the Archmage
The Witchfinder's Pendant
Wand of Thaumaturgy
Amulet of the Enchanters
Mantle of Necromancy
The Gate

Research
It is possible, through in-character research that the spells, abilities and skills may expand in the future. Any Mage of Master rank or higher can research such skills and should fill out a research request form and send it to the Senior Referees through their LO. This counts as a feasibility study that costs 20 Crowns. A character who researches a spell that is passed by the Executive

committee does not need to have a free or unused spell slot. If passed the spell is additional to their normal allowance.

Mages Spell slots by rank

Rank	1 st	2 nd	3 rd	4 th
Apprentice	5	-	-	-
Journeyman	8	2	-	-
Junior Guildsman	10	4	-	-
Guildsman	10	7	2	-
High Guildsman	10	9	4	1
Guild Senior	10	10	7	3
Master	10	10	10	5

Spells of the General School of Magic

First Order Spells

Command of Channel Soulfire (2)
 Command of Drop (1)
 Command of Mute (1)
 Enchantment of Freeze (2)
 Ritual of Bladesharp (3)
 Ritual of Dragon Scales (2)
 Ritual of Ignite (1)
 Ritual of Light (1)
 Ritual of Stonehead (3)
 Ritual of Sureflight (3)
 Ritual of Enchant Missiles (3)

Second Order Spells

Command of Freeze (2)
 Enchantment of Befriend (1)
 Enchantment of Comprehend Languages (2)
 Enchantment of Dragonscales (2)
 Enchantment of Entangle (2)
 Enchantment of Fear (1)
 Enchantment of Lift Spell (2)
 Enchantment of Light (1)
 Enchantment of Obey (3)
 Enchantment of Pact (5)
 Enchantment of Sleep (2)
 Enchantment of Truthtell (1)
 Enchantment of Warp Wood (2)
 Enchantment of Wound Limb (2)
 Enchantment of Writhe (2)
 Ritual of Cause Disease (4)
 Ritual of Comprehension (2)
 Ritual of Dispel Magic (up to 2)
 Ritual of Locate (2)
 Ritual of Sense Object (2)

Spells of the School of Thaumaturgy

Third Order Spells

Command of Befriend (1)
 Command of Channel Soulfire (1)
 Command of Entangle (2)
 Command of Fear (1)
 Command of Lift Spell (2)
 Command of Light (1)
 Command of Obey (3)
 Command of Pact (5)
 Command of Sleep (2)
 Command of Stun (4)
 Command of Truthtell (1)
 Command of Warp Wood (2)
 Command of Wound Limb (2)
 Command of Writhe (2)
 Enchantment of Body of ... (4)
 Enchantment of Dismiss Demon – Imp (2)
 Enchantment of Protection from Magic (5)
 Enchantment of Shatter (2)
 Enchantment of Teleport Other (7)
 Enchantment of Teleport Self (7)
 Ritual of Create Circle of Protection (4)
 Ritual of Deaden Blow (4)

Ritual of Reforge Metal (2)
 Ritual of Reform Wood (2)
 Ritual of Trollstrength (7)

Fourth Order Spells

Command of Protection from Magic (5)
 Command of Strike Down (5)
 Command of Teleport Other (7)
 Command of Teleport Self (7)
 Command of Wound (3)
 Enchantment of Invisibility (4)
 Enchantment of Soulfire Storm (8) **Quest Only**
 Enchantment of Teleport (7)
 Ritual of Cure Disease (3)
 Ritual of Foretell Future (5)

Spells of the School of Demonology

Third Order Spells

Command of Stun (4)
 Command of Writhe Demon (2)
 Enchantment of Dismiss Demon – Imp (1)
 Enchantment of Dismiss Demon – Lesser (3)
 Enchantment of Heat Metal (3)
 Enchantment of Instruct Demon – Imp (1)
 Enchantment of Instruct Demon – Lesser (4)
 Enchantment of Pact with Demon (5)
 Enchantment of Protection from Magic (5)
 Ritual of Create Circle of Protection (2)
 Ritual of Create Summoning Circle (2) **Quest Only**
 Ritual of Dismiss Demon – Minor (4)
 Ritual of Instruct Demon – Minor (4)
 Ritual of Summon Demon – Imp (8)
 Ritual of Summon Demon – Lesser (12)

Fourth Order Spells

Command of Dismiss Demon – Imp (1)
 Command of Instruct Demon – Imp (1)
 Command of Protection from Magic (5)
 Command of Strike Down (5)
 Enchantment of Dismiss Demon – Minor (4)
 Enchantment of Instruct Demon – Minor (4)
 Enchantment of Teleport Other (7)
 Ritual of Demonsbane (5)
 Ritual of Demontrap (7)
 Ritual of Dismiss Demon – Major (4)
 Ritual of Foretell Future (5)
 Ritual of Instruct Demon – Major (5)
 Ritual of Restore Soul (4)
 Ritual of Summon Demon – Minor (16)
 Ritual of Summon Demon – Major (20)

Spells of the School of Enchanters

Third Order Spells

Command of Stun (4)
 Command of Warp Wood (2)
 Command of Entangle (2)
 Enchantment of Cool Metal (2)
 Enchantment of Deactivate Automata (3) **Quest Only**
 Enchantment of Heat Metal (3)
 Enchantment of Instruct Automata (3)
 Enchantment of Protection from Magic (5)
 Enchantment of Shatter (2)
 Enchantment of Teleport Item (7)
 Ritual of Binding (5)
 Ritual of Deaden Blow (4)
 Ritual of Dispel Magic (up to 3)
 Ritual of Divine Nature (2)
 Ritual of Mend Item (2)
 Ritual of Open Locks (4)
 Ritual of Regenerating Armour (4)- **Restricted learning until 01/09/19**
 Ritual of Scarecrow Form (5)

Fourth Order Spells

Command of Deactivate Automata (3)

Command of Heat Metal (3)
 Command of Instruct Automata (3)
 Command of Protection from Magic (5)
 Command of Shatter (2)
 Command of Strike Down (5)
 Command of Teleport Item (7)
 Command of Cool Metal (2)
 Ritual of Magic Immunity (Object) (3)
 Ritual of Severance (5)

Quest Only

Spells of the School of Necromancy

Third Order Spells

Command of Destroy Undead – Lesser (1)
 Command of Fear (1)
 Command of Light (1)
 Command of Sleep (2)
 Command of Stun (4)
 Command of Writhe (2)
 Command of Vital Transference (1)
 Command of Channel Spirit Strength (1)
 Command of Choke (1)
 Enchantment of Animate Dead (1)
 Enchantment of Essence Transference (1)
 Enchantment of Destroy Lesser Undead (1)
 Enchantment of Destroy Minor Undead (3)
 Enchantment of Instruct Lesser Undead (1)
 Enchantment of Instruct Minor undead (2)
 Enchantment of **Protection from Corruption** (2)
 Enchantment of Pact with Undead (5)
 Enchantment of Protection from Magic (5)
 Enchantment of Shadow's bane (1)- **Restricted learning until 01/07/18**
 Enchantment of Walk Unseen Amongst the Fallen (2)
 Ritual of Animate Limb (4)
 Ritual of Commune with Dead (2)
 Ritual of Create Circle of Protection (3)
 Ritual of Cure Vampirism (6)
 Ritual of Deathsleeper (2)
 Ritual of Destroy Major Undead (5)
 Ritual of Lay to Rest (1)
 Ritual of Remove Disease (3)
 Ritual of Restore Essence (2+)
 Ritual of Restore Vitality (4)
 Ritual of Skeletal Form (4)
 Ritual of Summon Restless Spirit (3)

Fourth Order Spells

Command of Protection from Magic (5)
 Command of Strike Down (5)
 Command of Siphon Spirit (2)
 Command of Destroy Minor (3)
 Command of Instruct Lesser Undead (1)
 Enchantment of Destroy Lesser Undead- Mass (5)
 Enchantment of Destroy Major Undead (5)
 Enchantment of Fortify Soul (1)
Enchantment of Instruct Major Undead (5)
 Enchantment of Teleport Other (7)
 Ritual of Instruct Major Undead (4)
 Ritual of Deathbane (7)
 Ritual of Destroy Greater Undead (7) – **Quest Only**
 Ritual of Death Gate (7/12)- See Restricted Section
 Ritual of Regeneration (4)
 Ritual of Restore Life (5)
 Ritual of Resurrection (20)

Master Rank Free Spell

Ritual of Restore Soul (4) (No spell slot required)
 Ritual of Create Homonculus (25) – **SR Magic approved Quest Only.**

Charged Scrolls

A Master Mage can make charged scrolls. They can only make one scroll at a time. An Enchanter, dependant on their rank within the School of Enchanters can make multiple charged scrolls at a time, see SR Magic.

LO's are allowed to sign Charged scrolls to be given out as treasure, however discretion is required and the higher order and more expensive

scrolls should rarely if ever be given out as treasure. i.e. a scroll of Resurrection should only be given out as Summerfest treasure and no more than one every year or two. If you're unsure if you should sign a Charged scroll than contact the SR Magic for advice.

Creating Charged Scrolls

Scrolls are not 'special' items and as such do not need to be bound to be used by any individual, anyone can use soulfire based charged scrolls. A charged scroll takes time to construct and has a manufacturing cost (see below), if the charged scroll takes longer than 13 weeks to make, a quest must be performed to finish the scroll off. A quest can take many forms from giving a magical lecture, to aiding a local NPC Mage, to doing a specific magical task with the scroll (i.e. bathe the scroll in dragons' blood!). The key element is that it is a quest given from a Referee directly to the specific player. Once the quest and total manufacturing time has been completed and the manufacturing cost has been met then the Charged scroll is complete.

All scrolls must be signed and dated by an LO, once complete

Enchantments and Rituals can be made into Charged scrolls however note that commands cannot be made into Charged scrolls.

Any Charged scroll cannot be used by a 3rd party to obtain the personal mark of the person who made the scroll; otherwise Mages would never give away or sell their scrolls.

Spells that have no spell cost are considered to have a single point of power for the purposes of manufacturing Charged scrolls.

Rituals

Rituals from your spell book can be made into a Charged scroll.

4 x Soulfire cost to cast the Ritual = Number of weeks to manufacture
 6 x Soulfire cost to cast the Ritual = The cost in crowns
 i.e. a Ritual of Blade Sharp takes 3 points to cast, therefore will take 12 weeks to make and will cost 18 crowns.

Ritual scrolls are cast as Rituals.

Enchantments

Enchantments from your spell book can be made into a Charged scroll.

6 x Soulfire cost to cast the Enchantment = Number of weeks to manufacture
 8 x Soulfire cost to cast the Enchantment = The cost in crowns
 i.e. example an Enchantment scroll of fear takes 1 point to cast, therefore will take 6 weeks to make and will cost 8 crowns.

Enchantment scrolls are cast as Enchantments. Enchantment scrolls should be made the same size as Ritual scrolls with only the Enchantment verbals and how to cast the Enchantment written on the scroll.

The School of Demonology

Demonology is the magic art devoted to the summoning and banishing of Demons. Most normal people distrust and fear Demons and as such Demonologists are often distrusted and disliked. Demonology is considered a Dark Art.

The School recognises that Demons are at times the only source of information and as such teaches its members how to summon Demons, but it tries to instil responsibility in its members.

Demon Names and Symbols

These are considered immensely valuable to Demonologists and the School of Demonology itself, because you can't dismiss a Demon without its name and type and you can't summon one without its name, type, fetish and symbols of its race and family.

These should be gained from in-character sources such as other player character Demonologists. Some details can be gleaned from Demons themselves and from NPC Demonologists, but gaining knowledge of the Demons from any of these sources must be passed by SR Creatures. NPCs should never be used to gain this information without SR approval.

A Referee is permitted, once approval has been granted, to teach a Demonologist a name, fetish, racial mark and family mark for a Demon (not ecology, special abilities or description). This is considered to come from the School Undercouncil, however players are urged to find this information out from other PCs. Referees should consult the bestiary first as some Demons cannot be learnt from the School Undercouncil.

Very few People know the true names of the Major Demons and Demon Princes. Their names are some of the most closely guarded secrets in Sharda so many are known by descriptive names, such as 'The Man-catcher,' 'The Weeper' and 'The Devourer of Saints.' Some Demons details or names may never become available to the PCs.

Demons have certain names, for example the red veined warrior demon is a Mollk. Those with the ability to dismiss demons learn the correct ways to intone and inflect the name in order for it to have an effect. Knowing that the word "mollk" is the type of red veined demon, is not "knowing" the name (yes, we could probably use better terminology of "knowing a name" and knowing a name!), but is just a word like "elf" or "teacup".

A non-demonologist can write down "mollk" on a bit of paper, they can say "hey isnt that a mollk" all without "knowing" the correct intonations and inflections, if they have been told IN CHARACTER that that creature is called "mollk".

We would rather that players kept the mystery going, and referred to demons in a more generic term (these used to be called 'use names' by the School of Demonology, such as "death wobble", "Goat faced killer", "dark elf demon" etc) but we understand that the correct terminology gets out and is used and rather than deal with this issue every time of "OMMMMM!!!! I am going to tell on you!!!!!!!" that someone calls a veined warrior demon a "mollk" because they have heard that name being used in conversation, we're going to try and keep it simple- well as simple as any conversation that involves "knowing" and knowing, "names" and names, and MOLLK and "mollk".

In terms of School Secrets- knowing that a demon is called X is not school secrets, in the same way that knowing a wraith is a wraith is not necromancy secrets. Knowing the correct intonation and inflection however is school secrets, as would summoning, dismissing and instructing a demon be.

Please however remind your players that unless they understand the spell verbals, they cannot understand a demon name when it is used in a spell- for example Darkpants the crap Demonologist of Kirk-Humber-leigh dismisses a mollk and is heard by Sir Bookish Secret-Gatherer of the Templars, all our nosy templar will hear are words that have no meaning....

Learning Demons Names

Demon names represent a degree of learning about a Demon much more than simply memorizing a few syllables. It represents knowing enough about the nature, behaviour and appearance as well as its magical and physical ties to this plane to be able to recognize the Demon and magically send it back to Sharda. Needless to say then this is much more than simply writing the name in a Demonology book!

Only one Demon name may be learned per month. The name may not be used until the start of the following month. While it does not take the full month to learn, the student Demonologist must be reasonably available for at least two weeks of the month once they have decided which name they are learning/teaching. As such if a character is unavailable for a significant part of the month or has not arranged to learn a name early enough, they will not be able to learn a name. Quicker learning, via demonic bargains or similar may be possible with Senior Referee Bestiary permission, though that will still count towards the limit of one name per month.

If you do not learn a name in any month the chance is wasted (you may never "Back-date" Demon learning). Only Masters may teach Demon names to Demonologists. The teacher must actively teach the name and cannot learn a demon name at the same time, however they may carry out research or create a charged scroll or prepare a possession item while teaching a name. He may teach multiple students in the same month with each learning the same name. The maximum number of pupils a master may teach is Seven. Names cannot be learned from books, and can never be simply heard and remembered (if a Demonologist hears another casting a dismiss, he cannot learn the name even though he has just heard it pronounced) Demonologists have to keep an up to date list of the Demons that they have knowledge of and where they gained this knowledge and the date they learned it. This information can be checked by a Referee before any event. Only the School Master Demonology ~~or the Keeper of the Seven Secrets~~ can teach the names of Demons Imps to Thaumaturgists, under a 'loophole' of the Pact and even then only the name and physical description is disclosed.

Demonologists are not required to plan their name learning in advance and to learn 1st-31st in any given month, however they should not be leaving it to the last few days/week to decide what name they are learning.

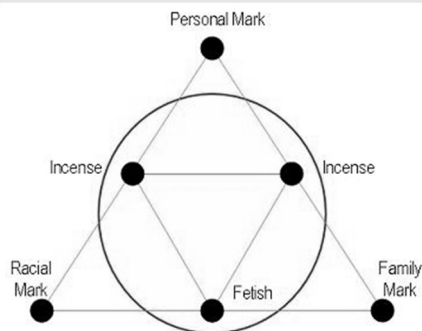
It is reasonable to allow upto half the month for the Demonologist to choose which name they are learning/teaching. However LO's should bear this in mind, if something happens to a character that would preclude them being available later in the month- eg. If you leave it late to choose, and then are

held hostage for the last two weeks of the month, you would not have time to learn the name.

Casting Spells at Demons

To cast either a Demon Writhe or Summon, Instruct or Dismiss Demon spell a Demonologist (or a user of a charged scroll) must state the Demons racial name (unless otherwise stated- Note unless passed by the SR Creatures and SR Magic a non Demonologist cannot use an item (Including a charged scroll) to dismiss Demons as they cannot learn names). If an item, ability or similar allows a Demon to be affected with no name then the caster should indicate this when casting the spell. Pact With Demon does not require a name.

Summoning a Demon



In order to summon a Demon the Demonologist must know the summoning spell and also the spell, Create Summoning Circle.

This Ritual is the first thing that has been gleaned out of the Seven Secrets, although not a secret itself. It is a Third Order Demonology spell and costs 2 points of Soulfire. This is the only method available, barring approval of the Demon Senior Referee, that a player can use to summon a Demon.

The spell caster places two vessels containing incense and lights them, the left hand one first. Then he should place the required fetish on the ground. He should then mark out a complete unbroken circle by whatever means possible, but big enough to get the Demon in. He then places his personal mark at the top of the circle, the Demon's racial mark and finally the family mark of the creature. These marks can be pre-prepared, but all must be in the correct location for the Ritual to be cast. The Mage then casts the simple 2 point Ritual ending with the activating phrase "I do hereby create this circle of summoning". The caster does not enter the circle.

Demonologists and Personal Marks

A personal mark is a direct link to a characters soul; it allows mundane spells to become irresistible if cast at a character whose personal mark it is. Demonologists do not have the knowledge on how to use personal marks to cast irresistible spells but Demons do, hence why Demons use Demonologists to harvest such valuable items. Although it is not an evil act to trade in personal marks, it is ethically very dangerous and should not be done lightly, lest the wrong personal mark fall into the wrong hands.

The School of Enchanters

Enchanters can make magic items, bind such items to people and rebind an item to a new person. Enchanters can only place soulfire based magic in to items and their ability is determined by their level in the Guild. **The SR Magic has specific rules on magic item creation; PC Enchanters should get in touch via their LO to get a copy of the latest item creation rules.**

In addition all Guildsman rank Enchanters are taught the following sigils:



Spells on this item will activate if handled.



Spells on this item will activate if opened.



This item is religious in nature (they also can see the corresponding aura)

General Rules

Magic Items

All magical items require a laminated card that are made and signed by the SR Magic, if you require a magic item then please fill in an item request form and send it to one of the members of the rules committee via your LO. If the item is religious then please ask your LO to send it to the SR Religion, if it is

Magical then ask your LO to send it to the SR Magic and if it is Demonological then please send it to the SR Creatures. Once the relevant SR is happy with the item they will pass it to the SR Magic to be made, proofread and distributed. Simple rule – No card – No item.

Bonding

Unless specified by the magic card all items need to be bonded to a single person or group of persons in order for them to function (by a Ritual of Binding), which will take up a Bind Slot (see Magic: Bind Slots). The item remains bonded until the person or group of persons die, the item is severed or the magic within the item fails. If an item is attached to a group, the item will continue to work so long as a single member is still alive.

Only the individuals bound to an item will be able to use its abilities (be they advantageous or not), unless stated otherwise on the laminated card.

The item can be stolen/picked up but until the link to the item has been removed (by a Ritual of Severance) the bonded owner knows the distance and direction to the item. If the item is not currently on this plane then the owner knows that the item is not on this plane. An item is bound to a person through their life force, because of this losing an item and letting it fall into the hands of an evil Mage or Demon will be bad for the bonded individual, please contact the SR Magic if this occurs.

If all those who are bonded to a particular item die then the link is severed between the individual(s) and the item, it will never work again, even if the body(s) is later resurrected. The item though will still retain a magical residue and may be useful to enchanters in making new items.

Ritual of Binding

This Ritual is a 3rd order spell. This is a 5 point Ritual which will allow the caster to forge a magical link between the magical item and its owner's life force (not religious items). Performing the Ritual of binding around the item and individual(s) creates this magical link between the item and its owner. Too many magical items tuned to a single individual may have serious implications to their health as each item drains a small portion of their life force (See Magic: Bind slots).

Normal items as well as magical can be bonded allowing the owner to know exactly where their item is, but this will take up a Bind Slot as per usual. If a normal item is bonded the character must inform their LO so there is a record of what items a character has bound to them.

Ritual of Severance.

This Ritual is a 4th order spell. This is a 5 point Ritual which will allow the caster to break the magical link between the magical item and its owner's life force (not religious items). The detached item can then be bound to another owner. This Ritual will allow magical items to be transferred from one owner to another.

This spell will not work if the individual has died as the life force the item had will have gone and the item will have been drained of its power. This spell will work if the individual is in death sleep or any other affliction (magical or otherwise) which has kept the individual alive.

Destroying Items

All items (magical, religious and Demonic) also have a specific way of being destroyed (which can be researched by anyone, including bad guys). Unless this specific requirement is met it cannot be destroyed. I.e. A magic sword that can cause knockback as it hits a target may still be shattered (and subsequently mended by a spell or the Blacksmith Guild) but it will not be destroyed permanently and lose its abilities until the destruction condition is met.

The School of Necromancy

Necromancy is a wide-ranging magic art based upon the study of life or "vital" forces. These studies include the creation of artificial, but inferior life and the placing of it in to dead creatures giving them a semblance of life.

The Schools of Necromancy and Demonology are often viewed by the inhabitants of Ithron as practitioners of Dark Arts. Dealing with Undead and Demons has an unsavoury reputation. Whilst Mages in these schools can learn to summon Demons and create Undead it should be remembered that the player characters in Fools & Heroes are supposed to be the good guys and they should act accordingly. This should not preclude characters from summoning or creating but should challenge their motives.

The magics within these spells use the soul of the corpses to help in the animating process, if permanent Undead are created this will twist and torture the soul to such an extent that it will become corrupted. However the School of Necromancy know the secrets on how to use the 'vital' forces to protect the soul from corruption whilst being animated by substituting their own essence into the spells. This means they can usually animate Undead free of corruption but only for a short period of time. These animated corpses are often referred to by the ignorant as "evil" Undead. There is nothing evil about them, although their controller's actions or motives may be dubious.

The School does its best to discourage the misuse of its knowledge, but the study has an unfortunate reputation and necromancy has come to be considered a Dark Art. Practitioners should be prepared to be disliked and distrusted.

Necromancers should be told the names of the various Undead creatures in the Bestiary and their rank (e.g. lesser, minor) but not any of the detail about the various creatures.

Lesser

Animated Dead (Animate)

Feyund

Skeleton

Spectre

Zombie

Minor

Cadaver

Ghost

Ghoul/Ghast

Hant

Nightmare

Shadow

Major

Death Knight

Mummy, Lesser

Vampire

Wraith

Greater

Revenant

Barrow Wight

Desolation

Liche

Mummy

Shadow Knight

Vampire Lord

The School of Thaumaturgy

Mages from this school are not as specialised as the others, however they do possess a broader range of knowledge and skills, this makes them more versatile than Mages from the other schools.

In addition all Guildsman rank Thaumatergists are taught the following sigils:



Item/Creature/Article is Fae in Nature

8 - The Guild of Thieves

Players are to ensure that any theft of other players' belongings is to be done sensibly and maturely. Once a player has stolen another person's physrep they are to hand it to a Referee at the quickest convenient time, stating exactly who they stole it from. It is then the Referee's responsibility to then hand the physrep back to the player, informing them they have IC lost the item.

Guild Aims

The Guild aims to get members to work together as a Brotherhood, rather than as freelance rogues. There is safety in numbers and only when the Guild works together will it be safe. The Guild will teach members certain skills that will aid them in identifying and disarming traps, picking locks and other skills of larceny.

Guild Ethos

"We do what we must because we can". The Thieves Guild is a 'Brotherhood' of professionals, not glory seekers, trained in skills that others are not. They are called upon to do the illegal, politically sensitive, morally unorthodox and damn right dangerous tasks for the greater good. In return they expect others to turn a blind eye to a civic measure of stealing as they skillfully cream from the top. Ithronian Law loosely tolerates The Guild; of course, those who are sloppy will get their just rewards. Treading on their patch or threatening this special relationship is an unwise move and will usually end with a 'friendly' visit!"

Membership Restrictions

The Guild is open to all races and religions. Members of the Guards and Foresters are not welcome, for obvious reasons. Only 10% of a branch may be Thieves (minimum of 2 per branch, rounded up). The Campaign Coordinator may allow a branch to exceed this limit for an agreed period.

Characters may not start as members of the Thieves Guild; they must be invited to join. This invitation may only be made by the player's Liaison Officer (not that of another branch) or the Campaign Coordinator. Other characters may not invite characters in to the Guild. The only exception to this is that the Guildmaster (for the entire Country) or a Daymaster (for the characters particular region) may invite a Thief into the Guild. Before doing this they must approach the character's LO or the CC to confirm that the branch which the prospective character is a member of has the space within the branch to allow the Thief entry.

The Guildmaster may refuse entry to a PC invited in via an LO only with a valid in character reason. All reasons must be discussed with the PCs LO or the CC before any decision is made public. In any disputes the CC has the final say in the matter. In order that the prospective player is not disadvantaged within the Guild, no other member of the Guild is to be privy to this discussion.

Once a character is a member of the Guild they may not quit or be removed by any other means than death.

Membership Rules

All new Guild members must swear to abide by the following rules:

- To never reveal that they are a member of the Guild to a non-Thief. The Guild recognises that regular-adventuring companions may soon learn of the characters affiliations. The character should therefore ensure that his regular companions are trustworthy.
- No member will knowingly interfere with Guild business or tamper with an item that is marked as Guild property without the express permission of the Guild leadership.
- No member will betray a fellow Guild member to the authorities even if it is the only way to save their own skins.
- Members will make every effort to complete Guild missions. Displays of cowardice or treachery towards the Guild will be dealt with severely.
- Members will make every effort to support, aid and protect fellow members whilst in the field. This bond must supersede any bond of friendship or loyalty to other Guilds or Churches / religious organisations. The Guild will respect sins (not strictures), but the focus of the Guild transcends personal belief.

Note: Where there may be conflict between sins and the aims of the guild, it is not unreasonable for the thief to be sidelined or not invited along on a guild mission rather than put them in a position of choosing "Guild or Sin". No Sin requires the breaking of the first four bulletpointed rules above.

Penalties for Breaking Guild Rules

Any punishment for breaking Guild rules must be agreed between the Guildmaster and the Campaign Coordinator, before it is carried out. Punishments for breaking Guild Rules should be harsh and become rapidly worse for repeat offences. Before a terminal punishment may be enacted, a clear final warning about previous behaviour must be issued in character and then a written confirmation sent to the player and the players LO. This will clearly state that any further transgressions may lead to terminal punishment. The player MUST acknowledge receipt of the written confirmation.

All terminal punishments must be approved by the Rules Committee, with voting methods and quorum as if it was a Nighthawk contract.

Fencing stolen goods

One of the best kept secrets is that the Thieves Guild sponsor a large network of pawnbrokers and back alley merchants up and down the country, these help Guided Thieves to fence stolen goods for reasonable prices. Non-Guild members run the risk of being asked the wrong questions at the wrong time as thieving is a dishonourable and despicable action that all normal members of Ithronian society would not stoop to. If necessary the network of pawnbrokers will inform the local Thief members of those who are stealing and who come to them to sell their goods. Referees must inform their LO on all non Guided Thieves that use such fences for personal profit.

It is at the LO's discretion to inform local Thieves of characters stealing and selling to these 'pawnbrokers'. But a rule of thumb is that if a non-Thief character steals IC and gets away with it then the Thieves Guild should only be informed if they try and sell the goods to a pawnbroker, or if over a period of time the character steals more than an acceptable level that an LO is happy with.

Fake Money

Thieves Guild members cannot produce fake money. Any fake money must be marked with the fake/worthless rune (see below). If more than 10 Crowns in fake money is to be used or released in to the system this must be agreed with the CC and the Senior Referees before it is used.

Contacting the Guild

It is rumoured the Thieves are contacted, in character, by leaving messages on the Traldan shrine. There may also be a message box at Fests, any jobs placed here will be passed onto the Guild.

Positions of influence

As an underground illegal Brotherhood the Guild has to keep its head down and not draw attention to itself. It is understood that members of the Thieves' Guild will attain positions of influence within other Guilds/Churches and organisations, but a balance must be obtained by the Guildmaster and members should be advised not to take certain positions when it does not further Guild aims. The Guild is to police this themselves, however the illegal Undercouncil (CC) can step in as and when necessary.

Blessings of the Patron Goddess

If a member of the thieves guild is targeted by a scry spell whilst engaged in business of the guild (specifically a guild meeting or mission, not just any time they're robbing) the caster will see a vision of the target safe, well and carrying out a simple mundane task appropriate to the situation at hand

Guild Ranks

Apprentice

Fees

9 Pennies per month, plus 1/12 of all income.

Benefits

The Apprentice is taught the following method to identify himself to other Thieves.

Keeping the fingers of your right hand close together, extend them to form an open palm. Place this on your left cheek such that your fingertips touch your ear. Draw the hand across your face towards the chin in a single motion. As the hand leaves the face cup the fingers in towards the palm. Then, with the cupped hand, grip the nose between thumb and side of the index finger. Pull down, rubbing the nose in one action.

The Apprentice is also taught the following sigils:

Caution, traps present.



This article is the property of the Thieves Guild. You should not tamper with it. The Apprentice may learn two basic skills from the list below.

Progression

After two months as an Apprentice the Thief may advance to the rank of Journeyman.

Journeyman

Fees

1 Crown per month, plus 1/12 of all income.

Benefits

The Journeyman is taught a new Identification signal. Identify yourself as per the Apprentice, but once that action is complete drag the right hand back across your nose from left to right.

The Journeyman is also taught the following identifying sigils:



Basic Trap(s) present.

The Journeyman may buy weapons and armour at a discount. The reduced price list is set out in the equipment section.

The Journeyman may learn one intermediate skill from the list below.

Progression

After 1 month and successfully completing a Guild mission the Journeyman may advance to the rank of Junior Guildsman.

Junior Guildsman

Fees

1 Crown and 6 Pennies per month, plus 1/12 of all income.

Benefits

The Junior Guildsman is taught a new identification signal. Identify yourself as per the Journeyman, but once that action is complete hold your right earlobe between the thumb and forefinger of your right hand. Pull your hand down off the ear lobe.

The Guild member is taught the following sigils:



Caution, intermediate trap(s) present.



Caution, poisoned trap(s) present.

The Junior Guildsman may learn one basic and one intermediate skill from the list below.

Progression

After two months at this rank the Thief may advance to the rank of Guildsman with the permission of either his LO or the Campaign Coordinator.

Guildsman

Fees

2 Crowns per month, plus 1/12 of all income

Benefits

The Thief is taught a new identification signal. Identify yourself as per the Junior Guildsman, but once the action is complete clench your left fist and allow it to rest on your left thigh. Extend the first two fingers and point them straight down towards your foot for a couple of seconds before clenching the fist again.

The Guildsman is also taught the following sigils:



Caution, advanced trap(s) present.



Beware, living guardian(s) present.



This object has a secret compartment or door.



This item is of no obvious value, it is a fake

The Guildsman may undertake Research

In addition the Guildsman may learn one advanced skill from the list below.

Progression

After 2 months the Guildsman can apply to advance to the rank of Daymaster. (There is one Daymaster for each region of the country (North, Midlands, South) Appointment is made by the Campaign Coordinator

Daymaster

Fees

2 Crowns per month, plus 1/12 of all income.

Benefits

The Daymaster is trained to see the Magical in Nature aura that is represented by a gold/yellow ribbon and the following sigil (see Magic: Auras);



In addition the Daymaster may learn one skill from any category from the lists below.

Restrictions

There are up to two Daymaster, one for the North, and one for the South, although these slots need not be filled if there aren't many Thieves.

Progression

Advancement beyond Daymaster is to the position of Guildmaster Thief. There is only one Guildmaster and the Campaign Coordinator appoints him.

Nightmaster

Fees

As per normal Guild rank. No fees in any month in which he catches someone breaking Guild rules.

Benefits

None

Duties

The Campaign Co-ordinator appoints the Nightmaster, the Nightmaster position should be a secret kept from all other Guild members and known only to the Undercouncil and Guildmaster. The Thief may be of any rank other than Guildmaster. It is his job to report any activities occurring within the Guild that threatens it to the Undercouncil and also to enforce the rules of the Guild. If necessary he will carry out any repercussions that the Undercouncil deems fit including terminal punishments, even to the point of removing the Guildmaster from his/her position or terminating him/her.

The Nightmasters sanctioned punishments of Thieves is not subject to the usual rules of PVP as if they are classed (though they are not required) to be a member of the Guild of Nighthawks.

The Guild of Thieves is a secret organisation and players should be encouraged to maintain it thus. Because of this it can be difficult to control this aspect of the game. It is the job of the Nightmaster to help this control by reporting to the Campaign Coordinator what the Guild is doing.

Guildmaster

Fees

None

Benefits

The Guildmaster gains no further benefits. The Guildmaster does not hold a seat on the Guildscouncil.

Progression

There is only one Guildmaster and the Undercouncil (i.e. the Campaign Coordinator) appoints the position.

Guild Items:

The Guild Crowbar

The Guild Bag

Nightmaster's Dagger

Research

It is possible, through in-character research that the abilities and skills may expand in the future. Any Thief of Guildsman rank or higher can research such skills and should fill out a research request form and send it to the Senior

Referees through their LO. This counts as a feasibility study that costs 20 Crowns.

Thief Skills

The following skills are available to be taught to Thieves as they progress through the ranks. They all require continued practice or available materials. As a result if a person leaves the Guild or is demoted that training or those materials are denied and the person loses the skill. These skills may not be taught to another person (PC or NPC). Skills can't be taken more than once unless they specify otherwise.

Basic Skills

Removing Hands

A Thief is taught how to remove hands swiftly and precisely as punishment for theft using a single dagger. When given permission by the Guildmaster and/or Illegal Undercouncil (i.e. CC), a member of the Thieves Guild can remove a person's hand. Removing a hand takes 30 seconds and causes a permanent wound to that limb location. A Thief removing a hand without permission will incur the wrath of the Nightmaster (and usually an OOC warning from the Senior Referees).

Trap Sense

A thief who examines a trap with thieves' tools may learn additional information after one minute of examination. If the thief knows all the sigils that are linked with the trap (even magical ones if it is a magical trap) and can demonstrate this to a referee then the thief can ask a single question about the workings of the trap (similar to a divine nature) at referees discretion. The thief may not ask questions about a trap that has runes/sigils they can't identify.

A Guild member may "buy" a set of Thieves Tools from the Guild for 20/-. They remain the property of the Thieves Guild and upon the characters death or retirement must be returned to the Guild. They may not be given to another thief. The physrep used for Thieves tools is upto the player, but they must contain the Thieves Guild Property rune.

Subdual Throwing Weapons

The thief can call "subdual" when using throwing weapons. This skill has a pre-requisite of Throwing Weapons (Intermediate Thief skill).

Intermediate Skills

Hide Tracks

The Player is able to rewrite **known** sections the scout tracking grid with appropriate roleplay. (I.e. must have the tracking skill)

Siphon Poison

An alchemist thief who knows at least one poison recipe and can demonstrate to the referee that they recognise the sigil indicating the presence of poison can after a suitable period of role-play and the use of a thieves toolkit render the poison ineffective. At the referee's discretion the thief also has the ability to siphon the poison from the trap and immediately apply it to a weapon in the

case of an oil, or bottle it in case of oral swiftdeath. Bottled poisons expire at dawn. The thief can only re-use poisons for which they know the recipe.

Trap sense is a pre-requisite for this skill, and the trap sense skill must have been used on the poisoned trap before this skill. This skill will NOT work on living guardians that are poisonous, and cannot be used to extract poisons from any living creature.

Note: It is not possible to siphon Poison Gas.

Throwing Weapons

The Guild member is taught how to use throwing weapons (daggers, stars etc.) and can buy them at discounted prices. The reduced price list is set out in the equipment section. Throwing weapons come in all shapes and sizes, for them to have an effect they must be 'Balanced' (paid for as if buying a throwing dagger i.e. 0/4 Pennies).

Trap Engineer

The thief can build simple traps such as tripwires and dart traps. They can also build such traps into their own equipment.

All traps built must be phys-repped with a suitable trigger mechanism and are limited to a single point of damage as their effect.

The thief must have the skill "Trap Sense" and must purchase a special trap kit from the Thieves Guild for 50/-

This kit must be suitably phys-repped, marked up as Guild property, and must be the same phys-rep as a standard thieves toolkit.

Advanced Skills

Lock Picks

A Guild member may "buy" a set of lock-picks from the Guild for 20 Crowns. The lock-picks remain the property of the Thieves Guild and upon the characters death or retirement must be returned to the Guild. They may not be given to another Thief. The physrep used for lock-picks is up to the player, but they must contain the Thieves Guild property rune. The Thief is also taught how to use lock-picks to open locked doors, boxes or anything else with a similar mechanical mechanism.

Forgery

A forgery kit worth 25 Crowns must be obtained from the Guild, which should be suitably physrepped, and the Thief must be able to read and write. To utilize the skill an original document must be obtained as a reference; this document can then be copied and altered into a forged document and marked with the J rune. It costs 2 Crowns per forged page in materials. Documents (including permits) containing information signed or bearing the seal of the Royal Family, Dukes or PC's/NPC's with a social status of 9 or greater needs the CC permission.

In exceptional cases with increased manufacturing time and cost a document may be forged without the J rune (CC permission only).

Forging a Guild permit does not grant the ability to enter the appropriate Guild house and train in using that Guildskills and abilities illegally.

9 - The Guild of Nighthawks

For there to be an Assassins Guild within the Fools & Heroes campaign it must be secretive and shadowy. For this reason there is very little information set out here, but the Senior Referees and the Campaign Co-ordinator have a set of rules so there is consistency.

The Guild must be open to scrutiny by Referees and any problems should be taken up with the Senior Referees or the Executive Committee.

Membership of the Guild

Any race may join the Guild. However certain characters may not join, due to their Guild/Church allegiances.

- Guards and Foresters
- Vleyborians
- Sidheans
- Devotees or Priests of Tralda
- Priests of Crowa
- Crowan Roses

*Referees should tell players that if they wish their character to join this Guild they should write **directly** to the CC and not tell their LO, Referees, or any other players.*

They should provide the following information to the CC as part of their application.

- Their character's name
- Their in-character reasons for wanting to join the Guild and the skills they offer.
- Details of their Guild and Church memberships, along with ranks.
- Their own (player's) name, address and Branch.

Only the CC may appoint Nighthawks. If someone is accepted in to the Guild that player should tell nobody else, not even his LO or Referees. The information does not get entered on character returns.

Contracts

Anyone wanting to take out a contract on another character should write to the Senior Referees (not the CC). They should provide the following information.

- Their character name and their real name and address (anonymous contracts will not be accepted)
- The name of the target and details of Guild/Church ranks.
- The amount being given to the Guild.
- The reasons for wanting the contract taken out
- The targets real name and branch.

When taking out a contract the money must be sent with the application. If the contract is not accepted the money is still spent. No reason for refusal of the contract will be given, unless it is because the sum of money offered is insufficient. Reasons are not given as this may lead players to keep resubmitting contract requests with different reasons. Giving very poor in character reasons or offering too little money may result in the Nighthawks taking offence at the character who made the application and in certain cases a Hit may then be put on that character.

Murders

Characters are not allowed to kill each other in Fools & Heroes. The Guild of Nighthawks exists to police this in character and also to allow characters

to settle (terminally) major grudges etc. If characters were allowed to kill each other the game would degenerate in to anarchy and characters would be killed for petty or out of character reasons. Therefore the Nighthawks will respond swiftly where characters kill, or permanently disable, other characters. As a Referee you should report any such killings to the Senior Referees who will then consider what action to take.

In game terms, the Nighthawks have Demons scrying for such killings and they will learn of them even when the murder etc. is carried out when there is no one else around.

One exception to this murder rule applies. Where two characters challenge each other to a duel without any outside influence (magical, physical, abuse of sins or strictures) and the terms of the duel are accepted by both parties and adhered to then this is acceptable. If you are unsure or believe that someone is abusing this option then contact the Senior Referees.

The Nightmaster of the Thieves Guild is permitted to engage in sanctioned PVP as part of a thief punishment only, without having to be a member of the Guild of Nighthawks.

Contacting the Guild

The Nighthawks are contacted, in character, by leaving messages etc. in Kharachian shrines. There may also be a message box at Fests etc.

The Law

Assassinations and assassins are illegal in Ithron. Membership of this Guild, if proved in a Court, is punishable under the Law by death. If it can be proven that a character hired the Nighthawks to have someone killed then this is the same as if they murdered the person themselves and the punishment under the Law will follow. The Nighthawks will never release this information in the game

Section D - Religions

1 - Religious Rules

The Pantheons of Light and Dark

The Gods and Goddesses of Ithron fall in to two pantheons, the Churches of Light and those of Darkness. Player Characters may not under any circumstances worship the Dark Gods, as the characters are the good guys. If a character strays to this path then he immediately becomes an NPC under the control of the branch Referees. Any such circumstances must be reported to the Campaign Coordinator and Senior Referee (Knights and Religion)

Joining a Church

Becoming a member of a Church should not be taken lightly and Referees should make this clear to players. It should not be a way to gain powers and abilities, Referees should consider stopping a character joining if their motives are wrong (the deity will see through lies and deceit).

Levels of Devotion

Kindred

This is the lowest level of the Church hierarchy and is the most numerous in membership. They pay a tithe of one-twelfth (1/12) of their income to their Church. Kindred may call on the power of their God to hold back Undead; however they may not use holy water and are granted no Mana.

A character may be a Kindred in two different Churches but may never progress to a higher level in either Church.

Also it should be mentioned that characters who are dual kindred only count as one church/guild.

Kindred must follow the Major and Deadly sins of their Church.

Devotees

This is the mid-level of clergy and are often the warriors of their faith. They pay a tithe of one-half (1/2) of their income to the Church. Devotees can dismiss Undead as well as hold them back; they may use holy water and are granted some Mana by their God.

To successfully perform a Ritual a Devotee must be wearing a long scarf (should reach to waist or thigh) and a hood or that Ritual will not work.

Devotees must follow Major, Deadly and Devotional sins of their Church.

A Devotee of Brother rank (D3) or above can see the religious in nature sigil and aura.



Devotees of Brother/Sister Rank (D4) may double stack armour as per the Mercenaries skill so long as only 1 of the armour types is metal (i.e. cannot double stack metal armour). Devotees of Father/Mother rank (D6/D7) excepting Rose Order (They get it in their own rules at a specific rank) may double stack armour as per the Mercenaries skill. Devotees of this rank get their armour repairs paid for by the Church.

If a Devotee is of higher social standing in the Church than in any other Guild, they will get their armour and weapons repaired for free, as well as spell cards and ritual scrolls for free.

Priests

This is the highest level of clergy within the Church. Priests have totally devoted themselves to the worship of their deity. They pay a tithe of three-quarters (3/4) of their income to their Church. Priests may dismiss and hold back Undead, use holy water and are granted Mana.

All Priests must wear calf length (or longer) robes with a cowl (integral or separate) and a long scarf when casting Ritual spells or they will not work.

They must follow Major, Deadly, Devotional, Ecclesiastical sins and follow any strictures their Church has. A Priest of Brother rank (P2) or above can see the religious in nature sigil and aura as shown above. A Priest of High Father/Mother rank (P7) can discern Demonological auras, this is represented by a purple ribbon and can see the 'Pertains to Demonology' sigil (See Magic:

Auras);

Supplication

All characters join a Church at the Kindred level. In order for a character to become a Devotee or Priest of a Church they must successfully supplicate. They can do this as soon as they have joined the Church or later.

For one whole calendar month in which they must have adventured at least once the character must observe all the sins, tithes and restrictions of the religious level they are aspiring to with only the benefits of their existing level. If the character commits a sin relevant to their desired level during their supplication, they have failed, they may reattempt supplication in one calendar year.

Supplication applies to someone going from Kindred to a Devotee or a Priest, or from a Devotee to a Priest.

A starting character is assumed to have spent much of the month they start already supplicating, as such they are only required to spend an advance to complete the supplication period. (existing characters still need to do a full calendar month).

Progressing within the Church

Each month that a character adventures without sin and chooses not to advance in any Guild, qualifies towards their advancement. It takes time to rise in the Church hierarchy. At lower ranks dedicated followers can rise quickly but the higher mysteries take more time to acquire.

Rank	Devoted	Spell Slots	Mana	Advance
0	Suppliant	0	0	1 month
1	Acolyte	1	1	1 month
2	Novice	2	2	1 month
3	Novice	3	4	2 months
4	Brother	4	6	2 months
5	Brother	5	8	2 months
6	Father	6	10	3 months
7	Father Militant	7	12	

Rank	Priest	Spell Slots	Mana	Advance
0	Suppliant	0	0	1 month
1	Novice	2	4	1 month
2	Brother	4	6	1 month
3	Brother	6	8	2 months
4	Father	8	10	2 months
5	Father	10	12	2 months
6	Father	12	15	3 months
7	High Father	14	20	

A Priest of any rank, or a Devotee of Father rank or higher, is considered to be a Professional and so may not rise to Guildsman level in a Guild.

At each rank of devotion a devoted member may learn one spell and a member of the priesthood may learn two. All spells a character learns must be written out in their own personal spell books.

Characters becoming a Devotee or Priest straight from Kindred become novices D1/P1, Devotees who are advancing into the priesthood join at a higher level (see the table below).

Old Devotee Rank	New Priestly Rank	Extra Spell Slots
1	1	1
2	1	0
3	1	0*
4	1	0*
5	2	0
6	4	2
7	5	3

* Cannot gain any more spells until he has progressed in the priesthood and retains knowledge of 'Religious in Nature' sigil.

Other Positions

Any human High Mother / Father of a Church is eligible to become Primate. The position of Defender of the Faith is open to high-ranking Devotees and acts as the Church's enforcer. These positions are appointed through the Campaign Coordinator.

Tithes

Church members all tithe a portion of their income to the Church, the higher the level the higher the tithe. This tithe is taken from all cash income before any other outgoings or expenses are deducted. Non-cash goods are not tithed upon. This includes titling on the total sale price of items made by the character (e.g. Alchemy) not just the profit.

Immediate replacement of goods or cash does not incur tithe. Avoiding tithe by being paid in goods shows disrespect to the God and is a sin.

E.g. A Priest uses a limb heal potion on a fellow adventurer. At the end of the adventure the party give a limb heal potion to the Priest to replace the one he used. No tithe needs to be paid. If the replacement had not been made and the Priest wishes to replace the potion from his pay, then tithe must be paid on the income.

All tithes are rounded up to the nearest Penny.

Sinning and Absolution

Church members must abide by sets of sins set down by their deities (the sins are with the descriptions of the individual Churches). There are four types of sin Major, Deadly, Devotional and Ecclesiastical. A character may be forgiven a Major sin by his God and can be absolved but any other sin relevant to their level results in excommunication.

Sins

Sins are a part of a religious characters life. They reflect the path the character must follow to become closer to their God and as such sins apply in every situation. When a character commits a Major sin of their Church they are considered to be "in sin". They lose all religious power and abilities e.g. holding back Undead and casting spells. If the character is a Kindred of two Churches he loses the power of both. The character remains without power until they are absolved by a Priest of the same Church or spends a suitable length of time at a shrine.

A Priest absolves a sinner by performing a Ritual of Absolution. As part of the absolution, a penance should be set for the sinner. To decide on a reasonable penance the absolving Priest should consult with a Referee. The level of penance should reflect the seriousness of the sin.

Some examples of penance are paying 100% tithe for one or two months or an act or deed that either teaches the sinner more about his God or benefits the sinners Church (not the personal gain of the Priest setting the penance). E.g. a Traldan using no magic or a Crowan devoted wearing no Armour on a number of adventures. Referees should make sure that Priests are not setting penance without consulting you or making personal gain from them.

If a character repeatedly or deliberately breaks Major sins they can be excommunicated at the Referee's discretion although they should consult with a Senior Referee first.

Strictures

Priests and members of religious orders must follow certain strictures as set out by their Church. Breaking a stricture is not a sin but is a matter for the Defender of the Faith or Head of Order to punish. However, if a person repeatedly breaks a stricture then they may be put in sin for disrespecting a God. Primates can apply to have strictures removed or altered or to have additional strictures imposed; this must be done with the agreement of the Church Council (i.e.: the Campaign Co-Ordinator and the Senior Referee Knights and Religion).

Excommunication



If a Church member commits a Deadly, Devotional or Ecclesiastical sin which his level states he must avoid (a Kindred cannot be excommunicated for committing a devotional sin) he is excommunicated by his God. The character loses all Mana and other benefits. The sinner is branded on the face by the God (rune as shown above). The rune cannot be removed by any means, cannot be covered by makeup, clothing and or armour.

Whilst excommunicants are not usually outlawed under Ithronian law they are shunned by the populace in general and the followers of the Churches in particular. Excommunicants, especially unrepentant ones, are regarded as the targets for the Gods wrath and are thus generally avoided. Characters should not be excommunicated if they are forced into sinning e.g. they are under the influence of a spell or other form of compulsion.

An excommunication cannot be reversed without the permission of the Senior Referee Knights & Religions. This is an extremely rare occurrence but can be achieved.

Church primates do not have the power to excommunicate a character unless they have approval by the Senior Referee Knights & Religions.

Excommunicants cannot ADVANCE beyond Guildsman in any Guild (if they're already beyond that, it's a call for the Guildmaster/Protector to decide if they can keep their existing rank.)

Oaths on the Gods

Swearing an oath on a God is a way that a character can say he has total belief or faith in what he is saying or agreeing to. An oath made on the Gods that is false or a pact made under such an oath that is broken will bring serious repercussions on the offending character.

It is easy to have the offender struck down or disintegrated, leaving a pair of smoking boots, but people tend to forget these situations quickly. By being creative characters remember that such oaths should not be broken or made lightly for a long time. E.g. a character that is disintegrated by the Gods is quickly forgotten, as is the offence. A character that is still around and is inflicted with a wasting disease that is slowly turning him in to a troll is a constant reminder and gives the offender a chance to appease the Gods and get cured.

Having said this, oaths on the Gods should be rare. Non-religious characters do not worship a God and therefore should not (normally) be making such oaths. Religious characters should have respect for their deity and not bandy their names about on anything but major issues.

As a Referee you can punish characters making excessive use of such oaths or making oaths for trivial reasons.

Oaths are made for the life of the character not just the class they are in. If a character makes a oath to the gods, but wishes to become free of it. Then they will need to quest to the god to be set free. This quest must be okayed with the Senior Ref Knights and Religion.

Holy symbols and the Undead

All Church members must have a holy symbol. Without one their spells will not work and they have no power over the Undead.

The Gods protect their own and anyone or thing stealing holy symbols suffers from it. Anyone taking a holy symbol that is not theirs should inform a Referee **immediately** Even the stupidest bandit knows not to steal a holy symbol lest a curse fall upon them. The Gods will usually wait to see what the Thieves motives are before punishing them.

Monsters should not take holy symbols from characters unless there is a good plot reason for this to happen. If a player steals a holy symbol the Referee should place them under a curse appropriate to the God whose symbol was stolen until such a time as the player returns the symbol to its owner. If any character tries to steal one of the Holy Church items a Senior Referee should be contacted.

A character may hold back Undead by looking at the creature, holding out their holy symbol and focusing the power of their God at it. This is represented by chanting the name of their God with feeling. This action prevents the Undead from advancing, however if the character looks away, moves his holy symbol or stops chanting, the Undead may again act freely. The Undead may not advance whilst being held back, but it can still swing its weapons and hit the character if he is in range. The character may not perform any other action (except for moving, advancing on undead will not push them back) whilst holding an Undead at bay. Abusing this power will lead to the character being placed in sin.

Priests and Devotees may channel 1pt of Active reserve through their holy symbols to damage the spirit strength of an Undead creature. This is done as follows:

Holding the arm straight before them with their holy symbol facing the creature the character begins to chant their deity's name; whilst chanting, the character holds their free hand out sideways, with the fingers of their hand spread wide and their palm facing the creature; the character maintains this position while chanting their God's name five times aloud. As the fifth chant ends they swing their free arm until the still open hand is brought into contact with the back of the hand holding the symbol; At this point the character shouts "leave" at the target creature. One point of Active reserve is channelled through the holy symbol to strike at the creature. This process can be repeated as many times as the character has Active reserve; this is often necessary for more powerful Undead.

Holy Water

Holy water can be used in several ways. Devotees and Priests can use holy water against the Undead, throwing holy water over the creatures whilst saying aloud their deity's name. The holy water is thought to reduce the spirit strength of the creature. The other use for holy water is in certain Rituals such as Cleansing & Absolution. Holy water needs to be marked with the 'Religious in nature rune' and an appropriate symbol of the God. E.g. a Lady's face, playing card or dice for Traldan holy water.

Priest and Devotees should not carry excessive amounts of holy water (more than their current total number of Mana). Characters that do this should be penalised as they are abusing the God's gifts.

Priests can make their own holy water using the Bless Water spell or through the use of a shrine (see shrine section).

Devotees and Priests can create holy water either by using the spell Bless Water or they may use a shrine to bless the water over night. To do this they must place the bottles of water on the Shrine to their God and kneel in prayer before the Shrine for at least 5 minutes. At dawn the next day, the water will be blessed. This rule is in place to allow religious characters to have holy water available each day of fests and longer events without having to expend their power. Abuses of this rule should be reported to the SR Knights & Religions. Holy water is provided free of charge.

Meditation and Prayer

In times of stress or trouble religious characters look for and may receive divine aid or guidance. Meditation can take place anywhere but a more favourable outcome is often received when a character is in a shrine, temple or other holy place. Also the rank of the character may affect the outcome - the God is more likely to listen to a full Priest than a Kindred. To meditate a character should adopt a meditative position with eyes closed and begin either silent contemplation or loud prayers to the God depending on the Priest. This should go on for as long as the Referee judges appropriate. Then the Referee will inform the character if he has been successful in contacting the God or not. How, or if, the deity responds will depend upon the circumstances. How important is the information the character is asking for? Answers should not be forthcoming on minor matters or those where the person doing the meditating is going for the easy option rather than thinking about the problem. Meditation does not automatically confer the right to an answer. The Gods are busy and any answers are at the Referee's discretion. No Mana is used in meditation.

Material Costs

Priests and Devotees gain several benefits from being members of the Church.

Devotees of Rank D1 to D5 may purchase spell cards and Ritual scrolls from their Church. Devotees of Rank D6 or D7 do not have to pay for spell cards or Ritual scrolls.

Priests do not have to pay for spell cards, Ritual scrolls or candles (to be used for the Absolution spell only).

Religious Magic Items

Religious Magic Items

All religious magic items require a laminated card that are made and signed by the SR Magic, if you require a religious magic item then please fill in an item request form and send it to one of the members of the rules committee via your LO. If the item is religious then please ask your LO to send it to the SR Religion, if it is Magical then ask your LO to send it to the SR Magic and if it is Demonological then please send it to the SR Creatures. Once the relevant SR is happy with the item they will pass it to the SR Magic to be made, proofread and distributed. Simple rule – No card – No item.

Bonding

Unless specified by the religious magic card all items need to be bonded to a single person or group of persons in order for them to function (see below), which will take up a Bind Slot (see Magic: Bind Slots). The item remains bonded until the person or group of persons die, the item is severed or the mana within the item fails. If an item is attached to a group, the item will continue to work so long as a single member is still alive.

Only the individuals bound to an item will be able to use its abilities (be they advantageous or not), unless stated otherwise on the laminated card.

The item can be stolen/picked up but until the link to the item has been removed the bonded owner knows the distance and direction to the item. If the item is not currently on this plane then the owner knows that the item is not on this plane. An item is bound to a person through their life force, because of this losing an item and letting it fall into the hands of an evil Mage or Demon will be bad for the bonded individual, please contact the SR Magic if this occurs.

If all those who are bonded to a particular item die then the link is severed between the individual(s) and the item, it will never work again, even if the body(s) is later resurrected.

Bonding and Severing Religious Magic Items

Unlike magical items bonding and severing religious items is not easily done, unless specified on the laminated card, a religious item cannot be bonded or severed without the divine intervention of the God that the item is aligned too.

To bind or sever a religious item a Quest must be performed or the Gods need to be appeased in some fashion, this is up to Referee discretion to set and should take into the account the context of the situation and if the person is '(un)worthy' for the Gods attention.

Gods (i.e. Referees) have been known to at a whim unbind religious magic items from their owners if the owner performs an action that the God does not agree with.

Destroying Items

All items (magical, religious and Demonic) also have a specific way of being destroyed (which can be researched by anyone, including bad guys), unless this specific requirement is met it cannot be destroyed. I.e. A religious sword that can cause Knockback as it hits a target may still be shattered (and subsequently mended by a spell or the Blacksmith Guild) but it will not be destroyed permanently and lose its abilities until the destruction condition is met.

Prayer Scrolls

A High Mother/Father can make prayer scrolls. They can only make one scroll at a time. Priests **do not** have to pay to produce Prayer scrolls either, but they must charge a minimum price when selling the scrolls that is equivalent to the cost of manufacture as listed below. If a Priest gives away a charged scroll they must immediately refund the cost to the church in cash. To do otherwise is to cheat the God of its assets (the sin of disrespect).

LO's are allowed to sign Prayer scrolls to be given out as treasure, however discretion is required and the more expensive scrolls should rarely if ever be given out as treasure. i.e. a scroll of Restoration should only be given out as fest treasure and no more than one every year or two. If you're unsure if you should sign a Prayer scroll than contact the SR Magic for advice.

A Father Militant / Mother Militant can make prayer scrolls. They can only make one scroll at a time. They can only make spells with a cost of 2 or less. They will need to pay the full cost of the scroll before it is started.

Creating Prayer Scrolls

Scrolls are not 'special' items and as such and so do not need to be bound to be used by any individual. Religious Prayer scrolls will only work for followers of the faith that the scroll is made for.

A Prayer scroll takes time to construct and has a manufacturing cost (see below), if the Prayer scroll takes longer than 13 weeks to make, a quest must be performed to finish the scroll off. A quest can take many forms from giving a sermon, to aiding a local Priest, to doing a specific holy task. The key element is that it is a quest given from a Referee directly to the specific player. Once the quest and total manufacturing time has been completed and the manufacturing cost has been met then the Prayer scroll is complete.

All scrolls must be signed and dated by an LO once complete.

Prayers and Rituals can be made into Prayer scrolls however note that commands cannot be made into Prayer scrolls.

Any Prayer scroll cannot be used by a 3rd party to obtain the personal mark of the person who made the scroll; otherwise Priests would never give away or sell their scrolls.

Spells that have no spell cost are considered to have a single point of power for the purposes of manufacturing Prayer scrolls

High Fathers/Mothers, Father/Mother Militant - Rituals

Any Ritual from your prayer book can be made.

Father/Mother Militant: They can only make spells with a cost of 2 or less. Grey knights and Roses of D7 can also make scrolls. They will be paid for by the order, if anyone else wishes to use them then the cost must be payed back to the church as per the priest rules.

$4 \times \text{Mana cost to cast the Ritual}^* = \text{Number of weeks to manufacture}$
 $4 \times \text{Mana cost to cast the Ritual}^* = \text{Cost to church to manufacture the Scroll}$
**to a minimum of 1*
i.e. a Ritual of Bless Weapon takes 2 points to cast, therefore will take 8 weeks to make and will cost 8 crowns.

Ritual scrolls are cast as Rituals. Only those of the faith that created the Ritual scroll can use it.

High Fathers/Mothers - Prayers

Any Prayer from your prayer book can be made into a Prayer scroll

$6 \times \text{Mana cost to cast the Prayer}^* = \text{Number of weeks to manufacture}$
 $4 \times \text{Mana cost to cast the Prayer}^* = \text{Cost to church to manufacture the Scroll}$
**to a minimum of 1*

i.e. a Prayer scroll of Sleep takes 2 points to cast, therefore will take 12 weeks to make and its minimum RRP is 8 crowns.

Prayer scrolls are cast as Prayers. Only those of the faith that created the Prayer scroll can use it. Prayer scrolls should be made the same size as Ritual scrolls with only the Prayer verbals and how to cast the Prayer written on the scroll.

Father/Mother Militant - Prayers

Any Prayer from your prayer book can be made into a Prayer scroll. They can only make spells with a cost of 2pts or less.

8 x Mana cost to cast the Prayer = Number of weeks to manufacture*

4 x Mana cost to cast the Prayer = Cost to church to manufacture the Scroll *to a minimum of 1*

i.e. a Prayer scroll of Sleep takes 2 points to cast, therefore will take 16 weeks to make and its minimum RRP is 8 crowns.

Prayer scrolls are cast as Prayers. Only those of the faith that created the Prayer scroll can use it. Prayer scrolls should be made the same size as Ritual scrolls with only the Prayer verbals and how to cast the Prayer written on the scroll.

Shrines

Shrines are at the centre of any place of worship, be it a small chapel to a grand cathedral, they are conduits and direct links to the Gods themselves. The shrine and 15ft around it count as holy ground. To maintain their connection to the Gods, all Shrines must be tended to and worshiped at, at least once a week. Larger shrines will require more care than smaller ones.

Shrines Powers

A well-tended shrine will have the following specific powers;

- When a Demon Imp, Lesser or familiar enters holy ground (within 15 ft.) of a shrine, their body will be filled with pain and they will writhe until they leave the area or after 2 minutes at which point they will be dismissed back to Sharda.
- All Undead will be repelled and be unable to enter holy ground.
- Only Primates, High Fathers/Mothers (of the relevant deity) and Priests charged with the tending of a shrine, will be able to remove items from that shrine. All other characters removing items will be cursed by the respective God (Referees discretion). The relic and candles are key to the shrines link to the gods and as such cannot be removed, from a active shrine
- Priests placing vials, with unblest water before a shrine to their God (not necessarily upon the shrine, see above point), will have their water blessed after 30 minutes. The water will become blessed as long as they remain within the holy ground in worship, giving sermons, in prayer, in meditation or protecting the shrine.
- Devotees placing vials, with unblest water before a shrine to their God, will have their water blessed after 30 minutes. The water will become blessed as long as they remain within the holy ground in worship, giving sermons, in prayer, in meditation or protecting the shrine.
- Characters in Sin can pray at a shrine (with a Referee present) and be absolved, in this case the Deity (Referee) will set their penance direct.
- Some shrines might have additional effects (SR Religions discretion).

Unattended shrines

Shrines that have fallen into disrepair and/or have been forgotten about will lose their power; this will take a period of three months, the holy ground around the shrine will shrink by 5 feet per month at the end of the 3rd month the shrine will become useless. If during the three months, active worship is conducted at the shrine it will re-establish a full conduit between the God and Shrine. If done after the three months it will have no effect (Referees discretion) and a new shrine will have to be created in its place.

Creating a Shrine

Creating a shrine requires a focus for the Gods power, usually a minor holy relic. Normally religious adventurers quest for relics but Churches also keep a store of relics that can be purchased in return for a 30/- donation (it is up to the local Referees to determine the availability of such relics).

The area where the shrine is to be erected must first be cleared and cleansed in the name of the deity. The shrine should then be built with the relic on display, in-between two candles (see equipment list). Once built a Ritual of Bless Water should be performed around the shrine to consecrate it.

The first hour of a shrines existence is important, the attention of the deity should be kept on the shrine through regular sermon and prayer. After this period the shrine will be fully formed and have an area of 15ft around it that counts as holy ground (at a fest this time limit may be varied at Referees discretion).

Dark God followers also need to follow these guidelines to create their shrines and they should have a limited amount of resources in terms of relics.

Please ensure that the creation of new shrines is sufficiently rare by limiting the number of relics that can simply be 'bought'.

Research

It is possible, through in-character research that the abilities and skills may expand in the future. Any religious Priest at P7, Devotee at D7, Knight Marshal, Knight Librarian, Knight Adventurous, Knight Devout at D7, Leigh Knight, Battle Knight or Mother Rose rank can research new spells and abilities and should fill out a research request form and send it to the Senior Referees through their LO, this counts as a feasibility study that costs 10 Crowns for D7's (not Knight Devout at rank D7) and 5 Crowns for P7's and all other afore mentioned ranks. A character who researches a spell that is passed by the Executive committee does not need to have a free or unused spell slot, if passed the spell is additional to their normal allowance.

Holy Days

Each Church has two holy days that are acknowledged by all followers of the Seven and most of the general populace. Holy days are either Primary (P), in which case they occur on the first Saturday on or after the date listed, or Secondary (S), in which case they fall on the first Sunday on or after the date listed. The highest-ranking member of the Church in each area should perform a ceremony on the holy day.

Demons and Undead

Whilst the two pantheons fight against each other they will put aside their differences when it comes to destroying Undead and Demons.

The Churches and their followers should seek to destroy these abominations where possible. This does not mean that people have to suicidally attack a Demon that could easily overpower them. Reporting the information and returning with a stronger force is perfectly acceptable.

This view of Demons and Undead can put the Churches at odds with some Mages at times. The Churches do not condemn a whole school of magic but they will often distrust Necromancers and Demonologists, but more specifically those who summon Demons or raise Undead. This restriction does not stop a Demonologist or Necromancer from joining a Church. Voluntarily summoning a Demon (even a familiar) or raising an Undead does however break Church rules and will result in the character being excommunicated.

Souls

All living creatures have 'souls', in game terms the soul represents the essential passions and emotions of life; fear, compassion, guilt, pain, love etc. Any creature that does not experience or have the capability to experience all of these emotions/passions is considered not to be a living creature. i.e. An Automata is not a living creature but a dog is.

At times it is possible for a creature to lose its soul, either to be placed in a soul gem (See Bestiary: Demons section) or it taken away by some effect at Referees' discretion. When this occurs the creature will follow these rules;

- All actions taken will be based on logic and **not** emotions
- Any mind affecting spell that is based on emotion (fear, befriend etc.) will cause the creature to become confused, the creature cannot take any actions for the duration that the spell would normally have an effect.
- The creature cannot summon the passion to resist any spells or effects cast at them (they can still be rendered immune to a spell by a potion, but cannot call on the resists of Protection from Magic potion).
- The creature cannot wield mana, soulfire or be bound to an item. All existing bonds will be severed.
- The creature becomes invisible to all lesser Undead unless they take hostile action towards the Undead.
- The creature cannot use any skill or ability requiring focus or emotion (i.e. can fight, double stack but cannot use light sleeper).
- Religious healing will not work on the creature.
- Gnarkh Demons will not be able to track the creature

Disrespecting the Gods

Certain actions are considered disrespectful to the Gods. Examples of disrespect are as follows.

For all characters:

- Swearing petty oaths on the Gods
- Manipulating a follower of the light Gods in order to place them in sin
- Cheating on religious tithes and expenses
- Stealing holy symbols for most purposes other than returning them to the Church (Except the Church of Seraklan)
- Interfering with a consecrated shrine
- Cursing the name of the Gods

For religious characters:

- Denying ones faith or rank in the Church (except the Church of Seraklan)

- Aiding Demons, Undead or the Dark Churches for personal gain
- Intentionally sinning
- Breaking a penance
- Using another's personal mark for personal gain (Deadly)

In most cases 'Disrespecting the Gods' is a Major sin for religious characters. The relevant God may curse non-religious characters disrespecting the Gods. If a character uses the wrong God's name in a rite (Ritual, spell casting, dismissing etc.) it is not disrespecting a God, and is not a sin. All it means is that the rite has 'no effect'.

2 – The Churches of Light

The Church of Crowa

Ethos

Crowa is the Goddess of bravery, battle, skill at arms and protection of the weak. Her followers stand in the face of overwhelming odds in the defence of those who cannot or will not fight. They do not always believe fights should be fair, but that battles are won by hand-to-hand combat with the best fighter winning. If you can't win then die fighting, in the meantime live life loud and fast.

Holy Symbol

A sword

Holy Artefact:

The Crowa Blade

Holy Days:

St Alfred's Day, 23rd April (S);

Crusade Day, 5th July (P)

Sins

The below sins are also in addition to those found in the section of 'Religion: Disrespecting the Gods'.

Major

- Refusing to accept a fair challenge
- Cowardice (refusing to enter combat, running from a battle)

Deadly

- Using offensive magic (Any spell that specifically and only dismiss or harms undead/demons can be used. I.e. can use siphon spirit strength on a undead but not use wound head on a demon.)
- Disobeying an order from a Church appointed superior

Devotional

- Failing to observe a service of Crowa, a feast day of Crowa or a shrine of Crowa
- Running from a battle whilst comrades are still engaged

Ecclesiastical

- Knowingly participating in or allowing treachery or assassination or the like.

Strictures

- Priests must always have robes available.
- Priests of Crowa may not wear any armour. They may use shields.
- They may not use missile or thrown weapons.
- They should wear red clothes.

Special Ability

The law states that Crowan Priests (or supplicants) do not require a Weapons permit.

A Crowan Devotee or Priest of Father/Mother rank or higher may call on Crowa's aid, during or just before a battle. The activating phrase is "Crowa aid me in this, my final battle". For the duration of the battle the person calling on Crowa receives, at no cost in Mana, the benefits of the spells of Strength, Bonding and Trollstrength. In addition the bonded weapon is also enchanted. At the end of the fight the character immediately dies and is laid to rest. The event organiser may add to the effects of the spell as deemed necessary to vanquish the foe. The event organiser may also call an end to the final battle.

After Reaching the Highest Rank (P7 or D7) the Crowan may embark on a journey of spiritual self-discovery (6 advances). If completed the Crowan gets the ability to wake from unconsciousness with all wounds and afflictions healed (including missing limbs, Refs discretion) and begin their final battle.

Activation Phrase "Witness Crowa's Reckoning, in this, My Final Battle!"

Spells

Ritual of Absolution	0	Priest only, No slot	Prayer of Bless Armour	1	
Ritual of Bless Water	1	Priest only, No slot	Prayer of Bless Vestments	1	
Ritual of Cleansing	0	Priest only, No slot	Prayer of Bonding	2	
Ritual of Deconsecrate Shrine	6	High Father/Mother only (No slot) Quest only	Prayer of Courage	2	
			Prayer of Fortitude	2	
			Prayer of Greater Parry	3	
Command of Cleave	1		Prayer of Protection from Missiles	3	
Command of Heal Limb	1		Prayer of Strength	4	
Command of Mighty Strike	1		Prayer of Light	1	
Command of Protection from Magic	4		Prayer of Cool Metal	2	
Command of Purge Poison	2		Prayer of Lift Spell	2	
Command of Second Sight	1				
			Ritual of Bless Weapon	2	
			Ritual of Reforge metal	2	
			Ritual of Trollstrength	5	Quest Only
			Ritual of Locate	2	

The Church of Kharach

Ethos

Kharach is the keeper of the Halls of the Slain. He promotes a swift, merciful death when someone's time has come. His followers have a ruthless reputation and are feared by many for their fearlessness in the face of death, their daily dealing with the dead and their fanaticism against Undead. Kharachians however, believe in the sanctity of the soul, despise painful death and mutilation and promote a respect for the fallen.

Holy Symbol

A skull.

Holy Artefact:

The Mace of Kharach.

Holy Days:

End of Winter, 1st March (S):

Night of the Dead, 31st October (P).

Sins

The below sins are also in addition to those found in the section of 'Religion: Disrespecting the Gods'.

Major

- Verbally naming the dead (except Kharach and Undead)
- Touching a follower of Vleybor

Deadly

- Assisting in resurrection
- Desecrating a dead body in which a soul resides

Devotional

- Failing to observe a service of Kharach, a feast day of Kharach or a shrine of Kharach
- Aiding in the treatment of fatal wounds and sickness
- Using non-lethal weapons

Ecclesiastical

- Refusing to perform a Ritual of Lay to Rest when requested

Strictures

- Priests must always have robes available.
- Priests of Kharach may wear any armour but may not use shields.
- They should wear black clothes – may be edged in red.
- They must wear a mask or cowl.

Notes

Members of the Church of Kharach cannot be resurrected. Kharach will curse anyone attempting to resurrect a member of the Church.

A Priest of Kharach is able to distinguish if a subject is dead or in Deathsleap. They recognise the sigil (d) on the forehead of a deathslpt person.

A Kharachian may use a Longstorian's holy water as long as Kharach's name is used in all connotations.

Special Ability – Shepherd of the Lost

Priests and Devotees of Father rank and above are able to delay all spells cast at them while performing a lay to rest.

All spells are then taken irresistibly at the conclusion of the ritual.

An injury caused by physical means still breaks concentration and all spells already delayed take effect.

A Kharachian may not pause in the ritual once begun.

This ability was granted to the faithful by the petition of Primate Tabitha Waye (Cara Bull, Bristol) who was slain while trying to deconsecrate a shrine to Bequifus.

Spells

Ritual of Absolution	0	Priest only, No slot		
Ritual of Bless Water	1	Priest only, No slot	Prayer of Bless Armour	1
Ritual of Cleansing	0	Priest only, No slot	Prayer of Fear	1
Ritual of Lay to Rest	0	No slot for	Prayer of Cool Metal	2
		Priests/Father and	Prayer of Sleep	2
		Mother Devotees.	Prayer of Wound Head	3
Ritual of Deconsecrate Shrine	6	High Father/Mother	Prayer of Destroy Lesser	1
		only-(No slot) Quest	Prayer of Destroy Undead –Minor	3
		only	Prayer of Destroy Undead – Major	5
Command of Protection from Magic	4		Prayer of Mind Block	2
Command of Strike Down	5		Prayer of Death Shield	2
Command of Mute	1		Ritual of Bless Weapon	2
Command of Fear	1		Ritual of Commune with Dead	1
			Wrath of Kharach	12

Quest Only

Lethal Only

The Church of Longstor

Ethos

Longstor is the God of nature and the hunt. He promotes the natural course of events and protection of the wilderness, especially woodland. Followers of Longstor are regarded as distant to many, being more concerned with looking after nature than people. Longstorians despise anything unnatural, especially that which has been corrupted and will do anything to return such things to the cycle either by curing or killing them.

Holy Symbol

An acorn, leaf, or other natural shape.

Holy Artefact:

The Coat of Longstor.

Holy Days:

Ploughing of the Sod, 2nd February (S);

Festival of Crops, 15th August (P).

Sins

The below sins are also in addition to those found in the section of 'Religion: Disrespecting the Gods'.

Major

- Allowing others to wantonly damage the forest.
- Interfering with the natural order

Deadly

- Wantonly damaging the forest
- Refusing to aid other followers of Longstor when requested

Devotional

- Failing to observe a service of Longstor, a feast day of Longstor or a shrine of Longstor
- Showing negative emotion over life and death

Ecclesiastical

- Aiding or being resurrected

Strictures

- Priests must always have robes available.
- Priests of Longstor may not wear metal armour but may use shields.
- They may use any weapons.

Special Ability

At Mother/Father rank a Longstorian gains the ability to cast the spell Remove Corruption.

In addition all Father rank Longstorians (Devoted and Priestly) can see the following sigils:



This item/creature/article is fae in nature.

A Longstorian may use a Kharachian's holy water as long as Longstor's name is used in all connotations.

Spells

Ritual of Absolution	0	Priest only, No slot	Prayer of Entangle in Plants	2	
Ritual of Bless Water	1	Priest only, No slot	Prayer of Fear	1	
Ritual of Cleansing	0	Priest only, No slot	Prayer of Heal Body	2	
Ritual of Remove Corruption	0	Father Rank and above only, No slot. See above	Prayer of Lightfoot	2	
			Prayer of Protection from Entangle	2	
Ritual of Deconsecrate Shrine	6	High Father/Mother only. (No slot) Quest only	Prayer of Protection from Poison	2	
			Prayer of Sanctuary	4	Quest Only
			Prayer of Sleep	2	
			Prayer of Treestep	5	
			Prayer of Warp Wood	2	
Command of Commune with Nature	1		Ritual of Bless Missiles	2	
Command of Expel Elderkin	1		Ritual of Bless Weapon	2	
Command of Heal Limb	1		Ritual of Reform Wood	2	
Command of Protection from Magic	4		Ritual of Locate	2	
Command of Stun	3		Ritual of Foretell Future	5	
Prayer of Bless Armour	1		Ritual of Purge Poison	2	
Prayer of Body of ...	4				
Prayer of Barkskin	2				

The Church of Rolbor

Ethos

Rolbor is the God of Knowledge, Prosperity and Culture. He promotes the sharing of knowledge, the traditions of hospitality, and the celebration of all different walks of life. Rolborian faithful are often scholars, merchants, ambassadors and keepers of lore within their communities. Their faith encourages them to be generous, both with their time and coin, but they are no fools and do not take exploitation of their virtues lightly.

Holy Symbol

A Gemstone or Jewel

Holy Artefact:

The Crystallis

Holy Days:

First Milk, 12th February (S);
Harvest Festival, 28th August (P).

Sins

The below sins are also in addition to those found in the section of 'Religion: Disrespecting the Gods'.

Major

- Openly disrespecting the traditions of other civilised societies
A civilised society has a well developed system of government and culture that attempts to treat the people who live there with reasonable fairness. e.g. Axir is civilised. An orc tribe is not.
- Refusing to offer or share hospitality with those clearly in need

Deadly

- Refusing to aid other followers of Rolbor when requested
- Engaging in deliberate deception regarding an agreed truce
This includes attacking those under Befriend and Pact spells cast by the Rolborian.

Devotional

- Destroying written knowledge without great need
- Failing to observe a service of Rolbor, a feast day of Rolbor or a shrine of Rolbor

Ecclesiastical

- Hoarding wealth or knowledge to the obvious detriment of others

Strictures (Priests only)

- They must always have robes available.
- They may not wear metal armour.
- They may not use thrown weapons.
- They should wear rich looking clothing – Purple and Gold are favoured.

Special Abilities

- Priests and Devotees of Father rank or higher can cast the spell *Purify Meal* for no cost and without material components but must hold their holy symbol over the meal when they cast the spell.

Spells

Prayer of Purify Meal	0/1	No slot for Priests	Prayer of Understanding	1	
Ritual of Absolution	0	Priest only, No slot	Prayer of Shield	2	
Ritual of Bless Water	1	No slot	Prayer of Sleep	2	
Ritual of Cleansing	0	Priest only, No slot	Prayer of Lift Spell	2	
Ritual of Deconsecrate Shrine	6	High Father/Mother only. (No slot) Quest only	Ritual of Bless Weapon	2	
			Ritual of Comprehension	2	
Command of Befriend	1		Ritual of Create Circle of Protection	3	
Command of Heal Limb	1		Ritual of Deathsleep	1	
Command of Protection from Magic	4		Ritual of Divine Nature	3	
			Ritual of Foretell Future	5	Quest Only
Prayer of Appraisal	2		Ritual of Locate	2	
Prayer of Befriend	1		Ritual of Mend Item	2	
Prayer of Bless Armour	1		Ritual of Purge Poison	2	
Prayer of Cure Disease	3		Ritual of Protect Object	4	Quest Only
Prayer of Heal Body	1				

The Church of Sidhe

Ethos

Sidhe is the father of the Gods. He promotes truth, fairness, balance, honour and justice. Sidheans are encouraged by their God to listen to both sides of a story and not to make rash decisions. Sidhe rarely speaks to his followers and they rarely ask, knowing that wisdom always finds a way – of course that way may not be the kindest or most peaceful – but it will be just.

Holy Symbol

A balanced set of scales.

Holy Artefact:

The Scales of Sidhe

Holy Days:

Council Day, 15th May (S);

All Saints Day, 1st November (P).

Sins

The below sins are also in addition to those found in the section of 'Religion: Disrespecting the Gods'.

Major

- Attacking a hopelessly outclassed foe
- Using poison (except in healing)

Deadly

- Interfering in a fair contest or duel
- Cheating in a fair contest or duel

Devotional

- Failing to observe a service of Sidhe, a feast day of Sidhe or a shrine of Sidhe
- Refusing to help a downtrodden party when requested

Ecclesiastical

- Failing to give fair judgement when requested

Strictures

- Priests must always have robes available.
- Priests cannot knowingly lie.
- They should wear grey coloured clothes and have a grey-cowled robe or cloak over armour.
- In addition to the above strictures, when supplicating to priesthood, the Sidhean must choose one of two paths with different sets of strictures, as below:
- The Martial Path
- Priests of Sidhe following the Martial Path may wear any armour and use any small shield (up to 26" in diameter).
- They may not use any two handed, thrown or missile weapons.
- The Path of the Pilgrim
- Priests of Sidhe following the Path of the Pilgrim may NOT wear metal armour or carry a shield.
- They may use any one-handed weapons or a staff.

Special Ability

Priests and Devotees of Father rank or higher can Discern Faith – Priest holds out their holy symbol in one hand, points at target with their other hand and says "By the power of the Father of the Gods, answer me with your Gods name!" Target must answer loud and clear with the name of the God they follow. The knowledge is audible to all present. The ability is not a true spell and cannot be resisted (therefore it cannot be used to burn through the targets active).

Undead and Demons never count as hopelessly outclassed foe.

Spells

Ritual of Absolution	0	Priest only, No slot	Prayer of Knightly Warding	1	
Ritual of Bless Water	1	Priest only, No slot	Prayer of Lift Spell	3	
Ritual of Cleansing	0	Priest only, No slot	Prayer of Light	1	
Ritual of Deconsecrate Shrine	6	High Father/Mother only. (No slot)	Prayer of Sleep	2	
		Quest only	Prayer of Truthell	1	
			Prayer of Writhe	2	
			Prayer of Purge Poison	3	
Command of Heal Limb	1				
Command of Protection from Magic	4		Ritual of All Heal	2	
Command of Stun	3		Ritual of Bless Weapon	2	
Command of Truthell	1		Ritual of Commune with Dead	1	
			Ritual of Comprehension	2	
Prayer of Befriend	1		Ritual of Create Circle of Protection	3	
Prayer of Bless Armour	1		Ritual of Deathsleap	1	
Please of Cleanse Blade	2		Ritual of Divine Nature	3	
Prayer of Freeze	2		Ritual of Dragon Armour	7	Quest Only
Prayer of Heal Body	1		Ritual of Sense Object	2	

Note on "Attacking a hopelessly outclassed foe": The sin only applies when attacking, and only against hopelessly outclassed foes. If you are attacked, the sin does not apply. It does not stop you finishing off a wounded opponent because at the point you attacked them they were not hopelessly outclassed. However if you leave a fight and return it counts as a new attack subject to the sin, and if against a hopelessly outclassed foe (ie KO or asleep) that would be a sin. The sin is also not "hitting someone in the back."

The Church of Tralda

Ethos

Tralda is the Goddess of Luck, Fate and Opportunity. She takes as her followers those who skirt the edges of society and encourages her faithful to care for those who are shunned by the many. Thieves, beggars, harlots and those with nowhere else to go, all may find shelter in the faith of Tralda. Her followers are encouraged to live their lives free from restrictions, surviving by their wits, guile and fellowship with each other. She is the patron of rogues and tricksters, but those who are brutal, selfish or malicious will quickly find that her favour flees from them.

Holy Symbol

The Lady's Face or any traditional symbol of Luck

Holy Artefact:

The Luck Blade

Holy Days:

Festival of the Summer Dance, 1st May (S);

Fools Day, 1st September (P).

Sins

The below sins are also in addition to those found in the section of 'Religion: Disrespecting the Gods'.

Major

- Refusing to accept a fair wager.

Traldans do not have to accept wagers from Demons or Undead

- Being convicted of a crime in a court of law.

This can include crimes which the Traldan may not morally agree with, such as illegal destruction of Demons or Undead. If they commit such acts in an area where they are illegal, then they should avoid arrest/conviction by legitimate authorities.

Deadly

- Deliberately deceiving regarding an agreed deal.
- Refusing to aid a follower of Tralda when requested..

Devotional

- Failing to observe a service of Tralda, a feast day of Tralda or a shrine of Tralda
- Attacking without provocation

Ecclesiastical

- Refusing to help a downtrodden party when requested.

Strictures (Priests only)

- They must always have robes available.
- They may not wear metal armour.
- They may dress in any fashion – Blue is favoured.

Special Abilities

- Priests and Devotees of Father rank or higher can sense malevolent energies and are able to perceive the Evil/Cursed rune/sigil.

Spells

Ritual of Absolution	0	Priest only, No slot	Prayer of Dragonscales	2	
Ritual of Bless Water	1	No slot	Prayer of Entangle	2	
Ritual of Cleansing	0	Priest only, No slot	Prayer Flee	2	
Ritual of Deconsecrate Shrine	6	High Father/Mother only. (No slot) Quest only	Prayer of Freeze	2	
			Prayer of Heal Body	1	
			Prayer of Hideous Laughter	2	
Command of Drop	1		Prayer of Invisibility	5	Quest Only
Command of Heal Limb	1		Prayer of Lady's Luck	1	
Command of Mute	1				
Command of Fix Dice	1		Ritual of Bless Weapon	2	
Command of Protection from Magic	4		Ritual of Bless Missiles	2	
			Ritual of Comprehension	3	
			Ritual of Locate	2	
Prayer of Befriend	1		Ritual of Open Lock	2	
Prayer of Bless Armour	1		Ritual of Purge Poison	2	
Prayer of Body of...	4		Ritual of Sense Object	2	

The Church of Vleybor

Ethos

Vleybor is the Goddess of life. She promotes healing, fertility, peace and love. Followers of Vleybor are welcome almost anywhere for their coming is a sign of prosperity and good health. Her followers are the greatest healers and when combat threatens to take life, they can be greater diplomats than even the Sidheans. When Demon or Undead appear however, many Vleyborians will be as quick to fight as any.

Holy Symbol

A Celtic cross or other suitable symbol (see SR Religion)

Holy Artefact:

The Cup of Vleybor.

Holy Days:

Lovers Day, 14th February (S)

Mid-Winter, 1st December (P)

Sins

The below sins are also in addition to those found in the section of 'Religion: Disrespecting the Gods'.

Major

- Attacking without provocation
- Refusing to ease suffering of the sick or wounded

Deadly

- Killing a living creature
- Using poison (unless the poison is being used to manufacture a curative)

Devotional

- Failing to observe a service of Vleybor, a feast day of Vleybor or a shrine of Vleybor
- **Not attempting to reduce a conflict**

Ecclesiastical

- Touching dead flesh in which a soul resides, except in the act of healing

Strictures

- Priests must always have robes available.
- Priests of Vleybor may wear any armour and use any shield.
- They may only use clubs, cudgels and staves.
- They should wear white clothing which may be decorated with red.

Special Ability

Priests and Devotees of Father rank or higher can use Vleyborian Holy Water to stop the bleeding to one location in a similar fashion to the Physicians drug Woundwort. It cannot replace Woundwort in Physicians mixes.

Undead and Demons provoke Vleybor (and hence her followers) by simply existing. Demons do not count as living creatures.

Spells

Ritual of Absolution	0	Priest only, No slot	Prayer of Shatter	2	
Ritual of Bless Water	1	Priest only, No slot	Prayer of Sleep	2	
Ritual of Cleansing	0	Priest only, No slot	Prayer of Warp Wood	2	
Ritual of Deconsecrate Shrine	6	High Father/Mother only. (No slot)	Prayer of Cure Disease	3	
		Quest only	Prayer of Purge Poison	2	
			Prayer of Heal Wound - Ranged	1	
			Prayer of Light	1	
			Prayer of Freeze	2	
Command of All Heal - Ranged	5				
Command of Drop	1				
Command of Stun	3		Ritual of Awakening	2	
Command of Heal Wound - Ranged	1		Ritual of Bless Weapon	2	
Command of Protection from Magic	4		Ritual of Create Circle of Protection	3	
Command of Purge Poison	2		Ritual of Cure Disease	1	
Command of Purge Poison (Ranged)	3		Ritual of Deathsleap	1	
			Ritual of Purge Poison	1	
Prayer of All Heal - Ranged	4		Ritual of Resurrection	20	Quest Only
Prayer of Befriend	1		Ritual of Restoration	15	
Prayer of Bless Armour	1				

Important Note:

No Player Character may **ever** be a follower of the Dark Gods. There are no exceptions and no special characters will be passed allowing a Player Character to worship these deities. Certain curses or religious relics stemming from the Dark Gods may draw Player Characters towards the darkness, but should they ever engage in actual worship or wilfully commit evil acts, then they will immediately cease to be Player Characters and become NPCs under the control of their branch or the Senior Referees.

This information is included in the Guide to allow Referees to use NPC Dark God followers as bad guys in their adventures. It is important to note that Dark God NPCs should not appear on adventures already at maximum rank (D7/P7). If they are to achieve such ranks of power, they should appear on adventures at lower ranks, advancing in the intervening time if they survive.

Please refer to the Bestiary to find restrictions on the religions that monster races are permitted to follow.

Rules Overview

The followers of the Dark Gods have similar, but distinct rules to those of the Churches of Light. Each of the Dark Gods has an ethos, a sphere of influence and mandates handed down to its faithful to guide their service. These are not treated as sins or strictures in the same way as the Churches of Light or the universal 'Disrespecting the Gods' sins. The Dark faithful should follow these general aspects and pay careful attention to the mandates of their Church – the Dark powers are unforgiving in their expectations and are likely to directly manipulate or curse those who fail to live up to their standards. Although they are paired, the Dark Gods are not the opposites of the Light Gods. Each Dark God represents the worst side of the virtues championed and fought for by the Light Gods, alongside their own perverse ideas of righteousness. Followers of the Dark Gods see their divine patrons as a means to power and by taking things to an extreme, that power will come all the sooner.

Followers of the Dark Gods must follow those sins outlined in the section of 'Religion: Disrespecting the Gods'. Kindred and Devoted followers of the Dark Gods may deny their faith when questioned, to better allow them to infiltrate civilised places. Priests however, cannot do so. They must be living exemplars of their faith and rely on their network of cultists to allow them to remain hidden within society. All followers of the Dark Gods have the additional sin of "Becoming tainted by Demons, Undead or the Light Churches", which is treated as an Excommunication offence. This is in place to create a clear distinction between the origins of the sources of evil and to rule out potential cooperation. The Churches of Light and Dark may put aside their differences when confronting Demons and Undead, but the Dark will never willingly accept the direct help of the Light except in the direst of circumstances.

The spell lists, mandates and descriptions of each Dark God follows:

The Church of Abraxis**Ethos**

Abraxis is God of War, Slaughter and Conquest. He promotes violence and aggression for the sake of destruction and asserting dominion over the weak. War is the crucible which forges greatness and peace makes people idle and weak.

His followers believe that honour and morality are needless shackles used to hold back the strong from seizing control. They will use any means available to achieve their goals and allow nothing to stand in their way.

Holy Symbol

An Axe

Divine Mandates

- Foster conflict in word and deed
- Exploit the weakness' that your foes expose
- Leave survivors to spread fear of your name

Strictures

- Priests must always have robes available
- Priests of Abraxis should wear armour, ideally metal
- They should wear white clothes, ideally stained with blood

Notes

Abraxian Priests and Devotees of Father rank or higher may double stack armour, as per the Mercenary skill.

Spells

Ritual of Absolution	0	Priest only, No slot
Ritual of Cleansing	0	Priest only, No slot
Ritual of Bless Water	1	Priest only, No slot
Ritual of Deconsecrate Shrine	6	High Father/Mother only.
Command of Fear	1	
Command of Heal Limb	1	
Command of Cool Metal	2	
Command of Protection from Magic	4	
Prayer of Bless Armour	1	
Prayer of Bonding	2	

Prayer of Cause Disease (Weakness)	3
Prayer of Entangle (Inanimate Object)	2
Prayer of Fortitude	2
Prayer of Teleport Self	7
Prayer of Wound Limb	2
Ritual of Bless Weapon	2
Ritual of Bless Missiles	2
Ritual of Dragon Armour	7
Ritual of Protect Object	4
Ritual of Reforge Metal	2

The Church of Bequifus

Ethos

Bequifus is the Goddess of Pain, Madness and Vengeance. She encourages and is empowered by acts of revenge, spite and violent retribution. To her, Death is a mercy which must be earned, through searing agony and exquisite torment. Acts of torture, mutilation and threats of vile sacrifice upon dark altars are the tools of her followers. Those driven mad by pain and loss are drawn to her worship, where they are taught to cast aside all empathy and compassion. They believe that the pain brought about through their Goddess' work allows them to feel truly alive and that her gifts must be shared with all, whether they are wished for or not.

Holy Symbol

A Scorpion.

Divine Mandates

- Only through pain does life gain meaning
- A quick death is a wasted opportunity
- Mark each of your victims, as a memory and a message

Strictures

- Priests must always have robes available
- Priests of Bequifus may not use shields
- They should wear blood red clothes

Notes

Bequifician Priests and Devotees of Father rank or higher are inured to pain and torture, they may act as if they possessed 'Pain Tolerance', as per the Mercenary skill.

Spells

Ritual of Absolution	0	Priest only, No slot
Ritual of Cleansing	0	Priest only, No slot
Ritual of Bless Water	1	Priest only, No slot High
Ritual of Deconsecrate Shrine	6	Father/Mother only
Command of Strike Down	5	
Command of Wound Limb	2	
Command of Writhe	2	
Command of Protection from Magic	4	
Prayer of Bless Armour	1	
Prayer of Cause Disease (Magical)	3	
Prayer of Fear		
Prayer of Heal Body	1	
	1	
Prayer of Skeletal Form	4	
Prayer of Wound Body	3	
Prayer of Wound Limb	2	
Prayer of Writhe	2	
Ritual of Bless Weapon	2	
Ritual of Create Venom	3	
Ritual of Cure Disease	3	
Ritual of Resurrection	20	

The Church of Fygot

Ethos

Fygot is the Goddess of Greed, Sloth and Avarice. She promotes the acquisition of material wealth above all else, especially when it is taken from those who earned it fairly. In her eyes, those who expend effort to obtain their desires are dull and foolish, lacking the necessary guile to manipulate others into working for them. Her followers are most often hedonists and indulgent wastrels. They desire many of their physical pleasures offered by the world, but resent the effort required to achieve them. Jealousy of their industrious rivals however, will often spur them to action, as they seek to take all they can and despoil that which they cannot.

Holy Symbol

A Tarnished or Defaced Coin

Divine Mandates

- Do not toil for that which you can take from others
- Indulge all the pleasures the world has to offer
- Discard and despoil that which becomes a burden to you.

Strictures

- Priests must always have robes available
- Priests of Fygot may not use two handed weapons
- They should wear rich clothes of yellow or gold

Note

Priests and Devotees of Father rank or higher can cast the spell *Corrupt Meal* for no cost and without material components but must hold their Holy Symbol over the meal and utter a short prayer to Fygot when they cast the spell.

Spells

Ritual of Absolution	0	Priest only, No slot
Ritual of Cleansing	0	Priest only, No slot
Ritual of Bless Water	1	Priest only, No slot High Father/Mother only
Ritual of Deconsecrate Shrine	6	No slot
Prayer of Corrupt Meal	1	
Command of Befriend	1	
Command of Truthtell	1	
Command of Protection from Magic	4	
Prayer of Bless Armour	1	
Prayer of Cause Disease (Brainfever)	3	
Prayer of False Witness		
Prayer of Freeze	3	
Prayer of Obey	2	
	3	
Prayer of Shatter	2	
Prayer of Teleport Object	7	
Prayer of Warp Wood	2	
Ritual of Bless Weapon	2	
Ritual of Create Circle of Protection	3	
Ritual of Deathsleap	1	
Ritual of Foretell Future	5	
Ritual of Locate	2	

The Church of Githas			
Ethos Githas is the God of Pride, Vanity and Egotism. He teaches that all which exists outside of the self is unimportant and merely a stepping stone to further one's own greatness, or just an obstacle to be removed. He promotes discord between allies, paranoia amongst friends and the pre-emptive elimination of any rivals to power. The followers of Githas are paragons of arrogance, selfishness and near delusional vanity. They seek self advancement at any cost, are venomously envious of their rivals and have nothing but scorn for the altruistic.		Spells	
		Ritual of Absolution	0 Priest only, No slot
		Ritual of Cleansing	0 Priest only, No slot
		Ritual of Bless Water	1 Priest only, No slot
		Ritual of Deconsecrate Shrine	6 High Father/Mother only
Holy Symbol A Mirror		Command of Drop	1
		Command of Mute	1
		Command of Heal Wound	1
		Command of Protection from Magic	4
Divine Mandates <ul style="list-style-type: none"> None should come before your God or yourself Seek to undermine the efforts of all your rivals Never show care for those you leave behind 		Prayer of Bless Armour	1
		Prayer of Befriend	1
		Prayer of Pact	5
		Prayer of Shatter	2
		Prayer of Truthtell	1
		Prayer of Wound Body	3
Strictures <ul style="list-style-type: none"> Priests must always have robes available Priests of Githas may not wear metal armour They should wear green clothes of high quality 		Ritual of Bless Weapon	2
		Ritual of Create Circle of Protection	3
		Ritual of Cure Disease	3
		Ritual of Deathsleep	1
		Ritual of Remove Brand	5
		Ritual of Restoration	15
Notes Githasian Priests and Devotees of Father rank or higher are considered to be Immune to 'Nausea' calls and effects.			

The Church of Krygan			
Ethos Krygan is the Goddess of Corruption, Mutation and Decay. Often called the Mother of Monsters, she promotes a vicious perversion of the natural order, wherein the strong prey upon and devour the weak, using unnatural abilities granted by her power. Disease and deformity are her greatest gifts, heaped upon her petitioners and enemies in equal measure. Her followers are often savage and brutal hunters, utterly callous in their dealings with others. They work tirelessly to pollute the natural world, gaining strength and divine favour enough to hopefully transform themselves into aberrant apex predators.		Spells	
		Ritual of Absolution	0 Priest only, No slot
		Ritual of Cleansing	0 Priest only, No slot
		Ritual of Bless Water	1 Priest only, No slot
		Ritual of Deconsecrate Shrine	6 High Father/Mother only
		Ritual of Corrupt Land	5 No slot
Holy Symbol A Spiral		Command of Mute	1
		Command of Heal Limb	1
		Command of Protection from Magic	4
Divine Mandates <ul style="list-style-type: none"> Never condone weakness in your allies or followers Abhor the works of Longstor in all its forms Subversion of the natural order is the true path to power 		Prayer of Bless Armour	1
		Prayer of Cause Disease (Any Standard Disease)	3
		Prayer of Entangle in Plants	2
		Prayer of Fear	1
		Prayer of Heal Body	1
		Prayer of Obey	3
		Prayer of Sleep	2
		Prayer of Warp Wood	2
		Ritual of Bless Weapon	2
		Ritual of Bless Missiles	2
		Ritual of Create Venom	3
		Ritual of Deathsleep	1
		Ritual of Locate	2
Strictures <ul style="list-style-type: none"> Priests must always have robes available Priests of Krygan may not wear metal armour They should wear grey clothes, along with furs and the skins of animals 			
Notes Kryganite Priests and Devotees of Father rank or higher are considered to be Immune to the effects of standard Diseases (excluding Zombie Rot). They are however, still infectious carriers.			

The Church of Seraklan

Ethos

Seraklan is the God of Lies, Deceit and Betrayal. He teaches his followers to survive by deception, manipulating others and indiscriminate theft. To Seraklan, all people are potential victims or marks to be duped, whether they be friend or foe. If there is a clear advantage to be had from betraying trust, then Seraklan encourages his followers to take it for all that they can. The disciples of Seraklan are duplicitous, murderous and treacherous to a fault. Most make heavy use of their ability to masquerade as other faiths to lay complex plans for personal gain, discarding their stolen identities when it suits their needs. They are often solitary, leading lives filled with interwoven deceptions, paranoia and trusting no-one.

Holy Symbol

A Theatrical Mask - Seraklanites are unique in that a Holy Symbol of any other God (except Sidhe) may be blessed to serve as their own.

Divine Mandates

- Never reveal the whole truth, when misdirection will serve your cause
- Sow the seeds of mistrust wherever you find yourself
- Your freedom is everything. Lie, cheat, steal and kill to preserve it

Strictures

- Priests need not have robes available, unless they wish to cast rituals.
- They may wear any kind of clothes, most often the stolen colours of the faithful they impersonate. In private ceremonies they wear equal parts Black and White.

Notes

Seraklanites of any rank may deny their faith and impersonate the followers of any God (except Sidhe) without repercussions.

Followers of Seraklan are able to pose as members of other faiths, as such Seraklan has given them the power to change what people here. When casting prayers and rituals they may use any other god's name (except Sidhe) to cast their spells.

Spells

Ritual of Absolution	0	Priest only, No slot
Ritual of Cleansing	0	Priest only, No slot
Ritual of Bless Water	1	Priest only, No slot
Ritual of Deconsecrate Shrine	6	High Father/Mother only
Command of Mute	1	
Command of Freeze	2	
Command of Protection from Magic	4	
Prayer of Bless Armour	1	
Prayer of Befriend	1	
Prayer of False Witness	3	
Prayer of False Vision	8	
Prayer of Pact	5	
Prayer of Heal Body	1	
Prayer of Obey	3	
Prayer of Invisibility	5	
Ritual of Bless Weapon	2	
Ritual of Bless Missiles	2	
Ritual of Death Sleep	1	
Ritual of Sense Object	2	
Ritual of Open Locks	4	

Knights Of Pain – Dark God Knightly Order

Background

At the beginning of 1007 a militant Heretical sect lead by William of Bequefis began their 'holy crusade' for recognition by their God. By causing pain and suffering on significant days throughout the year they aimed to bring Bequefis to the fore on the holy days of all of the gods. By the end of 1007 their efforts had not been completely thwarted but had been hampered by the combined efforts of Baron Adam DeSeverus of the Axirian Black Order and the adventuring community lead by Sir Joseph Aquillier head of the Ithronian Black Order. William, by now a devoted father, led the remainder of his sect overseas to continue their crusade on foreign shores.

During 1007 and the following 2 year crusade the sect suffered heavy losses and it soon became clear to William that the sect was being shaped by Bequefis for a purpose. Other than himself and a few key devotee officers he noticed that the survivors and by far the most ferocious of the fighters in the sect were all kindred and members of the Ithronian nobility or foreign nobility who had joined the crusade. It was clear that Bequefis required a Knightly order to rival the Black Order of her brother who had previously thwarted the sect's aims. With the new order in tow, William returned to Ithron.



After their defeat on Ithronian soil, the survivors of the order retreated to regroup in south Guidan. After years of living in the shadows and playing the political game, one member of the order maneuvered his son into a marriage onto the royal throne.

In 1008 king threw the country behind the army of the dark six and the knights of pain were used as shock troops to aid all factions of the army.

The Code of Knightly Conduct

Like the Black Order, the Knights of Pain are of noble birth and are thus used to the privileges of wealth and power. Upon joining the order, an oath is sworn upon the Gods to uphold the code & the strictures of the Knights of Pain.

A Knight who breaks a stricture has erred in the eyes of Bequefis; They lose all religious power and all special Knightly powers. Their Honour Sword also loses its powers and becomes vulnerable until the knight is absolved.

There is no way to regain favour once the Knight has sinned. Those who fall into sin will be made examples of on the Holy Day Ritual. On this day they will be tortured for the duration of the day and will be absolved of sin, moments before their death.

All Knight of Pain must follow these core tenets:

Honour

Is the most important thing for a Knight, they must constantly strive to uphold their personal honour and the honour of the Order. Knights of pain should always be smartly dressed.

Vengeance

A Knight of Pain must seek to carry out pain on all those who have wronged them and the order.

Pain

A Knight of pain, swears to never carry out a quick death when a slow death is possible. Mercy and quarter are never given to a foe. If a knight of pain draws their honour sword then they must cause an envenom wound on a foe before it can be re-sheathed.

Bravery

Courage in the face of death. A Knight should show no fear in the face of the enemy. Failing in the order will result in being sacrificed in the Holy Day ritual.

Devotion

To Bequefis and the will of the Head of the Order. A Knight must follow the word of Bequefis before all else. Where Bequefis have given no judgement, the order head's

word is law. (Note this means that religious sins take precedence over any other sins or strictures.)

The Holy Day Ritual

At the core of the order there is the Ritual of the Holy day, these are carried out on the holy days of the seven (and the six). On these days errants rise to Knights of the order. Liege knights can prove their worth to become Vindicators.

These rituals hold great honour and import to the Knights, they are lead in these rituals by priests or the most senior order member present. In these rituals priests of the seven or Knights who have failed the order (or fallen into sin) will be tortured for hours on end. Only given the release of death at the end of the day.

Progression of The Knights of Pain

Attitudes and Additional Strictures

In a mockery of the Axirian Black Knights the Knights of pain are all of noble birth and are thus used to the privileges of wealth and power. Many of their number will have begun their training in the knightly orders of the light gods only to be cast out when it became clear that they were not called to sidhe, kharach or crowa. At this first slight, the seed of vengeance is planted.

Knights of Pain are trained in secret, this is to keep the prying eyes of light God followers from finding their keeps. Power is something that is taken, and all slights are to be avenged. Knights of Pain are taught that honour is everything, and that none who question that honour can live.. The symbol of their honour is their honour sword, taken from the hands of a Knight of the Black order. They must seek out to best one of these knights and claim their sword. Once it is claimed the sword will be "cleansed" in Venom on the Holy Day ritual.

This sword is the symbol of their power and strength. To lose their sword is to be weak. The knight will try to claim a new sword at all costs. For if the slight is not avenged by the next holy day they will be sacrificed in the Ritual.

A knight who loses their sword will lose all powers until they regain a new sword.

Knights of Pain must adhere to the following Oaths as additional strictures:

- ⚔Never sheath your blade unless the Kiss of Bequefis has been delivered (cause a venomous wound)
- ⚔Never use any sword other than their Honour Sword.
- ⚔Never give an unnecessarily quick death, draw out the pain as long as possible.
- ⚔Never harm a captive who is destined for the Holy Day Ritual.
- ⚔To obey, without question, their Masters in the Order.

Knights of Pain take their strictures as personal vows to Bequefis and those Knights who break them will be placed in sin and lose access to all of their Knightly/Religious abilities. They will then be sacrificed at the next Holy Day Ritual.

Progression

Progression through the knighthood is not automatic and is subject to completion of certain requirements. Knights in sin may not advance. Their penance will be to become the subject of the next holy day ritual, absolution will be completed at the completion of the ritual, just before death.

Ranks
Squire of the Knights of Pain
Livery
A plain Red tabard worn over other clothing
Benefits/Equipment
<ul style="list-style-type: none"> ▮A single one-handed weapon of their choice (not a sword) ▮A Blessed Holy Symbol of Bequifis ▮4 Bandages, which are replaced by the order when used.
A squire may not use a Shield or Armour.
Progression
After 2 months the squire will become an Errant.
Errant of the Knights of Pain
Livery
A plain Red tabard worn over other clothing
Benefits/Equipment
<ul style="list-style-type: none"> ▮Another one-handed weapon or shield of their choice (not a sword). ▮A suit of metal armour (4-5 AV)
Progression
The Knight of Pain must best 3 Priests of the seven or black knights (living or dead) over 4 months. They may then advance to House knight. (at least one must be a black knight in order to claim their blade)
Their Knighting will take place at a Holy Day Ritual
House Knight of Pain
Livery
A Red tabard with the Knights Of Pain emblem clearly displayed across the chest.
Benefits/Equipment
<ul style="list-style-type: none"> ▮A second suit of metal armour (between 4 and 6 AP) ▮Honour Sword (A sword of long or short sword design - 24"-36"). A Knight of Pain's Honour Sword cannot be shattered and they cannot be made to drop it. ▮Knight of Pain will be given one potion of Blade venom which is replaced by the order when used.
Abilities:
<ul style="list-style-type: none"> • A House Knight of Pain may stack armour (as per the Mercenary skill) • A House Knight of Pain May Cast Writhe Once per day. Vocals: "By my Knightly powers Writhe!"
Progression
To advance to Order Knight takes two months.
Order Knight of Pain
Livery
A Red tabard with the Knights of Pain emblem clearly displayed across the chest. They may edge the tabard in Black.
Benefits/Equipment
<ul style="list-style-type: none"> ▮A single two-handed weapon of their choice or another one-handed weapon of their choice (not a sword)
Abilities:
<ul style="list-style-type: none"> • An Order Knight of Pain may cast ritual of Create Venom once per day. They must be wearing their tabard and have their holy symbol. • An Order Knight of Pain May Cast Writhe Twice per day. Vocals: "By my Knightly powers Writhe!"
Progression
After 2 months and besting a knight in combat, the Order Knight may advance to Liege Knight

Liege Knight of Pain
Livery
A Red tabard with the Knights of Pain emblem clearly displayed across the chest. They may edge the tabard in Black.
Benefits/Equipment
Abilities:
<ul style="list-style-type: none"> • A Liege Knight of Pain is immune to Fear effects with the vocal "I am a Servant of Pain and I do not fear you!" • A Liege Knight of Pain is immune to Writhe (non Bequefisean) effects with the vocal "I am a servant of Pain and I feel only the blessed pain of my lady!" • A Liege Knight of Pain May Cast Writhe Three per day. Vocals: "By my Knightly powers Writhe!"
Progression
If the Knight of Pain chooses, they may supplicate to the rank of Devotee and become a Knight Vindicator . This is not compulsory, for to join the ranks is to be proven worthy at the Holy Day Ritual. Having bested a Ranking Vindicator to take their place or by besting a liege knight of the Ithronian or Axirian black order in single combat.
The Knight may choose to supplicate at any time. Once they do however, they will be rigorously tested on their faith and resolve by their masters in the Order. Those who perform poorly or fail in their challenge will be sacrificed at the Holy Day ritual.
Knight Vindicator
Livery
A Red tabard with the Knights Of Pain emblem clearly displayed across the chest. They may edge the tabard in Black.
They must carry a hood and prayer scarf to make use of their religious rituals. Their clothing equipment should be adorned in suitable holy paraphernalia – symbols of faith, sections of holy script etc.
Benefits/Equipment
<ul style="list-style-type: none"> ▮The Vindicator may advance as a Devotee of Bequifis whilst retaining the benefits of their Knightly skills and training. ▮The Order will provide all necessary prayer cards, scrolls and an appropriate compliment of holy water each day.
Abilities:
<ul style="list-style-type: none"> • A Knight Vindicator will have an appropriate amount of Mana based on his rank as a Devoted.
Head of Order
Livery
A Red tabard with the Knights Of Pain emblem clearly displayed across the chest. They must edge the tabard in Black and wear a black sash around the waist.
Benefits/Equipment
Abilities:
<ul style="list-style-type: none"> • The Head of the Order May Cast Writhe Four times per day. Vocals: "By my Knightly powers Writhe!" • They may quest for the Red Tabard. (Contact SR K&R)
Chaplin of Pain
Livery
A Red tabard/flash/ sash with the Knights Of Pain emblem clearly displayed across it
Benefits/Equipment
Abilities:
<ul style="list-style-type: none"> • The chaplain will have the sash of the order (See SR K&R)
The Chaplain must be a Father/Mother rank Priest (Or Above) of Bequifis

4 - The Knighthoods

Introduction

The Knightly Orders are groups of men and women who are dedicated not only to their faith in the Gods but also to ideals and ways of living and conducting themselves as dictated by their Order. Each of the four Orders of Knighthood present in Ithron has their own origins, history and attitudes which reflect in the codes by which the individual Knight lives his life. However, all Knights are joined in the common faith of Knighthood, the faith of Sidhe and also in the adherence to the Code of Knightly Conduct. It is this which distinguishes the Knight from the common mercenary and through their devotion they gain skills and abilities appropriate to their Order.

The Code of Knightly Conduct

All Knights from lowest Squire to the Knight Commander of Ithron live by the Knightly code of conduct. Upon joining one of the orders a Knight swears an oath upon Sidhe to uphold the code & the strictures of the order (this oath is already in effect by the time a character starts adventuring). A Knight who breaks a stricture has erred in the eyes of Sidhe; he loses all religious power and all special Knightly powers.

To regain favour a Knight must admit his failure in full and be absolved (just as if he had committed a Major sin). Before he can be absolved a Knight must report his failure to a senior Knight or the Chaplain of the order who will then set a penance for the Knight to undertake. The penance can be set by Referees for ease of play but the Knight must still be absolved and inform his order. Then the Chaplain or the Head of his Order or a High Father (P7) of any of the religions he worships may carry out the Ritual of absolution.

All Knights must follow these five strictures as well as those of their individual order.

As these Oaths are sworn upon Sidhe, they are binding for life. Leaving the order will still hold the ex-knight to them, placing them in sin if broken. The oath can be removed if the ex-knight performs a quest to Sidhe. This quest must be agreed with the SR K&R.

Honour

Is the most important thing for a Knight, he must constantly strive to be chivalrous and uphold his personal honour and the honour of his order. Griffin, Black and Grey Knights should always be smartly dressed. Their armour should be metal or very smart leather (except Griffins). Templars do not consider outward appearance to be part of their honour.

Justice

A Knight must be just and fair at all times (the orders have different ideas about what is just and what is not).

Truth

A Knight must be truthful at all times, a true Knight's word is his honour and he will never knowingly speak a falsehood.

Bravery

Courage is the order of the day. A Knight should show no fear in the face of the enemy. Missile and thrown weapons are the weapons of cowards and therefore cannot be used; the same goes for any magic other than granted by the Gods. Knights will not use magic not gifted by the gods to aid them in combat. They can still use non god magic outside of a conflict. IE having life restored but can't have a soulfire based dragon scales.

Devotion

To Sidhe (and Crowa or Kharach where appropriate) a Knight must follow the word of the God(s) before all else. Note this means that religious sins take precedence over any other sins or strictures and Sidhean sins take precedence over any other sins.

Equipment

Each Order has differences in how they advance and what equipment is provided to the Knight. These differences are explained more in the individual Order sections but there are some general similarities.

Starting Knights do not get their 10 Crowns starting cash. As Knights are given equipment by the Order they may exchange that equipment (and only that equipment) for other equipment as long as they do not exceed the limits set out in the rules. E.g. a Knight may exchange a long sword he has taken for a mace, but not for a third suit of armour. This exchange may only be carried out between adventures or events.

A Knight is allowed to exchange groups of items for a single or vice versa i.e.: a combination of 1 handed weapons for a 2 handed - use the standard price guide to assess the values of an exchange – NB this does not allow Knights to bypass any other restrictions and the "exchange" is entirely at the LO / refs discretion

Note that equipment given at each rank of knighthood is cumulative.

Knights that do not tithe their full income to their Church and order may purchase additional equipment for themselves. The Knight is responsible for maintaining any additional equipment purchased. A Knight found to be breaking this rule will be expelled from the Order in disgrace.

Note that no Knight requires a weapons permit. All Knights wearing the livery of their order or identifiable as a member of the Order are permitted to bear arms and armour within Ithron and her domains.

Backgrounds

Although there is some information concerning the Knightly backgrounds contained here, there is a significant amount of further information in the possession of player Knights and the Undercouncils. Players wishing to know more about the history of their Order should request information from other Knights or doing IC research via the SR Religion.

Knight Commander

The Knight Commander is chosen from one of the Heads of Order of Knighthoods, they remain as the Head of that Order as well. If they step down as head of Order they forfeit the position of Knight Commander.

Relics of the Knightly Orders

These relics may be quested for by the Head of the respective Order;

The Griffin Blade

The Grey Blade

The Templars Shield

The Blacks Tabard

The Order of Griffin Knights

Death before dishonour



Background

Formed by Lord Griffin before the first signing of the Pact in the darkest recesses of Ithron's history, the Griffin Order was created from selected noblemen who, undergoing a torturous training program, formed the first defenders of Norham, the first of the Knightly Orders. The Griffins built the first fortified towns and castles across the land, including Bruckstone keep which still stands today and swore to defend Ithron until their last vestige of strength and their last drop of blood.

The Griffins saw their finest days when they fought off two Axirian invasions almost alone before the Axirians copied the Griffin mould in the form of the Black Knights and defeated the Griffins in the third invasion of 678. The Griffins remained strong even during the occupation, the Axirians knowing they would never maintain control without the support of those regarded as the heroes of Ithron.

In the years after the invasion the Griffin families have preserved their family lines, resisting the attempts of the Axirians to marry into the line. As a result the Griffins are still of purely Ithronian blood and with the defeat of the God-King and the creation of Ithron as a free governing province, the Griffin Order has risen in strength and with the restoration of the throne they have once again assumed their role as defenders of Ithron.

Playing a Griffin Knight

Starting

Griffins are selected from the **male** children of nobility of Ithronian descent and are trained by the Order from the age of four. Therefore players cannot join the Order after starting the character; they begin playing a Squire of the Order who has completed **their** basic training.

Religions & Tithes

Griffins are dual Kindred of Sidhe and Crowa and as such pay 1/12 of their income to each of the two Churches and 6/12 to the order

Attitudes

Selected only from noble houses, The Griffins are born into wealth and power. This often leads to an aloof almost arrogant manner that many resent. Their treatment of non-humans, who they consider below notice, with contempt does not help.

Griffins believe that appearance is a part of their honour and thus costume and armour should be of good quality. Griffins also believe that leather armours are the garb of peasants and common soldiers and thus shun their use by Knights, especially those of the Order.

Additional strictures

Griffin Knights may not use two-handed weapons although at House Knight they gain the ability to use a bastard sword in one hand.

Progression

Progression through ranks of Knighthood is not automatic and is subject to completion of certain requirements. Knights who do not complete their requirements are delayed in their advancement until they complete their requirements for advancement. Knights in sin may not advance or work towards their requirements for advancement. Knights who have been absolved of sin must complete their penance before they can advance further or work towards their requirements for advancement.

Squire

Livery:

A plain Black tabard worn over other clothing

Restrictions:

A Squire may not wear any armour, or use a shield.

Progression:

Once a Squire has adventured for two months having adventured at least once with his appointed supervisor (or an appointed alternative – alternative may be another Griffin or a Priest of Sidhe or Crowa) he can advance to the rank of Errant.

Equipment:

- A single one-handed weapon of his choice, not a Bastard Sword
- A Blessed Holy Symbol for each Church he is Kindred in
- 4 Bandages, which are replaced at the end of each adventure/event

The Order will repair or replace any equipment it has given the Knight. This does not include equipment the Knight has bought for himself.

Abilities:

None

Errant

Livery:

A plain black tabard worn over other clothing

Progression:

The Errant must adventure four times over a period of at least 4 months before he can advance. During this time Griffin Knights must have successfully lead 3 parties to complete their mission. The advancement must be approved by the LO or the Campaign Co-ordinator.

Equipment:

- A suit of metal armour (5 AP or less).
- A single one-handed weapon or a shield, not a Bastard Sword

Abilities:

None

House Knight

Livery:

A black tabard with the Griffin emblem clearly displayed across the chest

Progression:

To advance to Order Knight takes two months.

Equipment:

- A second suit of metal armour (between 4 and 6 AP)
- Griffin Knights get a Bastard Sword

Abilities:

- A Knight may stack armour (as per the Mercenary skill)
- A Griffin Knight may use a Bastard Sword in one hand.

A Griffin Knight can wield two Bastard swords, one in each hand, although the Order will only provide the Knight with one Bastard Sword

Order Knight

Livery:

A black tabard with the Griffin emblem clearly displayed across the chest. The Order Knight may edge his tabard with green.

Progression:

After 3 months the Knight may advance to the next rank.

Equipment:

A single one-handed weapon or shield, not a Bastard Sword

Abilities:

- Immunity to Fear using the vocal "I am a Knight of the Griffin Order and know no fear!"
- Immunity to Obey using the vocal "I am a Knight of the Griffin Order and you are not my Commander!"

Battle Knight

Livery:

A black tabard with the Griffin emblem clearly displayed across the chest. The Order Knight may edge his tabard with green. The Battle Knight may display his family coat of arms on the rear of his tabard

Equipment:

No additional equipment

Abilities:

- Battle Knights may remove fear from someone by placing a hand on the person shoulder and saying "You stand with a Knight of the Griffin Order, you know no fear!"
- Battle Knights get the ability to call upon Griffin Strength once per day with the vocal "May Crowa be my strength in battle!" Knight gains 2 enhanced hits per location for 15 minutes or one encounter but out of honour to Crowa will not wear armour for the next adventuring day after using this power.

- At Battle Knight all Griffin Knights get the ability to wield a bastard weapon one-handed.
- Stalwart Defender of Ithron: Upon being struck by any knockback call to shield or body anticipated or not, the Knight is able to call "No Effect for I am a Griffin Knight an unmovable defender of Ithron". This ability only works whilst the Knight is in Ithron and standing still when struck

Head of the Order

Livery:

A black tabard with the Griffin emblem clearly displayed across the chest. The Head of the Order may edge his tabard with green. The Head of the Order may display his family coat of arms on the rear of his tabard. The Head of the Order wears a green sash around his waist.

Equipment:

The Head of the Order may quest for the Order Item (See the SR Religion)

The Order of Black Knights

Strength and Honour



Background

The Black Order is the youngest of the Knightly Orders, formed in 601 by a group of like-minded Axirian gentry. The Order was based on the structure of the Griffins of Ithron although their attitudes were shaped by the replacement of the faith of Crowa by Kharach within the Order.

The Order played a pivotal role in the third and final invasion of Ithron where they finally came face to face with the Griffins in battle. The clash nearly destroyed both Orders as neither would surrender and those Black Knights that remained in Ithron took on the faith of Sidhe out of respect for the one enemy they had met who had not fled.

The Black Order has a rivalry with the Grey Order due to the fact that the Black Order gave shelter to many Grey Knights who split from their own Order during the time of the invasion. This has led to more than one altercation between the arrogant Blacks and passionate Grey Orders, although the Black Order have never made it their business to be easy to get along with.

Today there are two separate Orders, one in Ithron and one in Axir. The two Orders have a great deal of respect for each other but are separated by a fundamental difference in the belief of what makes a Knight. Regardless of this the Black Order of Ithron still have close ties to Axir.

Playing a Black Knight

Starting

Black Knights are selected from the male and female children of nobility and are trained by the Order from the age of four. Therefore players cannot join the Order after starting the character; they begin playing a Squire of the Order who has completed his basic training.

Religions & Tithes

Black Knights are dual Kindred of Sidhe and Kharach and as such pay 1/12 of their income to each of the two Churches and 6/12 paid to the order

Attitudes

Like the Griffins, Black Knights are of noble birth and are thus used to the privileges of wealth and power. Black Knights are trained in secret, as opposed to the open training of the Griffins and are taught that whilst noble blood is important, their family is the Order. Power is something that is taken, but never at the expense of honour.

Black Knights are taught that honour is everything and to lose your honour is not to be a Black Knight. The symbol of their honour is their honour sword and thus no Black Knight will use any other sword unless in the direst need. To lose the sword is to lose ones honour and the Knights of the Order will lose all powers until they regain their sword and honour.

Black Knights, like Griffins, set great store in appearance and will never be seen to have less than the finest clothing and armour. They will use leather

Chaplain to the Order

Requirements:

The Griffin Chaplain must be a Crowan Priest

Role:

The Chaplain is to care for the spiritual needs of the Order

Livery:

The Chaplain should wear the Order emblem on a tabard, flash or badge on their person

Benefits:

The Order will pay for the repair of the Chaplains weapons, armour and shield

armours but these will always be of the highest quality and usually covered by metal armours.

The Black Order are firm believers in the ability of women in battle and as such make no distinction between the two sexes when recruiting.

Additional strictures

Black Knights may only use their honour sword unless in direst need. Use of another sword is considered a breach of Knightly Conduct and will only be countenanced in the direst of circumstances. A small fruit knife would be preferable to a Black than using a sword other than his honour blade (all instances must be reported to LO and or SR Religion)

Progression

Progression through ranks of Knighthood is not automatic and is subject to completion of certain requirements. Knights who do not complete their requirements are delayed in their advancement until they complete their requirements for advancement. Knights in sin may not advance or work towards their requirements for advancement. Knights who have been absolved of sin must complete their penance before they can advance further or work towards their requirements for advancement.

Squire

Livery:

A plain black tabard worn over other clothing

Restrictions:

A Squire may not wear any armour, or use a shield.

Progression:

Once a Squire has adventured for two months having adventured at least once with his appointed supervisor (or an appointed alternative – alternative may be another Black Knight or a Priest of Sidhe or Kharach) he can advance to the rank of Errant.

Equipment:

- A single one-handed weapon of his choice (not a sword)
- A Blessed Holy Symbol for each Church he is Kindred in
- 4 Bandages, which are replaced at the end of each adventure/event

The Order will repair or replace any equipment it has given the Knight. This does not include equipment the Knight has bought for himself.

Abilities:

None

Errant

Livery:

A plain Black tabard worn over other clothing

Progression:

The Errant must adventure four times over a period of at least 4 months before he can advance. Black Knights must have killed three powerful adversaries (powerful in comparison to their own status). The advancement must be approved by the LO or the Campaign Co-ordinator.

Equipment:

- A suit of armour (5 AP or less).
- A single one-handed weapon or a shield (not a sword)

Abilities:

None

House Knight

Livery:

A black tabard with the Black Order emblem clearly displayed across the chest

Progression:

To advance to Order Knight takes two months.

Equipment:

- A second suit of armour (between 4 and 6 AP)

- Black Knights get their Honour Sword (A sword of long or short sword design). A Black Knights Honour Sword cannot be shattered and they cannot be made to drop it.

Abilities:

- A Knight may stack armour (as per the Mercenary skill)
- A House Knight can cause Fear once per day with the vocal "By my Knightly powers fear me!"

Order Knight

Livery:

A black tabard with the Black Order emblem clearly displayed across the chest. The Order Knight may edge his tabard with red.

Progression:

After 3 months the Knight may advance to the next rank.

Equipment:

- A single one-handed weapon or a shield (not a sword)

Abilities:

- Order Knights may perform the Ritual of Lay to Rest as per a Kharachian Priest (Knights must be wearing their Knightly livery and have their Kharachian holy symbol to perform).
- Order Knights can cause Fear twice per day

Liege Knight

Livery:

A black tabard with the Black Order emblem clearly displayed across the chest. The Order Knight may edge his tabard with red.

Equipment:

No additional equipment

The Order of Grey Knights

To Err is not Knightly



Background

The Grey Order originated in 389 from a group of four half-elven Devotees of Sidhe. Despite the stigma attached to their descent, the four men and their recruits performed acts of such bravery and dedication that within 50 years they stood side by side with the Griffins in the service of the Kings of Ithron. In 491 the Griffins called for the aid of the Greys at Norham and most of the Order answered the call. One of the four men, Hermigan, remained behind due to his belief that Norham had become a place of greed and debauchery and when only one of the founders and 4 other Knights returned Hermigan was cast from the Order. Hermigan was eventually slain in 991 by adventurers and finally atoned for his betrayal of his brethren.

Since that time the Grey Order has been a small but potent group of powerfully religious and devout men whose faith drives them to the greatest feats. The Order do not recruit as such, but rather it seems that they gather like-minded nobles to their ranks.

The Greys remain a powerful force if limited in number and their deeds are some of the greatest stories of Knighthood that have ever been told.

Playing a Grey Knight

Starting

Grey Knights do not squire to the Order as the other Knights do. They are expected to teach themselves the arts of combat, Knightly conduct and courtly behaviour and then petition the Order to join- they in effect squire to themselves. Therefore players cannot join the Order after starting the character; they begin playing an Errant who has already completed his training and been accepted to the Orders ranks. The Order accepts male or female nobles of human or half-elven descent.

Abilities:

- Immunity to Writhe effects with the vocal "I am a Knight of the Black Order and know no pain!"
- Immunity to Sleep effects with the vocal "I am a Knight of the Black Order and shall not suffer your foul magic's!"
- Liege Knights can cause Fear three times per day

Head of the Order

Livery:

A black tabard with the Black Order emblem clearly displayed across the chest. The Head of the Order may edge his tabard with red. The Head of the Order wears a red sash around his waist.

Equipment:

- The Head of the Order may quest for the Order Item (See the SR Religion)

Chaplain to the Order

Requirements:

The Black Order Chaplain must be a Kharachian Priest

Role:

The Chaplain is to care for the spiritual needs of the Order

Livery:

The Chaplain should wear the Order emblem on a tabard, flash or badge on their person

Benefits:

The Order will pay for the repair of the Chaplains weapons, armour and shield

Religions & Tithes

Greys Knights are Kindred of Sidhe and as such pay 1/12 of their income to the Church. They also pay 6/12 of their income is paid to the Order. A Knight Devout pays half of their income to the Church.

Attitudes

Somewhat akin to the more popular views of the Arthurian Knights, the Grey Knights are in essence a group of heroes. They are intelligent and thoughtful for the most part, but they are also passionate and devout and think nothing of fighting huge odds for a cause they know to be right.

Greys believe that the only excuse for breaking a Knightly stricture is to serve the will of Sidhe as dictated by his sins and any Knight breaking either the code of Knightly Conduct or the strictures of the Order must answer to the Undercouncil and risk being expelled from the Order.

Greys set great store in the deeds of a Knight and in essence seek to have their own name remembered in stories of bravery, chivalry and often tragic romance. They are accused of being too easily swayed by matters of the heart, but through all this the Grey never forgets his devotion to Sidhe.

Of all the Orders, the Grey Knights set the greatest store by appearance and will never be seen in less than the finest clothing and attire – the only exception being the honour of coming back ragged and bleeding yet alive from some great quest!

Additional strictures

The Grey Knight must adhere to the following oath as additional strictures

- To protect the orphan, the widow, the poor,
- Not to slay a vanquished defenceless foe,
- Not to take part in false judgement or treason,
- Not to withdraw unless it cannot be helped,
- To never give evil council,
- To help if possible a fellow being in distress.
- Grey Knights may not use two-handed weapons

Progression

Grey Knights do not start as Squires – they begin adventuring as Errants ready to prove their worth and right to call themselves a Knight of the Grey Order but they must complete the Squiring task before they would consider themselves worthy of being admitted to the order. Progression through ranks of Knighthood is not automatic and is subject to completion of certain requirements. Knights who do not complete their requirements are delayed in their advancement until they complete their requirements for advancement. Knights in sin may not advance or work towards their requirements for advancement. Knights who have been absolved of sin must complete their penance before they can advance further or work towards their requirements for advancement.

The Grey Order believe that to break a Sidhean sin is a matter for the Grey Lord to judge and if a Knight removes themselves from sin then it is not the place of the Order to judge otherwise. If however a Knight breaks a stricture or the Knightly Code of conduct then they must answer to the Undercouncil and more often than not are expelled from the Order in disgrace.

A Grey who sins at any point **cannot** become a Knight Devout even if they are absolved - the Knights Devout are only picked from the purest of hearts.

Errant

Livery:

A plain grey tabard worn over other clothing with a black sash worn diagonally across the chest

Progression:

The Errant must adventure four times over a period of at least 4 months before he can advance. Grey Knights must complete three quests, one for a Lady, One for Battle in which an evil foe is overcome by the party and one for the Grey Order and Sidhe. The Knight may not accept payment whilst on these missions. The advancement must be approved by the LO or the Campaign Co-ordinator.

Equipment:

- A blessed Sidhean Holy Symbol
- A suit of armour (5 AP or less).
- 4 Bandages, which are replaced at the end of each adventure/event
- A single one-handed weapon and a shield

The Order will repair or replace any equipment it has given the Knight. This does not include equipment the Knight has bought for himself

Abilities:

None

House Knight

Livery:

A plain grey tabard worn over other clothing with a black sash worn diagonally across the chest

Progression:

To advance to Order Knight takes two months.

Equipment:

- A second suit of armour (between 4 and 6 AP)
- A single one-handed weapon

Abilities:

- A Knight may stack Armour (as per the Mercenary skill)
- Truthtell once per day with the vocal "By my Knightly powers, answer me with truth!"

Order Knight

Livery:

A plain grey tabard worn over other clothing with a black sash worn diagonally across the chest

Progression:

After 3 months the Knight may advance to the next rank.

Equipment:

- A single one-handed weapon or a shield

Abilities:

The Order Knight can Discern Faith as per a Sidhean Devotee or Priest of Father rank with the vocals "By my Knightly Powers answer me with your God's name!"

Knight Adventurous

Livery:

A plain grey tabard worn over other clothing with a black sash worn diagonally across the chest. The Knight Adventurous may wear his family coat of arms on his shield or as a flash on his belt.

Progression:

If the Knight chooses they may supplicate to the rank of Devotee and become a Knight Devout. This is not compulsory, nor is there any shame within the Grey Order for a Knight to remain a Knight Adventurous – a Knight who chooses to remain a Knight Adventurous may be doing so as a self-imposed penance, a belief that they are not worthy to pursue the path to "perfection" or a desire to seek perfection as a Knight rather than combining Knighthood with the duties of devotion. The Knight may choose to supplicate at any time.

Equipment:

No additional equipment

Abilities:

My Life for Your Life:

So long as the Knight is kneeling over and fussing an unconscious person (with appropriate intent roleplay), all death and poison counts for that person are suspended for a maximum of 5 minutes. The Knight is unable to do anything else, including speaking or attempting to actually heal the person properly. The Knight may talk quietly to the unconscious person. Once the fussing stops, the Knight's death count is reduced by 1 minute (cumulative, if multiple attempts) for the rest of the day, as they have put a lot of their strength into keeping the other person alive. (Note: this ability is lost as soon as the Knight supplicates to Devout.).

Verbals: "By the love I have for you, let my life sustain yours"

Knight Devout

Livery:

A plain grey tabard worn over other clothing with a black sash worn diagonally across the chest. A D7 no longer wears his sash, having attained as close to perfection as possible in the eyes of the Order. A Knight Devout does not wear his family coat of arms as he has given himself completely to Sidhe.

Equipment:

All spell cards and ritual scrolls are provided for the Knight by the Church. The Knight also receives one holy water vial per point of mana that he has.

Abilities:

A Grey Knight may become a Devotee of Sidhe and advance normally. All spells are cast with the vocals "I am a Knight of the Grey Order..." They may not choose the spells Stun, Freeze, Writhe or Circle of Protection. If he breaks a Major sin at any time he may no longer study as a Devotee and is reduced in rank back to Knight Adventurous and may not become a Knight Devout again. If he breaks a Deadly or Devotional sin then he is excommunicated and ejected from the Grey Order.

Head of the Order

Livery:

The same livery as his appropriate rank within the Order plus a Green sash worn around the waist.

Equipment:

The Head of the Order may quest for the Order Item (See the SR Religion)

Chaplain to the Order

Requirements:

The Grey Order Chaplain must be a Sidhean Priest

Role:

The Chaplain is to care for the spiritual needs of the Order

Livery:

The Chaplain should wear the Order emblem on a tabard, flash or badge on their person

Benefits:

The Order will pay for the repair of the Chaplains weapons, armour and shield

The Templar Knights

Devotion and Obedience

Background

By most reckoning the order was formed in the year 118 during the first crusade The Lord De Payne and his retinue after much success against the vile Konn approached the Church of Sidhe in Saleem and requested to join the priesthood. Not wanting to waste the martial skills of these proud warriors the Priest prayed and the idea that came to him became the Knights Templar. The example of these devout and holy Knights soon caused their numbers to swell and the Temple spread to the far corners of the Axirian Empire. Many kings and lords borrow from the Temple whilst more will not travel or conduct negotiations without a Templar present. Even the Emperor of Axir has Templar advisers. During the years 174 to 207 the Church of Sidhe came under the control of Heresiarch Julian the 3rd.

Refusing to co-operate with what they saw as an abomination of their belief the Knights turned to the Church of Vleybor for aid and solace. The order has been present in Ithron since 540.

Attitude

The Templars are different in many ways from the other orders they are open to all races, sexes and nationalities. To the order these things are not significant - the body that binds the spirit is merely flesh. It is the spirit that matters. To assess the spirit of a being based on the shell it inhabits is an abomination of justice. Unlike other orders the Templars accept people joining later in life after they have lived other lives (must only be Kindred of Sidhe or able to return to that rank).

The Templar Oath

Templar Knights take an oath of obedience to the Temple which must be re-sworn at the beginning of every day (or beginning of each adventure). The oath is as follows: -

"I swear before my lord Sidhe, the most mighty, to obey my masters in the Temple in his name. I swear before my lord Sidhe, may his will ever be done, to free the blessed and forever hold the lands of Ausremer from the clutches of the most evil, may eternal damnation in the deepest pits of pandemonium be thy fate, tribes of Konn. I swear before my lord Sidhe, may his spirit guide me in all actions, to promote the cause of all those under the yolk of injustice."

Livery

Full Knights (House Knight up) wear a white tabard with a set of Scales (Marshall path), A Chalice (Hospitalier path), Flaming Torch of Knowledge (Librarian Path) or the Pillar of the Temple (all paths). All other ranks wear a plain white tabard. Other clothes should be grey without ostentation.

Note: Any existing players (December 18) with old livery may continue to use it.

Membership Restrictions

The Templars will accept a person of any gender or race. The person must however be Kindred of Sidhe and not a member of another Church.

Strictures

To own nothing but arms and armour provided by the Order. Templar Knights give their money to the order or charitable causes (other characters are not charitable causes). A Knight may own the weapons and armour given to him by the order and up to 10 Crowns of other goods (book price or RRP). When a Templar dies all his possessions become property of the order. To protect and aid pilgrims of the Seven Churches. Priest and Devotees are not automatically pilgrims and a Knight does not have to lay down his life defending each and every shrine, just do his best to defend them.

Tithe

8/12 of all income to the Order and 1/12 to the Church of Sidhe.

Progression

Progression through ranks of Knighthood is not automatic and is subject to completion of certain requirements. Knights who do not complete their requirements are delayed in their advancement until they complete their requirements for advancement. Knights in sin may not advance or work towards their requirements for advancement. Knights who have been absolved of sin must complete their penance before they can advance further or work towards their requirements for advancement. Furthermore if a Templar Knight breaks one of his strictures his advancement is also delayed for a month, due to his transgressions.

Squire (Rural Brother)

Benefits

A Squire does not need a weapons permit, The Squire is given the following equipment:

- A single one-handed weapon of his choice.
 - A Blessed Sidhean Holy Symbol
 - 4 Bandages which are replaced at the end of each adventure/event.
- The Order will repair or replace any equipment it has given the Knight. This does not include equipment the Knight has bought for himself.

Restrictions:

A Squire may not wear any armour, or use a shield.

Progression

Once a Squire has adventured for two months having adventured at least once with his (or an appointed alternative – alternative may be another Templar or a Priest of Sidhe) he can advance to the rank of Errant.

At this point, he character must choose a path that will define his role and responsibilities within the order; Marshal, Librarian or Hospitalier. As the character advances, he will receive fixed skills / advantages, along with a skill choice each rank that is available to all 3 classes.

Errant (Brother Sergeant)

Benefits

An Errant is given the following equipment:

- A suit of armour (5 AP or less)
- A single one-handed weapon or a shield.
- *Marshal only:* The Templar is a veritable juggernaut of steel that is almost impossible to halt. Three times per day, the first strike in a combat encounter, with a suitably role-played blow the Knight may call 'knockback'.
- *Librarian Only:* The Librarian may cast the Rituals of Comprehension and Locate once per day. (Ritual without scroll paper still required). Vocals for these spells are the same as for a Sidhean Priest.
- *Hospitalier Only:* A Knight Templar is granted a total of 12 bandages per day instead of the normal 4.

Progression

The Errant must adventure four times over a period of at least 4 months before he can advance. In addition he must fulfil certain criteria set down by his Order. The advancement must be approved by the LO or the Campaign Co-ordinator.

Templar Knights must have displayed the virtues of Spirituality, Justice and Honour and put his experiences in a written petition to the Seneschal.

A Templar Knight must also strive to display the virtue of Humility, but for obvious reasons examples of this need not be put in the writing.

They must also have made at least one pilgrimage to a holy place of the Seven God's.

House Knight (Knight-Brother)

Benefits

The House Knight may wear the livery of their Order.

After their morning prayer and the reciting of their oaths the Templar may be considered to be under the effect of a "Knighly Warding" spell. Their prayers must be performed IC for this to take effect.

The House Knight gains access to the following equipment / abilities:

- A third weapon of their choice (one or two handed) or a shield.
- Their first suit of armour is upgraded to any armour (up to 6AP).
- *Marshal only:* The knight gains the ability to double stack armour. In addition, the Order grants the Knight a second suit of armour up to AP5.

• *Librarian Only:* The Librarian gains the ability to understand all those who would speak to him. Once per day, he may cast the command of Understanding on himself with the following verbals "By my knighly powers, may all I speak and hear be understood"

• *Hospitalier Only:* the Hospitalier can cast a Command of Heal Wound three times per day with the vocals "By my knighly, may this wound be healed." The Templar must lay as many hands as they have available upon the injured location.

- The House Knight may also choose one Order ability.

Progression

After two months the Knight may advance to the next rank.

Order Knight (Knight of the Temple)

Benefits

- *Marshal only:* The Marshal has mastered the use of different weapon styles. When fighting with weapon and shield, he has learnt to deflect blows with his shield rather than absorb their impact and may call "no effect" to a "cleave" effect used against a shield he is wielding once per day.
- Whilst using a 2-handed axe/sword/hammer, the Marshal strikes with the

strength and precision of the Allfather. Once per day with a two-handed weapon the Templar may call "cleave".

- **Librarian Only:** The Librarian may cast the Ritual of Divine Nature on command once per day. (Ritual without scroll paper still required). They may also see the religious in nature sigil, the cursed in nature/evil sigil and the alchemical in nature sigil.

Vocals for this spell are the same as for a Sidhean Priest.

- **Hospitaller Only:** The Hospitaller is able to recognise when poison is present in a body after five seconds of close examination (as per the Physician skill "Poison Lore"), they may also recognise when someone is diseased after this examination. This should be role-played.

In addition, once per day the Knight may lay both their hands upon the forehead of an injured party and cast a Command of Purge Poison with the following verbals: "By my knightly powers, may all toxins be removed."

- The Order Knight may choose one Order ability from the list below.

Progression

After 3 months the Knight may advance to the next rank.

Knight Marshal, Librarian or Hospitaller

Benefits

- **Marshal only:** Rites of Salvation. A Knight can bless their own weapon once per day on Command (Ritual without scroll paper still required). The vocals for this spell are the same as for a Sidhean Priest.

The Knight may also ignore the first non-magical wound they suffer each day. This should be role-played as a minor injury, scratch or flesh wound. An injury will still be evident to examination and poison *will* still affect the Knight.

- **Librarian Only:** Rites of Saloman. The eyes of the Knight are opened to the darker mysteries of the world. They may now see demonological auras and necromantic auras. This ability only comes into play once their oaths have been sworn in the morning as per the knightly warding effect.

They may cast a Ritual of Commune with Dead on command once per day and Command of Lift once per day. Vocals for these spells are the same as for a Sidhean Priest.

- **Hospitaller Only:** A true student of the hospital is expected to tend to the ill, wounded and the dying and as such often spends their time mired in blood, faeces and the dirt of war. As such they are immune to all non-magical diseases.

Once per day a Knight Hospitaller may lay both their hands upon the forehead of a diseased party and cast the Command of Cure Disease. "By my knightly powers and the auspices of the Temple, may this disease be cured."

In addition, they gain an additional use of their command of Purge Poison.

- The Knight may choose one Order ability from the list below.

Progression

Advancement to Seneschal is at the Campaign Co-ordinator's discretion. There is one Seneschal.

Head of the Order (Seneschal)

Abilities:

The Seneschal may choose an additional order ability.

Equipment:

The Head of the Order may quest for the Order Item (See the SR Religion)

Chaplain to the Order

Requirements:

The Templar Order Chaplain must be a Sidhean Priest

Role:

The Chaplain is to care for the spiritual needs of the Order

Livery:

The Chaplain should wear the Order emblem on a tabard, flash or badge on their person

Benefits:

The Order will pay for the repair of the Chaplains weapons, armour and shield

Order Abilities

(These can all be taken multiple times, unless otherwise stated).

Further abilities may be researched by a Knight Marshal, Librarian or Hospitaller. These will always become Order abilities rather than path abilities. The successful researcher will gain use of the ability for free.

Soldier of Sidhe

The Knight Marshal may cast on command the spell Knightly Warding once per day. As with the regular description, Knightly Warding does not stack with itself. This provides one resist and must be cast on the knight or another Sidhean knight of Errant rank or higher. The vocals are "By my knightly powers and the auspices of the Temple may I/you be protected from fell magic's."

Practiced Knight

The Templar may expend this ability to reuse any one of his expended abilities once per day due to his increased studies and worship. This cannot be used on Sidhe Protects.

Favour of the Hospital

A Knight Templar is granted a total of ten bandages per day. These replace their usual four. If this skill is taken by a Hospitaller, it stacks atop of their bandage allowance. May be taken only once.

The Library's Blessings

The Knights receives regular blessings and sanctification of his equipment from the Order's priests to ward off foul magics and influences. Once per day, the character may resist a spell cast on any equipment he is currently wearing and was issued with by the temple. His equipment should carry suitable physreps to mark it as Templar property e.g. holy parchment, iconography etc.

Sidhe Protects

A Templar is sworn to defend Ausremer from the predations of The Konn. Once per day a Knight may call upon Sidhe's protection with the vocals "By my knightly powers and the auspices of the Temple, may my faith be my shield". For the next 15minutes/encounter the Templar gains three resists that can be used against spells cast by Undead and Demonic Sources. *This ability may only be taken once and cannot be used in conjunction with Practiced Knight.*

Hexagrammic Wards

The Templar's armour, equipment or even own body is inscribed with tiny runes, sacred scriptures and holy sigils of the Allfather that are meant to ward away ill-fortune and the blades of the Archenemy's servants. **The knight counts as having a mighty strength in place each day once his morning oaths have been sworn. Suitable physreps required.** May be taken only once

Heal Wound

The Knight can cast a Command of Heal Wound once per day with the vocals "By my knightly powers, may this wound be healed." The Templar must lay as many hands as they have available upon the injured location. If the Knight does not have the Order ability 'Favour of the Hospital' then using this ability immediately reduces the Knight's wound count by 60 seconds until the next dawn.

Can only be taken once.

The Tradition of Feudal Knights

For King and Country

Background

Prior to the passing of the first millennium, the idea of the landed nobility adventuring was considered to be quite rare. Occasionally, the son or daughter of a minor Lord, those not expecting to inherit, would choose to take up the adventuring life. This was often done in hopes that their deeds and exploits would grant them favour at court and perhaps lead to their elevation.

With the ascension of King Robert to the throne however, the perspective of the nobility began to change. By virtue of the King's example, it was proven that those of noble birth could achieve great things in adventuring community and many noble lords began to foster development of their family members in the ways of secular Knighthood, the management of feudal obligations and the expectations of a noble adventurer.

Playing a Feudal Knight

Starting

Feudal Knights are those who have been raised in the estates and courts of Ithron's nobility. As such, only Humans and Half Elves with noble blood and connections may become Feudal Knights.

(Characters must begin play as Feudal Knights unless they have CC and SR K&R permission to do otherwise.)

Feudal Knights must have a defined 'Liege Lord'. This must be an NPC who holds the rank of Baron or higher, controlled by the Player's branch LO. Player Character Feudal Knights may not be the vassals of Dukes or the Royal Court, as these powerful NPCs would not accept a direct vassal of the lesser nobility.

Religion and Tithes

Feudal Knights are expected to maintain a certain level of affluence, as well as a monetary obligation in support of their liege lord. To represent this, they pay a 4/12 tithe on all their income. This will change to a 3/12 tithe once they reach the rank of Knight Provost.

Knights who cheat on or otherwise attempt to subvert paying their feudal tithe will be placed in 'Disgrace' – see below.

Feudal Knights are free to join any faith as Kindred and may also advance to the rank of Devoted (**Novice D3**), but must still contribute to their feudal tithe in addition to their 6/12 devotional obligation. Should they join the Priesthood or advance to Father/Mother Devotee, then they are considered to have left this advance scheme and abdicated all claims to their noble lineage and inheritance, including their Family Armour and Weapon.

Attitudes

Whilst there has never been a single formalised Order of secular Knighthood within Ithron, there exists a strong tradition among the duchies of noble born men and women taking up arms for their liege lords in times of strife.

Sons and daughters of established lords, sworn swords in the service greater nobles or those who band together as a brotherhood of like minded individuals such as the Knights of the Boar; All are examples of the tradition of Ithronian Feudal Knights.

It is important to remember that these people are secular knights and not bound by a defined code of honour or conduct, other than expected behaviour which befits one who is noble born.

Consequently PC's should bear in mind how they treat their noble peers and how fraternising with the more 'unwholesome' members of society may reflect badly on them in the social circles of Ithron's landed gentry. This is expanded on further in the 'Disgrace' section below.

Adventuring Feudal Knights are answerable to their liege lord and ultimately to the King himself. They are the nobility's representatives amongst the Knights of Ithron and fall under the leadership of the Knight Commander in battle. Both their liege lord and the Knight Commander may discipline a Feudal Knight who brings dispute upon the collective Knighthoods of Ithron, as they see fit – such as placing them in 'Disgrace'.

Progression

Progression through ranks of Feudal Knight is not always automatic and is subject to completion of certain requirements – holding a feast, paying for an estate etc. Knights who do not complete them are delayed until they complete their requirements for advancement.

Feudal Knights who are currently in Disgrace may not work towards their advancement. Feudal Knights may not join any other Guilds (including Illegal Guilds) outside of this advancement scheme

Disgrace

Feudal Knights and their retainers are an integral part of the courts of nobility. When not adventuring, they frequent the courts of their noble peers, relying heavily on word of their honour and renown to allow them entry. Should their good name be tarnished however, this can have a serious effect upon the Feudal Knight and leave them in 'Disgrace' or worse, fully Disinherited.

When in Disgrace, the Feudal Knight may not work towards their advancement or use any of the abilities granted to them by their Retainers – *see below*. The NPCs are still performing their functions, but due to the shame suffered by the Knight, they are either unable to assist them as they normally would, or the Knight is too absorbed in overcoming their embarrassment to outwardly benefit from their help.

Disgrace is incurred when the Feudal Knight commits one of the infractions listed below and it is feasible that word will spread and their Liege Lord, The Knight Commander or the Noble Courts will hear of it – Determined by their Adventure Ref.

Each period of Disgrace will last a set period of time, with Minor being one month and Serious being three months. The Knight must adventure without further Disgrace during these periods in order to earn back their good name.

Should a Feudal Knight commit an infraction which would result in being Disinherited, then they are considered to have left this advance scheme and lost all claims to their noble lineage and inheritance, including their Family Armour and Heirloom Weapon.

Minor – 1 Month

- Being convicted of a Petty Crime
- Abandoning a mission
- Disobeying an appointed commander in battle*
- Knowingly consorting with members of an Illegal Guild

Serious – 3 Months

- Being convicted of a Major Crime
- Failure to pay Feudal tithe (includes misuse of Retainers – Steward, Apothecary etc.)
- Disobeying their Liege Lord
- Breaking an oath made on the Knight's personal honour.

Disinherited

- Being convicted of a Capital Crime
- Being Excommunicated
- Disobeying the King or authorities of the Royal Court

*Disobeying an appointed commander in battle is when the Knight is instructed to follow another person's orders by their Liege Lord, their Lord's appointed representatives or the Knight Commander.

Esquire

An Esquire is an individual of a noble bloodline or belongs to a household of small significance. They seek to serve their lord to the best of their ability and bring both glory and honour to their name, elevating themselves in the process.

Fees

Feudal Esquires pay a 4/12 tithe on all their income.

Benefits

An Esquire is considered noble under Ithronian Law and are issued with a unique Patent of Nobility. They are allowed to carry weapons without permits but must carry a badge, sigil or wear livery of either their noble house or that of their Liege Lord.

(A Law Officer may ask to see evidence of nobility and any of the above will suffice. Those who refuse to cooperate with the Law may have their restricted weapons legally confiscated until their nobility can be later proven and risk being charged with interfering with the law).

An Esquire does not begin with the regular starting money/equipment but instead starts with the following:

- A Suit of Family Armour

-A full set of armour covering all locations. This may be of any type(s) but may not change once play has begun. This Armour is initially in a state of ill-repair (half AV rounded down), but may be repaired after the Knight's first adventure.

- An Heirloom Weapon

-May be a single weapon of any type, including two handed weapons, except those which require specialist Blacksmith work such as a double-weapon. If a missile weapon is chosen, they start with 6 relevant ammunitions.

- If the Feudal Knight begins play as a Kindred of a Church, then they will have their relevant holy symbol(s).

Under **no circumstances** may the Knight's starting equipment be sold, bartered or part exchanged. An Esquire must initially care and maintain all of their equipment themselves, it is not repaired for free.

Progression

After two months, the Esquire may advance to the rank of Knight Errant

Knight Errant

Having now been accepted into their household's trusted staff, this is the opportunity for the Errant to prove their capability for leadership, estate management and courage in the field.

Fees

Feudal Errants pay a 4/12 tithe on all their income.

Benefits

The Knight may choose a Retainer from the list below and add them to their staff. This will grant them the ability linked to that Retainer.

Progression

After three months, the Errant may advance to the rank of Knight Banneret. They must also swear an oath of fealty to their Liege Lord in-character and host a following celebration that will cost a minimum of 10 crowns.

It is preferred that this is an uptime event, but it is not a strict requirement. (LO/SR/CC Approval).

Knight Banneret

Having been officially elevated, the Knight Banneret is now a true knight, sworn to a lord or a cause as a loyal vassal, but owns no land themselves.

Fees

Knight Banneret pay a 4/12 tithe on all their income.

Benefits

At this rank the Knight Banneret is knighted by their lord and may refer to themselves as Sir or Dame.

The Knight may choose a Retainer from the list below and add them to their staff. This will grant them the ability linked to that Retainer.

Progression

After three months the Knight Banneret may advance to the rank of Knight Provost. Before advancing, the Knight must pay 20 crowns to lay the foundation for the construction of a small fort or manor house, which will be on the land they are to be gifted by their Lord.

Knight Provost

Having been gifted a small plot of land and a handful of men, the Knight Provost is often called upon to watch over the more turbulent or dangerous districts of their lords lands. When their Lord marches to war, the Knight will gather their band of warriors, loft their banner and heed the call.

Fees

The gifted land allows the Feudal Knight to generate a small income, reducing their tithe to 3/12.

Benefits

The Knight's land generates some income, which is reflected in their modified tithe.

The Knight may choose two Retainers from the list below and add them to their staff. This will grant them the ability linked to those Retainers.

Progression

After four months and the successful completion of a quest for their lord (i.e. clearing a troublesome area or recovering a lost family heirloom) the Knight Provost may advance to the rank of Knight of the Realm.

Knight of the Realm

The Feudal Knight has now proven themselves in the eyes of their peers and the realm. They are held in high regard by their liege lord, who likely considers

them a close and trusted ally. They now command a sizeable staff of their own who aid them in their daily tasks.

Fees

The gifted land allows the Feudal Knight to generate a small income. Their tithe remains 3/12.

Benefits

The Knight may choose two Retainers from the list below and add them to their staff. This will grant them the ability linked to those Retainers.

Knights of the Realm have enough training and experience to be able to wield Steel Shields effectively.

Research

It is possible, through in-character research that the roster of Retainers may expand in the future. Any Knight of the Realm can research the addition of potential Retainers and should fill out a research proposal form and send it to the Senior Referees through their LO. This counts as a feasibility study that costs 20 Crowns. A character who's research is successfully passed by the Executive Committee does not need to have a free or unused Retainer slot. If passed, the Retainer is in addition to their normal allowance

Retainers

Retainers are important people in the Feudal Knight's life. Those the Knight has gathered around themselves as allies, supporters, mentors and employees, forming a retinue who help push them to greatness.

In game terms, Retainers are representations of skills and abilities possessed by the Feudal Knight character. The NPC's who encapsulate these abilities are those who dramatically impact the Feudal Knight's life in some way. They train with the character constantly, impart advice and direction or manage a part of their life. The listed names are alternate suggestions for Retainer choices who perform the same basic functions, chosen by the Feudal Knight.

Important distinctions to note in regards to how Retainers function:

- Once chosen, Retainers are fixed in a similar manner to skills and ability choices. They may not be traded out at the Knight's whim.
- The same Retainer may not be taken multiple times.
- Retainers may not perform additional downtime activity for the Feudal Knight beyond their stated functions.
- NPC's may not just 'be recruited' in order for the Feudal Knight to expand their retinue and gain new abilities. The available slots for Retainers, earned as the Knight advances, represent a serious investment of their time and routine towards the NPC.
- The death of Retainers should not be used to deprive the Knight of their abilities or as an excuse for the Knight to trade out abilities. Should this occur, other NPCs will take the Retainer's place. For this reason Retainers should not normally appear on missions or at events.
- Active Player Characters may not be Retainers for an active Feudal Knight character. Should another Player wish to play one of the Knight's Retainers as a character, they immediately cease to be a functional Retainer for the Knight and an NPC will take their place.

Alderman (Chancellor)

To maintain the goodwill of the populace, the Knight takes heed of the advice given to them by the representative of their people, the Alderman. The Alderman's advice and assistance on matters of paying homage and displaying loyalty allows the Knight to focus their mental efforts into becoming absolutely loyal to a single individual.

At the start of the day, a Knight with this skill can nominate one person whom they cannot be made to attack or harm by outside magical forces (e.g. Obey) until the following dawn or they choose to relinquish their loyalty. Additionally the Knight may similarly not be compelled to attack any member of their Household or that of their Liege Lord (those wearing the Knight's or Liege Lord's livery).

When compelled directly to harm their charge by an effect, (E.g. Obey me and kill your <charge>). They will respond with the vocals –"I am loyal to <insert name of target> and I will not harm him/her" and it can be considered to have 'No Effect'. When they may be caused to indirectly harm their charge by such an effect (E.g. Obey me and kill your allies) they will take the effect as normal regarding other targets, but will still not harm their charge or Household

members. This ability will not allow the Knight to overcome or subvert the effects of 'Possession'.

Temporarily inducing party members into the Knight's Household to take advantage of this effect will bring the Knight into Disgrace (Major).

Apothecary

In order to keep themselves in good health, the Knight has taken an Apothecary into their household. The Apothecary is capable of producing bandages and bespoke herbal remedies for the Knight's personal use. At the start of each adventure the Knight is provided with 3 bandages at no cost (unused bandages do not carry over to further adventures and may not be sold/traded.)

Additionally, the Knight is provided with a single poultice of healing herbs and unguents by their Apothecary. When applied to a wound in a process taking 30 seconds, the location will be fully healed as if by a healing potion. The poultice must be applied in a very specific manner and so only the Feudal Knight may use it. The poultice also spoils quickly and will become inert and useless by the next dawn if not used. The poultice should have an appropriate phys rep (e.g. a leather pouch filled with crushed leaves.)

Bodyguard (Sworn Sword/Yeoman)

To help keep them safe from harm when travelling about their lands, the Knight has brought a personal bodyguard into their employ. With the training and discipline in methods of self defence provided, the Knight will be better able to shrug off and deflect staggering attacks.

If a blow giving the call of "Knockback" is parried using a shield, then the Knight using the shield can divert the force of the blow to prevent loss of their footing and thus call "No Effect" to the 'Knockback'. If the blow hits anywhere on the Knight other than the shield, the 'Knockback' affects them as normal.

Companion (Confidant/Consort/Wife/Husband)

The Knight has an intimate relationship with another person, a dependable Companion. This could be with a spouse, a lover or a trusted friend amongst their court. In any case, this connection is one of complete trust and allows the Knight to recognise when their emotions are being manipulated by magic, and to resist it. The Knight is considered to be 'Immune' to 'Befriend' and 'Entrance' spells/effects and are aware when they have been affected by such magic (although this does not allow them to 'understand' the spell and identify the caster verbally).

Courtiers (Sycophants/Flunkies/Toadies)

The Knight is known to frequent with a group of minor noble associates who take a keen interest in the reputation of the Knight as an adventurer. Knowing that tales of their greatest exploits and most tragic failures will undoubtedly reach their Courtier's ears, the Knight is able to better shrug off certain compromising effects over fear of social embarrassment.

When affected by a 'Freeze', 'Paralyse' or 'Nausea', the Knight may recover from the effect in 15 seconds, rather than the usual 30 seconds.

Family Blacksmith

The Knight has a personal blacksmith who works for their estate and is responsible for the maintenance and repair of the Knight's armour and weapons. At the end of an adventure, they hand the equipment (and any broken pieces) in for repairs and the Family Blacksmith will have them ready and repaired for the next time the Knight adventures. At fests it is up to the event organisers to decide if the Family Blacksmith is available to provide these facilities on site. The Knight may only have their personal equipment

repaired and cannot use the Family Blacksmith to repair other people's equipment.

Gamekeeper

The Knight employs a caretaker to manage the countryside surrounding their estate and tend to mundane rural tasks. They are almost always a physically capable individual, with a great personal knowledge of the bodily necessities of sustaining a rural life. The Gamekeeper is able to pass some of this knowledge onto the Knight through training, observation and personal guidance.

This constant attention to hard graft enhances the Knight's capability for acts of physical strength. Twice per day, when wielding a 2-handed axe/sword/hammer, the Knight may call "Cleave" when striking a wooden shield. If the target shield is magically protected (i.e. weapon bonding, magic immunity) then this effect may be resisted.

Manservant (Handmaiden)

The Knight employs a Manservant or Handmaiden to assist them in scheduling their appointments and providing for their day-to-day care. This routine of regularity allows the Knight to regain a measure of focus and composure when they are unexpectedly inconvenienced.

Three times per day, the Knight may rouse themselves from unconsciousness after 30 seconds, provided that they are not still suffering from incapacitating injury – such as wounds to the chest/head or poison/alchemy. This will not allow the Knight to overcome a Subdual wound (includes Stun spells) until they are roused by another person or the encounter ends as normal.

Master of Arms

The Knight has a Master of Arms on their household staff, who is responsible for the estate's militia and conducting training and practice with the Knight themselves. This regular exercise allows the Knight to draw on reserves of strength in times of danger. Three times per day, following a suitably role-played blow, the Knight may call 'Knockback' when striking a foe in combat. This requires a weapon of more than 26" to utilise.

Page (Valet)

To further the traditions of Feudal Knighthood, the Knight has taken on a Page to serve them in the manner of a squire and personal valet. One of the primary tasks of the Page will be to help their master with preparation and training for war. With this assistance, the Knight will be able to wear two layers of armour and benefit from both effectively, as set out in the rules on combat.

Steward

The Knight employs a competent Steward to oversee the monetary affairs of their estate. This professional oversight allows the Knight's estate to generate 5 Crowns per month towards the Knight's personal income (this must still be tithed upon as usual). Additionally, the Steward's financial acumen allows the Knight to obtain religious spell cards and scroll paper for free, if they are members of the Devoted - this must be only for the Knight's personal use.

Note: The income is only gained in months where the Knight adventures.

5 - Holy Orders

The Crowan Roses

Poverty, Chastity & Obedience



Background

The Order was founded in Konn in 974 when a group of independent women banded together to protect themselves from the ravages of the war that raged and the actions of the predominantly male soldiers. They defended themselves and where possible others who also needed help. These actions encouraged others to join the group and it grew.

The leader of the group was Sophria Steel, a Devotee of Crowa. She alone trained the women in the group and organised it. The women in the group followed the common sense strictures imposed by Stael. These included avoiding sexual relations, as this would lead in emotional ties or pregnancy, which would cause the group to disintegrate. As the unit grew in experience and size the other members followed Stael's religious convictions and became devout worshippers of Crowa.

The group hired themselves out as mercenaries, as long as the mission coincided with their developing strictures and goals. Their success and growing strength was taken as an affront by many of the various armies in Konn at the time. Disaster struck when an Axirian unit, returning from battle found the camp of the Roses and after a bloody battle those who were in the camp at the time were either killed or seriously wounded. Sophria was captured and murdered by a cowardly blow in the back from a poisoned blade. Not all of the unit were in the camp at the time of the attack and, after burying their dead, they left Konn to seek someone who would appreciate their support. Landing near Newcroft, in Northern Ithron, they quickly became known to the Earl of Berwickshire and leased land from him. From this base they defended the lands of Berwickshire and took new recruits in to the Order. In recognition of the Roses who fell at Hadsfield in 998 and Darian in 999, they were granted the right to bear arms, without the need to carry a weapons permit, by the King of Ithron.

In 1018, the Order opened its ranks to all genders, so long as they were willing to swear the same oaths and strictures.

Requirements

The Order will accept members of any race, but they must be Devotees of Crowa. This means that new characters cannot start as Roses, they must play for at least one month and supplicate to D1 before applying to join the Order.

Strictures

In addition to following the sins of Crowa relevant to a Devotee, members must abide by the following strictures:

- Never attack a helpless foe.
- Never cheat in a fair contest or duel.
- Never to use poison (except in healing).
- Never to refuse to help a just cause.
- Never to condone treachery or assassination.
- Never to use missile weapons

These are order rather than Church strictures. A Rose breaking a stricture should contact the Mother Rose.

Oath

All new Crowan Roses must swear the following oaths in order to maintain the unity and strength of the order.

- Obedience – to the strictures of the Order and the Church and obey her superiors in the Order.
- Celibacy – to remain completely chaste
- Poverty – to donate all their income to the Order, which will provide for their needs

Advancement and Equipment

A Crowan Rose may carry restricted weapons and armour without a weapons permit, a privilege granted by the King of Ithron in 999. All Roses should wear

a red tabard with the emblem of the Order in addition to a hood and prayer scarf for casting Rituals.

The character progresses through the Devotional ranks of the Church of Crowa and gains additional abilities at each new rank in addition to the usual Mana. All equipment provided is per week, Monday to Monday, any excess not used is returned to the Order

Rank	Title	Mana
D1	Novice Rose	1
D2	Novice Rose	2
D3	Sister Rose	3
D4	Sister Rose	4
D5	Sister Rose	6
D6	Mother Rose	9
D7	Mother Rose	12
Head of Order	Holy Mother Rose	12

Novice Rose

- Must donate all her possessions to the Order in keeping with her vow of poverty.
- The Order gives all new Roses a suit of armour of their choice, two weapons and a shield or a third weapon (one or two handed). The Order will repair or replace this equipment.
- Order provides with 3 bandages.
- Order provides her with a set number of vials of Holy Water. This is equivalent to their total available Mana i.e. 3 vials at D3, 12 vials at D7 etc.

Mother Rose

- May double stack armour as per the Mercenaries skill as long as only 1 of the armour types is metal (i.e. cannot double stack metal armour).
- May join the Physician's Guild in the usual way, but may only advance to second rank (Journeyman). An Apprentice Physician is provided with 3 doses of Woundwort. A Journeyman Physician is provided with 6 doses of Physicians drugs. They cannot choose drugs that they do not require in mixes (i.e. Deathsman and Easeall).
- Double Stack Metal: As an alternative to joining the physician's guild, at D7 a Crowan Rose can chose extra military training and learn to stack two layers of metal armour. This takes 2 months of training. It is possible to lose this skill and chose the physician route later.

Holy Mother Rose

- May quest for the Rose Order Holy Item
- Has responsibility to ensure all members of the Order obey their strictures and may set penances for those who break them

Chaplain to the Order

Requirements:

The Rose Order Chaplain must be a Crowan Priest

Role:

The Chaplain is to care for the spiritual needs of the Order

Livery:

The Chaplain should wear the Order emblem on a tabard, flash or badge on their person

Benefits:

The Order will pay for the repair of the Chaplains weapons, armour and shield

Relics of the Crowan Roses

The Rose Shield

Tithes

A Rose tithes ½ their income to the Church.

Of the remaining income the first 2/- for Novices; 3/- for Sisters; and 4/- for Mothers goes towards expenses (is effectively "spent" and lost from the system). If a Rose has less than this left after tithing to the Church she simply pays all she has left towards expenses. These expenses are used to provide the Rose with equipment (inc. spell cards, Ritual scrolls etc.) and pay their Physicians Guild fees. If a Rose has any money left after tithes and expenses it goes to the Order.

If a Rose is donated equipment, alchemy etc. by another player then they may accept this gift. However any items they have remaining at the end of the month must be offered to the Holy Mother Rose for sharing out between the rest of the Order.

Section E - The Bestiary

1 - Introduction

The Bestiary is a list of monsters and their statistics. The monsters are divided into groups according to their origins and are arranged alphabetically within each section. The Sections are as follows:-

Hulda	<i>Creatures with natural magical powers or magical origins</i>
Automata	<i>Unliving creatures (not Undead) created using powerful magic</i>
Undead NPC	<i>Dead creatures animated with a pseudo life force</i>
	<i>Humans or other similar civilised or semi-civilised races</i>
Natural Creatures	<i>Naturally occurring animals, some may have a degree of intelligence</i>
Foulspawn	<i>Natural but monstrous creatures with varying degrees of intelligence</i>
Fae	<i>Intelligent Magical Creatures from village folklore</i>
Demons	<i>Powerful magical creatures originating from the Plane of Sharda</i>

Only the statistics of the more common creatures are given in any detail; this is to create a national standard. Other creatures do exist, however, and to use such creatures you will have to apply to the Senior Referee Bestiary who will provide statistics and instructions for the use of these monsters.

In addition to these creatures each branch is allowed a small selection of "special" branch monsters. These monsters will usually be tied geographically to that branch and their use, even if agreed with the appropriate LO, should be severely restricted outside of the branch. In order for a branch to have a special monster the statistics, background etc. should be agreed with the Campaign Co-ordinator and the Senior Referees, before it is used. Please submit any proposals for branch monsters, or new line monsters, in the format used in the Bestiary. A blank creature form is supplied in the appendices section of this guide for this purpose.

It is possible during the course of a local campaign for specific creatures to turn up more than once (E.g. Grunto the Troll, Turgid the Dark Elf). If desired these creatures may be allowed to develop outside of the normal restraints for their race, provided that player characters allow them to live long enough.

The basic descriptions of the monsters are broken down into several categories as follows:

Hits

The number of hits per location each monster has and any connected information (e.g. only affected by enchanted weapons, axes)

Spirit Strength

Undead creatures have Spirit Strength listed under their hits. This reflects how much Undead life force they have - the more Spirit Strength, the harder it is to dismiss them with religious power.

Magical Abilities

Magical abilities, religions and schools of magic that the monster may join and gain power from. Unless otherwise specified the monster must follow the normal rules on Magic.

Special Abilities

Any special abilities the monster has.

Description

What the monster physically looks like and how it dresses. Please try and stick to these descriptions so that monsters look similar from branch to branch.

Frequency

Indicates how common or rare the creature is and the sorts of numbers they may (normally) appear in - see below.

Ecology

The background to the monster; where it came from, how it lives/survives and how it is likely to act. It is this section that brings the monster to life, from being a set of statistics and points, to a creature that has a reason for existence and a set of goals.

The hits and magical powers listed are those that the normal monster of a particular race will have (e.g. an Orc with 2 hits and an Orc Shaman being of up to Guildsman rank Mage). Like some characters are more powerful than others, so some creatures of a race will be stronger than the norm. To reflect this it is acceptable to give some of the monsters more hits than the quoted number (e.g. the Orc bodyguard has 3 HPL), or to give them more magical

power subject to the normal limits (e.g. An Orc Elder Shaman for several tribes is a Master Mage). If you want to significantly exceed the normal rules and stats for a creature, e.g. give an Orc Warlord 10 HPL or a special magical ability than contact a Senior Referee first.

Claw Safety

The most important part of running Fools & Heroes is safety. Some creatures use "claws" to attack their foe. Please make sure that whoever is playing such a monster is aware that they need to be especially careful not to cause physical harm to another player when attacking with their hands. If possible use daggers to represent the claws.

Special Calls

A few monsters and 'specials' have unusual effects and weapon calls. If these are used then Referees will brief players before hand on what the effects do and how they should react. The following list describes some of the weapon calls used by Monsters, players should be encouraged to role-play these effects.

Knockback - The target of this strike should take a couple of steps backwards (with care) and fall backwards if it's safe to do so.

Cleave - The target item of this strike will shatter or become warped. This will generally be a weapon or shield. There are no additional effects if it strikes armour or flesh. This effect can be resisted by items protected by magic (i.e. Protect Item, Weapon bonding etc.).

Paralyse - Target must freeze in position for 30 seconds, if paralysis is delivered through touch then the target will be unaffected if they wear metal armour on the location touched. The effect of any damage inflicted whilst paralysed is taken at the end of the 30 seconds.

Choke - Target cannot breathe or take any action apart from struggling for breath and/or falling to the ground, which may be accompanied by suitable gasps and wheezes etc. If the choking continues uninterrupted for 2 minutes, the target will fall unconscious. If the choking continues uninterrupted for a further 3 minutes, the target will die of asphyxiation. This is not a spell effect and cannot be resisted.

Disease: [Type] - Target contracts a disease (specified and elaborated by a ref).

Nausea - Any Character who was looking at the source of the call at the time it is called may do nothing but retch and vomit at the stomach churning sight for 30 seconds, unless they have the Immunity to Nausea ability.

Entrance - Target must do anything the caster says for the duration of a month, can be lifted by a 'Lift' spell.

Possession - Target becomes possessed by a creature and becomes an NPC whilst possession lasts. This effect may be resisted with those with active.

Regeneration

If a creature regenerates then in its description it will state if 1 hit per location per 30 seconds regenerates or 1 hit to all locations per 30 seconds regenerates. However the regeneration count restarts every time a location that is at 0 is struck. I.e. if a zombie is repeatedly struck on the torso whilst it is on the ground then every time it is struck the regeneration count for the torso is restarted.

Referees should try and maintain some realism, so any character can see trolls skin heal over and regenerate but only those skilled or looking very closely should be able to tell if a zombie is regenerating etc.

Frequency

The following is a guideline for the frequency in which a monster should be introduced on branch adventures. Allowances may be allowed for large branches or approved plots: -

Line	Large numbers available - no limit other than the number of monsters you have!
Common	No more than a couple of occurrences in one adventure
Infrequent	No more than one occurrence in a month
Uncommon	No more than one occurrence in 3 months
Rare	No more than one occurrence in 6 months
Very Rare	No more than one occurrence in a year
Unique	Single monster - usually Senior Referee Only

If a particular monster survives its encounter with the players it may be used again.

Masks

Many of the monsters in the Bestiary have recommended masks for use. Below is a table of the monsters requiring masks and, if there is one available, the recommended mask from Morbid Masks. Where a monster requires a mask or costume requirement this must be adhered to, where Morbid Masks are recommended this is a recommendation but any sufficiently similar mask may be used as long as the mask type being used does not confuse the players adversely.

Monster name	Morbid Mask Number or description
Alshanti	M2075 – White Wolf
Corvus	Dragon Armoury or similar Bird Skull or Viennese Mask
Cyclops	To be advised from SR Creatures
Gremlin	M9251 - Bugbear
Ulfwerenar	M2075 – White Wolf
Medusa	To be advised from SR Creatures
Dragonkin	To be advised from SR Creatures
Automaton	Suitable mask representing material Automaton is made from
Scarecrow	Suitable mask or strip of white cloth with eyeholes cut out
Ghoul	M9021 – Ghoul
Ghast	M9491
Lesser Mummy	To be advised from SR Creatures
Nightmare	B129 - Scream Mask
Skeleton	M9031 – Skeleton
Zombie	M9261 - Zombie
Dwarves	No mask required but S279 - Bernard Mask or S278 - Gold Digger Mask are useful and quick replacements for fake beards
Banshee	No Morbid Mask available - Skeletal Animal Mask
Lizardman	M9201 - Reptilia
Roden	M9281 – Ratman or M9381 - Skaven
Goblin	M9081 - Goblin
Half Orc	Pig nose available from many fancy dress shops
Hobgoblin	M9271 - Hobgoblin
Ogre	M9141 - Ogre
Ogre Magi	M9141 - Ogre
Orc	M9071 - Brown Orc or M9078 - Green Orc
Skarahi	M9071 - Brown Orc and M2070 - Black Wolf
Troll	M9171 - Troll
Gnarkh	M9191 - Vampire
Maejys	Animal head mask – usually wolf M2070 - Black Wolf or M2075 – White Wolf
Drylarkh	M2340 - Wolf Man
Iznarlyn	M2120 - Gargoyle
Maejyn	Animal head mask – usually wolf M2070 - Black Wolf or M2075 – White Wolf
Tzarachk	M2150 - Baal
Vlymoroth	M2310 – Devil

Animated Dead	3.0	Nightmare	3.0
Cadaver	3.0	Revenant	3.0
Death Knight	3.0	Skeleton	3.0
Ghast	3.0	Vampire	3.0
Ghost	3.0	Wraith	3.0
Ghoul	3.0	Zombie	3.0
Mummy, Lesser	3.0	Spectre	3.0
Hants	3.0	Shadow	3.0
Feyund	3.0		

NPC's

Creature	Version	Creature	Version
Axirian Legionnaires	2.0	Halflings	1.0
Dwarves	2.0	Human	2.0
Elves	2.0		

Natural Creatures

Creature	Version	Creature	Version
Dverge	2.0	Roden	2.0
Lizardman	2.0	Marshkin	2.0

Foulspawn

Creature	Version	Creature	Version
Dark Elf	2.0	Ogre	2.0
Goblin	2.0	Orc	2.0
Half Orc	2.0	Skarahi	2.0
Hobgoblin	2.0	Troll	2.0
Ogre Magi	2.0		

Fae

Creature	Version	Creature	Version
Awld Gogie / Bogie	2.0	Cobbler / Spriggan	2.0
Ellylon / Sorrow	2.0	Faery Knight / The Fallen	2.0
Phooka / Puck	2.0	Hangmen	2.0
Redcap	2.0	Anguish	2.0
Raggedy Man	1.0	Smiling Jack	1.0

Demons

Creature	Version	Creature	Version
Dronarhl	2.0	Drylarkh	2.0
Vlymoroth	2.0	Fordrokuss	2.0
Dromarokuss	2.0	Magnyss-Coel	2.0
Gnarkh	2.0	Iznarlyn	2.0
Maejys	2.0	Maejyn	2.0
Mollik	2.0	Magynnyk	2.0
Narlyek	2.0	Tzarachk	2.0
Slam	2.0	Drek	2.0
Garek	2.0	Skith	2.0
Skorthe	2.0		

Index of Creatures

The following list shows all the monsters that should be in the Bestiary together with the version number of the latest version.

Hulda			
Creature	Version	Creature	Version
Alshanti	2.0	Medusa	2.0
Ceyder	1.0	Nymph	2.0
Corvus	1.0	Ulfwerenar	2.0
Cyclops	2.0	Torment	1.0
Dragonkin	2.0	Valcor	1.0
Elderkin	2.0	Vermyn	1.0
Gremlin	2.0	Wendigo	1.0
Harpy	1.0	Werewolf - Lesser	2.0
Kobold	2.0		
Automata			
Creature	Version	Creature	Version
Automaton	2.0	Scarecrow	2.0
Undead			
Creature	Version	Creature	Version

2 - Hulda

How to use Hulda

The Hulda are magical creatures either possessing natural magical abilities or being created and reliant on religious power for their existence. Some Hulda are residents of other realms of existence and as such are known by and in turn know about the Fae whilst others are natural residents of Ithron and related countries.

Hulda are, for the most part, not line monsters. They are powerful creatures often with degrees of intelligence that make them ideal for interactions with the players. Think beyond just using them as a fill in encounter and have players role-play to a genuinely non-human NPC.

Religious Hulda

Many of the Hulda are creatures that were created by a God and are devout religious followers. Hulda with a religious link described in their entry are automatically at least Kindred of that God and cannot follow any other God even as dual Kindred unless defined. They are bound by the same sins as other religious characters of the same religion and are also bound by the basic sins appropriate to all Churches. They are however, not part of the main Church.

A religious Hulda that becomes excommunicated will waste away and die as it is their faith and link to their God that gives them life.

Religious Hulda often possess natural active and the ability to cast some spells. Even if they are not Devotees or Priests these creatures also have the ability to channel that active to dismiss Undead using the standard rules for religious dismisses. If a religious Hulda becomes a Devotee or Priest of the faith then they lose their entire natural active from the moment they start their supplication.

In addition all Longstorian Hulda (Alshanti, Fauns, can see the following sigils:



This item/creature/article is fae in nature.

Non-religious Hulda may be able to become religious – Check with the Senior Referee Bestiary or Senior Referee Knights & Religions to see if this is possible.

Alshanti

Hulda- Longstorian

Hits

In Human Form Three hits per location, may wear leather armour.

In Animal Form Four hits per location, from enchanted weapons only.

Any wound taken in one form translates to the other when a change occurs.

Magical Abilities

They have 5 points of natural active, for either resists or for changing to animal form, as below. Occasionally an Alshanti may become a Priest of Longstor and gains Mana instead of the natural active the race has.

Vocals

Command: 'By My Faith...'

Prayer: 'By the Powers of Longstor...'

Rituals: 'By the Powers of Longstor...'

Special Abilities

Alshanti have the ability to transform themselves into a half-animal, every time the Alshanti transforms make the 'Nausea' call. The change costs one point of active, but the change back is free and automatic if the Alshanti is rendered unconscious. In animal form the Alshanti fights with claws only (please be careful as you will be attacking with your hands).

Description

Alshanti are identical to humans, except that they have pointed ears. They wear forest colours and occasionally greys. They often fight with sword and dagger and will occasionally use a bow. They never use two handed weapons, axes and maces or carry shields.

Frequency

Rare, will normally be seen alone or in a pair.

Ecology

The Alshanti are an old and noble race, being the first race created by the Gods. Once they were plentiful, indeed they were the main inhabitants of Ithron, until the racial wars between humans and non-humans erupted just before the successful invasion of Ithron by the Axirians. They are now rare and withdrawn from the rest of the races. Whilst they live in tribes, they are usually only seen singly or in very small groups.

Most Elves may have heard of the Alshanti, but very few men or other demi-humans have seen them and so the general populace often considers their existence a myth.

All Alshanti are worshippers of Longstor and the Priests of Longstor are honoured elders in their communities. They are commonly known as the Old Ones. They alone remembered the truth behind the split of the Gods of Light and Dark, until recently when the Sidhean Church discovered the history of the Gods.

The Alshanti were the guardians of the land but because they have withdrawn into their own realms they are no longer able to fulfil this role. They do however protect their own lands, which are often secluded woods or the dark centres of large forests. They do not often venture outside their lands.

Alshanti are very long lived and do not reproduce that often. Their numbers have dwindled over recent centuries and the death of an Alshanti is a great tragedy to the race.

Ceyder

Hulda - Traldan

Hits

One hit per location.

May wear fur or leather armour.

Magical Abilities

Ceyder have 8 natural active for resists or to cast the following spells.

Flee, Hideous Laughter, Befriend.

Ceyder may become Priests or Devotees of Tralda replacing their natural power with religious mana.

Vocals

Command: 'By My Faith...'

Prayer: 'By the Powers of Tralda...'

Rituals: 'By the Powers of Tralda...'

Special Abilities

Ceyders Boon - Ceyders value either art or humour. If a player can take a practical joke in good humour or provide a good piece of music, writing or art then they may be granted a material boon. Either an alchemical potion from the players guide list or an amount of money no greater the twice the PC's rank in guild or church.

The boon can be used to supply plot artefacts should the Referee desire. But whatever the Ceyder gives them had to be taken from somewhere.

Description

The Ceyder is a small humanoid related to the Fawn. Rather than full goat legs however the Ceyder simply sports two small horns, one either side of its forehead.

Frequency

Uncommon, usually encountered singly but small hidden communities do exist.

Ecology

Following the return of Longstor's lost arm and the successful Communion of 1009 several 'lost races' have returned to the lands of men.

The Ceyder race falls within two types. Some hold love of art, music or literature. Though they cannot write themselves they can comprehend any written tale or music.

The others are lovers of mischief and will take most any opportunity to play pranks or tricks for fun.

Both will give gifts to those who share their particular enthusiasm.

Corvus

Hulda - Kharachian

Hits

Three hits per location.

Corvus rarely wears armour of any kind.

Magical Abilities

Corvus have 8 natural active for resists or to cast the following spells.

Fear, Sleep

Corvus may become Priests or Devotees of Kharach replacing their natural power with religious mana.

Vocals

Command: 'By My Faith...'

Prayer: 'By the Powers of Kharach...'

Rituals: 'By the Powers of Kharach...'

Special Abilities

Corvus' are immune to spells of fear and sleep and all spells cast by undead. Corvus may lay-to-rest without Kharachian holy water - for this they must perform the ritual, starting at the subjects head; they finish the 'spell' by consuming part of the corpse (preferably the eyes).

Corvus may 'fly' for short distances – an instant (time-freeze) 30ft 'leap'. The Corvus must take 10 steps before each leap.

Corvus may carry one long weapon (36") or two short weapons.

They don't carry bows or shields and only rarely wear armour as these interfere with their 'flight'.

Description

Corvus appear as a raven/crow headed humanoids. They appear to wear long cloaks or robes which are, upon closer inspection, wings.

Frequency

Rare, Corvus live in caves and catacombs where they sleep for much of the year. They emerge throughout Summereve (October) when they roam the lands feeding on lost corpses and sending on forgotten souls.

The only time they might be seen besides this is on sites of great battles they might 'flock' with up to 3 Corvus attending the dead.

Ecology

Following the return of Longstor's lost arm and the successful Communion of 1009 several 'lost races' have returned to the lands of men.

Kharach brought his grace to the carrion birds of the battlefield, making them his heralds and granting them the ability to find and reach those bodies that his priests could not.

Patient as the God of Death is he taught them to roam only through his holy month, seeking those souls who needed their attention most.

Cyclops



Hulda

Hits

Four hits per location. They are immune to non-enchanted weapons. Cyclopes are immune to all alchemy but gain a single point of Soulfire from drinking any potion. (They are immune to basic poisons including Oil of Sleep) but **do not** get one Soulfire from being hit with it).

Cyclops are immune to "knockback"

Magical Abilities

A Cyclops can store up to 30 points of active Soulfire, although normally they will only have 10 points when first encountered. A Cyclops can use this power to heal himself. Each heal (body or limb) costs two active. These heal spells can only be cast on a Cyclops. They may also know any spells of first or Second Order that they may cast on active (no scroll paper etc. required).

Vocals

When healing;

'By my natural powers I heal this wound!'

When casting spells;

Command: 'By My Power...'

Enchantment: 'By the Powers of Magic...'

Rituals: 'By the Powers of Soulfire...'

Special Abilities

Cyclops need Soulfire to survive – it is food to them. They get this Soulfire in a number of ways:

- **By absorbing spells cast at them** (not their equipment). The Cyclops gains 1 Soulfire per spell. The spell itself has no effect on the Cyclops.
- **By removing Enchantments from items** (e.g. Bladesharp) or people (e.g. Trollstrength). The Cyclops gains 1 Soulfire per temporary Enchantment and 3 points for each permanent Enchantment lifted. The range of the drain is 10 feet and requires the vocals "By my natural powers I dispel that (name of spell or item)". Permanent Enchantments are regained in 1 week.
- **By draining a Mage of Soulfire.** The Cyclops must be in physical contact with the Mage. The Mage is then paralysed (As per a ghoul or Ghost) and cannot act until released. For every 5 seconds the Cyclops has hold of the Mage the Mage loses one point of Soulfire; active first, then dedicated Soulfire that has not been put into spells (i.e. undedicated). After this the Cyclops drains dedicated Soulfire although this has no immediate effect on the Mage who still keeps his spells he has already dedicated, but the

following day he is affected by this reduced limit. The Mage regains this Soulfire at the rate of one point per day.

A Cyclops can absorb up to 50 points of Soulfire per day, but can only have a maximum of 30 Soulfire at any one time. In addition to draining Soulfire a Cyclops may gift up to 50 points of Soulfire per day. The recipient gains this Soulfire and must dedicate it within 15 minutes otherwise it will be lost.

Description

A Cyclops is most recognisable by its single eye in its forehead. They are well-built, strong creatures that can wield two-handed weapons (Up to 42") in a single hand. They often dress in furs and have a feral look to them.

Frequency

Rare. It would be exceptional to see more than one of these creatures together.

Ecology

No one knows where the Cyclops race came from; they just started to appear in Ithron towards the end of the first millennium. The creatures fall into three distinct groups, separated by how they amass power to themselves.

The Bazren

They are renowned for draining Mages of their Soulfire. They amass power by brute force and fear.

The Golren

They seek to help the underdog and the downtrodden. This may mean they help the "bad guys" if they are the losing side. These Cyclops tend not to drain Mages of Soulfire, rather gift them with it. They feed by draining items and people of temporary Enchantments. They choose a route to power by influencing others and having a large collection of friends.

The Maren

They are neutral to the world in general and more inclined to bargain for their services, although being neutral they do not often get involved. They get power by trading favours, Soulfire and anything else they have.

It is believed by many Cyclops that they are descended from Greater Cyclops Bazr, Golr and Mar. If this is true, these creatures may well know the secrets of their race and would be powerful entities (See Senior Ref Bestiary)

Dragonkin

Hulda



Hits

Six hits per location. They will not usually wear armour.

Magical Abilities

Three points of natural active, with which they can resist spells that they are not immune to.

Special Abilities

Due to their high intelligence and natural magical abilities Dragonkin are immune to all mind affecting spells. Due to their incredible strength Dragonkin are immune to the effects of the Entangle spell and their claws act as enchanted weapons. (Be careful when attacking with claws as you will be physically hitting someone with your hands). Dragonkin can use their claws instead of weapons.

Dragonkin are immune to fire and heat of all kinds. Extreme cold will slow them down to the speed of zombies. For this reason Dragonkin will not usually appear in the colder months of the year.

Dragonkin have a very different physiology to other races and therefore alchemical potions and Physicians' drugs will not work on them. They are immune to standard poisons (including oil of sleep)

Dragonkin are immune to "knockback"

Description

Dragonkin look like human sized walking dragons, but without the wings or tail. They walk upright and have claws that can manipulate most items. Their skin is usually green or red but as they get older it turns black and then silver, denoting their age. The Dragonkin are very strong and thus look stocky in build. They are often seen wearing robes or tabards, with an emblem linking them to the dragon they serve.

Because of their stocky build Dragonkin will rarely move faster than a trot (allowing most characters to run away from them). They are built for endurance not speed.

Frequency
Rare. Can be met as a small group or large tribe.
Ecology
Dragonkin live to serve a dragon. Even after their dragon has died they will protect its hoard and home, in the hope that a new dragon may take up residence. They are very hierarchical, with the dragon being the ultimate authority. They are a very civilised race, but view other races with some contempt. They will only leave their colony for very specific reasons at their Dragons request or if the colonies elders so request.
Dragonkin are well aware of their powerful abilities, but are not aggressive, preferring to negotiate than fight. However when committed to war every Dragonkin has a role. War with the Dragonkin should be short, brutal and final. This allows the lifestyle of the colony to return to normal.
Because Dragonkin rarely leave their colony they should be very uncommon and only usually encountered in small groups.
Sometimes Dragonkin are cast out of the colony. Such poor creatures often take their own lives, but some do survive alone in the wilds.
The Warrior Caste
The Warrior Caste may wear armour of any variety. They may also use two-handed weapons in one hand. Their warrior code dictates that having entered combat they must kill at least one foe. If disarmed the warrior may use his claws in combat, although most would only use this as a last resort since it reflects their "barbaric" ancestry.
The warrior also has the ability to cast three Fear spells per day. These spells are often used to isolate individuals from a group.
These Dragonkin are ruthless killing machines and are only bred at times of trouble when the colony is in grave danger. As such there will not usually be any warriors in a colony. Warriors believe that they will die in combat and to die saving the colony is the greatest accolade.
Warriors wear a black patch on their tabards.
The Healer Caste
Healers or providers, serve several purposes in a Dragonkin colony from tending new hatchlings to healing the colony, to gathering and storing food. They abhor violence and will only fight in self-defence of themselves, a patient or the helpless.
Healers wear a white patch on their tabards.
Healers gain 20 natural active to cast the following spells (At Touch not Range): Heal Body (1), Heal Limb (1), All Heal (5), Purge Poison (2), Cure Disease (3)
Vocals
When healing; 'By my natural powers...'
The Mage Caste
Mages are deeply learned scholars who have studied the Dragons closely and learned some of their powers. They are usually Master Mages of the Enchanters School or Thaumaturgy. The Mages are rarely seen as they spend their time in study and contemplation, but if the colony is threatened will join the battle offering their magic as support. A Mage would not dream of fighting, as such tasks are beneath him.
The Mages wear a green patch on their tabards.
Vocals
When casting spells, use the vocals for that school of magic.
The Noble Caste
These are the administrators of the colony, directing the other Dragonkin on how to best serve their dragon. In times of war they take the role of General. There will usually only be one or two nobles in a colony.
Nobles often wear armour and will be magically protected. Nobles can use two-handed weapons in one hand, like the warrior Caste, but would never lower themselves to use their claws.
Noble Dragonkin wear a grey patch on their tabards.
Elderkin
Hulda
Hits
Three hits per location. They may wear leather or fur armour
Magical Abilities
All Elderkin have 5 natural active and can cast the spells Sleep, Writhe, Freeze and Fear and resist spells. They can also be Priests and Devotees of Krygan. If the Elderkin becomes a priest or devotee it loses its natural active in exchange for Mana.
Vocals
When casting religious spells;

Command: 'By My Faith...'
Prayer: 'By the Powers of Krygan...'
Rituals: 'By the Powers of Krygan...'

Special Abilities
Whilst in undergrowth (Waist Height) an Elderkin can turn "invisible" at a cost of 1 active. This takes 30 secs to "blend".
Whilst "Blending" the Elderkin may not attack, Defend or cast spells, (it may resist spells however). If it performs any other action the blending stops and the point of Active is lost.
Once Blended: Although they cannot be seen the Elderkin is still "here" and can be affected by weapons. Since they cannot be seen they cannot be targeted by "ranged" spells.
The Elderkin can move whilst invisible as long as he remains in or against a reasonable amount of undergrowth. (above waist height). Elderkin cannot remain invisible whilst attacking (this includes casting of spells).
An Elderkin can only remain invisible for 15 minutes before reappearing (or spending another point of active @ 1pt per 15 minutes). The aim is not to have "strobe" Elderkin or for them to sneak up behind someone, turn visible and then hit them. It is meant to be a camouflage ability, not a combat skill.

Description
Elderkin look like humans but have pale skin with a green band across their eyes. They tend to dress in furs and leathers and look feral.

Frequency
Uncommon. Elderkin should not normally be seen in groups of more than three.

Ecology
The Elderkin have descended from Alshanti who worshipped Krygan. They have become twisted by his corrupting influence and whilst they have gained the ability to turn invisible they cannot transform in to an animal.
Since they were hunted to near extinction by the Alshanti they have lost much of their civilisation and history and so are much more feral than their more noble kin.
Elderkin hate the Alshanti (and any Longstorians) whilst the Alshanti feel sorry for their lost brethren.
Elderkin are feral and tribal and will often be seen in hunting groups. A Priest or Mage usually rules their tribes and there are usually no more than two or three magic users per tribe. When a tribe increases in size so that it contains fifty Elderkin a new tribe forms by one of the Priests leading some of the tribe away. Meeting one of these migrating tribes is exceptionally dangerous as they will be hunting and fighting for a new home and have nowhere else to go.

Gremlin
Hulda - Fygotian



Hits
One hit per location
Magical Abilities
Most gremlins are magically gifted and possess up to 6 natural active. They may use this active to resist spells or to cast from the following list: Ignite, Locate Object, Sense Object, Entangle (inanimate material only), Shatter, Contaminate Food & Drink, Warp Wood and Heat Metal.
Vocals
'By my natural powers...'

Special Abilities
Dying curse: When a gremlin is fatally wounded the offending weapon breaks (as if struck by the spell Shatter). The spell can be resisted as per Shatter.
Vanish: Once per day, when seriously threatened a gremlin may become Invisible until the following dawn. They are not fully masters of this tactic and may only use it when already partially hidden in the shadows.

Description
Gremlins look a bipedal cross between a bear and a dog, but are often dressed in poorer quality clothes. For Game Purposes this is Phys-Repped by Thick red lines under each eye to represent this.

Frequency
Uncommon, in small groups.

Ecology
Banished by Sidhe when the Dark Gods were imprisoned these creatures fled to Sharda, in a deal with a Major Demon that did not see them perish when

they were cut off from their God. They have remained as a wandering tribe there, but during the Summer Festival of 999 they escaped back to Ithron. Gremlins are attracted to the edges of human and dwarven settlements, where they can raid without having too much contact with other races. They are generally unwelcome even amongst the armies of the Dark Gods since they have no respect for authority and are as happy to attack the followers of their own dark God as any other mortals.

Gremlins do not follow orders. Gremlins are tribal and will often be seen in packs. They breed at a very fast rate as long as there is a food supply (they are omnivores).

As the kobolds are Rolbor's children, so gremlins owe allegiance to the dark God Fygod. Cruel tricksters and compulsive Thieves they steal what they can and burn, poison or break what remains. Gremlins dislike kobolds intensely and will attempt to bully and maim them given the opportunity (in most cases however they are too afraid of Rolbors anger to actually kill).

Gremlins are extremely cowardly and avoid combat unless stacked in their favour. They may carry crude knives but lack the strength to employ armour or larger weapons.

Usually dead gremlins should be carrying money or other small items of value.

Kobold

Hulda - Rolborian

Hits

One hit per location, they may wear armour but derive no protection from it.

Magical Abilities

Nearly all Kobolds have some magical ability, possessing up to 6 natural active. They may choose spells from the following; Ignite, Locate Object, Mend Item, Sense Object and Reform Wood

Vocals

'By my natural powers...'

Special Abilities

None.

Description

Kobolds are small, mainly inoffensive creatures. They are usually well dressed as everything they make is of a good quality. They look like a small human.

Frequency

Uncommon, in small numbers.

Ecology

Kobolds will perform small deeds for gifts or food (shoemaking is a speciality of theirs). They inhabit almost all known environments, usually in groups of 3 or less, often alone. They prefer not to be seen by humans and dwarves, but are quite friendly to Elves. They are all Kindred of Rolbor. They try to avoid gremlins since the two races do not get on, but will not attack them except in self-defence.

They may not wield a weapon larger than a short sword.

Harpy

Hulda - Githasian

Hits

One hit per location, they may wear armour but it must be of good quality

Magical Abilities

Harpy have 8 points of natural active.

They may cast: Fear 1pt, Writhe 2pt, Freeze 2pt, Obey 3pt

Harpy may become Priests or Devotees of Githas

Vocals

'By my natural powers...'

Special Abilities

The Harpy's hideous features cause 'Nausea' the first time they are seen each day.

A harpy can 'entrance' a single target that they make physical contact with.

Description

Harpies are unspeakably vane creatures who traverse the land, hooded and cowed, drawing people to them until they reveal their horrifying visage. While the victim is incapacitated the creature may feed, loot or bend them to their own will.

(A domino zombie mask is appropriate)

Frequency

Rare – Harpies usually travel alone but will occasionally form a group of three where there are rich pickings.

Ecology

Following the return of Longstor's lost arm and the successful Communion of 1009 several 'lost races' have returned to the lands of men.

Githas played a cruel joke upon his vane flock. The harpies, his chosen children, were created from some of his most beautiful followers and they still walk the lands convinced of their incomparable beauty. They are also cursed with the nature of magpies taking anything they need from their victims at any given opportunity.

Medusa

Hulda



Hits

3 Hits per Location. Enchanted weapons only. Medusas regenerate hits at the rate of 1 every 30 seconds, even while fighting. Once reduced to zero hit points in their body they will stop regenerating.

Magical Abilities

The Medusa has two special forms of attack. If the Medusa locks gazes with someone and points towards someone with a finger it can paralyse them (the PC may not look away once the gaze is made) - use the 'paralyse' call. Alternatively if the Medusa touches the victim they again are paralysed - use the 'paralyse' call. Once frozen the Medusa can suck the life force from someone. The Medusa bites the person and injects paralyzing venom into the person (dwarves or any other creature immune to venom are immune) that will keep the target immobile until dawn (the poison can be purged). The life force is then sucked out (this takes 1 hour) and the body is petrified.

If the medusa is confronted by a sufficiently reflective surface she will paralyse herself until dawn.

Special Abilities

The Medusas blood is toxic (per venom) and the Medusa often coats the weapons it uses in its blood. The blood quickly spoils and cannot therefore be collected and stored as a poison. The Medusa is immune to all standard poisons (including Oil of Sleep).

Weapons that actually wound the Medusa will slowly dissolve (shatter at the end of the encounter). This doesn't affect subdual or permanently enchanted weapons.

The Medusa is immune to all spells.

Description

Medusas are humanoids with snakes for hair. This writhing mass gives the Medusa its toxic abilities and immunities. The Medusa will often wear robes or hoods to try and conceal its true nature until it can catch a person alone.

Frequency

Rare. It would be exceptional to see more than one of these creatures together.

Ecology

Medusas are not Demons, although they were created magically by Demons just as the gods crafted other creatures. Although these creatures breed, they are solitary often abandoning their offspring to survive alone. They are very rare and it would be very unlikely for more than one of these to be met at any time.

Whilst very dangerous these creatures pose a vastly greater danger to individuals.

These creatures move at a sedate pace, although they fight at normal speeds. They are serpentine in nature and move more slowly in the cold than the warm. Medusas tend to live in ruins, often placed as guardians. They are not stupid and may make deals to guard places or find ruins that attract treasure hunters to provide them with a source of food.

Nymph

Hulda

Hits

None (Special) - If struck repeatedly the nymph will vanish (teleporting back to their source). They are merely the embodiments of something else and cannot be harmed except by damage to their source.

Magical Abilities

Nymphs are innately magical and are able to resist all spell thrown at them. They affectively have unlimited resists. They may not be entangled in either their "clothes or equipment" (which are actually an extension of their bodies) or the flora to which they are attuned and may escape from entanglement in other materials by vanishing back to their source.

Special Abilities

At any time a nymph may teleport instantly back to their source. Once there they may vanish into the source by touching it and cannot then affect or be affected by the outside world (unless the source is corrupted) until they re-emerge. They may not travel safely more than 100 yards away from their sources or they will begin to weaken and eventually die (although legends tell of nymphs falling in love with mortals and making pacts with Longstor in order to follow the object of their affections).

If a nymph is within 30 feet they can use the 'entrance' call on any target(s). As long as they remain in eye contact with an entranced target, the nymph may draw them into their source, from where they cannot escape without the nymphs permission or outside aid.

Anyone trapped in a nymph's source is kept alive, during this the source drains the target of life essence equivalent to 1 minute of death count, which is lost permanently (This deathcount will not recover naturally over time).

The target are kept in a sedated state while this happens, not being aware of their experiences, or any actions in the outside world around them.

Description

When outside their source nymphs appear to be human or elven like spirits (of any gender), cloaked in the colours of their element or source. Most take the form of pretty, youths – seemingly young and innocent – but their appearance may alter to reflect the health, age and condition of their source.

Frequency

Rare, usually found on their own.

Ecology

Nymphs are spiritual embodiment of a specific natural feature or wilderness area (their "source"). As such they may be roughly divided into three basic categories – Dryads (the spirits of the woodland), Oreads (the spirits of the rocks) and Naiads (the spirits of the waters). They may form humanoid bodies from their native essence and use this power to represent the will of nature unto sentient beings. Sometimes nymphs are sent with a specific purpose however more often than not they are born simply from the primal feeling that mankind should cherish and serve the natural world. It is this fact that has earned nymphs a reputation as the abductors of any person who comes too close.

Although most nymphs are relatively harmless to mortals this does not hold true in all cases. Where the creature's source has become damaged or polluted in some way this corruption is reflected in the nymph, which may appear as a twisted and malevolent, becoming a Syren (See Senior Referee's Bestiary list)

Please note, in line with established taboo's, Nymphs do not engage in any form of non-consensual sexual activity with those they capture. Players who have been captured and released should under no circumstances portray their capture as any form of sexual activity.

Ulfwerenar

Hulda - Abraxis



Hits

Four hits per location, from enchanted weapons only.

Magical Abilities

They have 5 points of natural active, for resists. Occasionally an Ulfwerenar may become a Priest of Abraxis. Followers of the God above the rank of Kindred use Mana instead of the natural active the race has.

Vocals

Command: 'By My Faith...'

Prayer: 'By the Powers of Abraxis...'

Rituals: 'By the Powers of Abraxis...'

Special Abilities

Ulfwerenar are only found in their animal forms.

Description

Wolf mask should be white or red fur. They often use axes and mauls they do not wear armour or use hunting weapons.

Frequency

Rare, will normally be seen in ones or twos.

Ecology

When the Gods first separated into light and dark aspects a small minority of the Alshanti felt betrayed by Logan and their anger brought them to the attention of Abraxis. These rebels became the Ulfwerenar – the "beasts of war". Although they were hunted down and destroyed by their Longstorian brethren their corrupted spirits remained within the cycle of creation. When Seraklan summoned Abraxis back from exile, the Ulfwerenar began to be reborn. Unlike their Longstorian counterparts the Ulfwerenar view hunting weapons with disdain and instead prefer axes, mauls and other weapons of war. They regard shields and armour as signs of weakness and the crutches of lesser species. Apart from their armaments Ulfwerenar are only distinguishable from other Alshanti by their violent attitudes.

Ulfwerenar rarely used their "Civilised" form and preferred to take the shape of a beast, recently they have discovered that they have lost the ability to shift back into a human form, much like their cousins the Elderkin lost their ability to shift. Hulda who follow or were created by Gods like the Alshanti are shaped by that Gods makeup and desires... once they leave that Gods service the creatures are sure to change.

Torment

Hulda - Bequifusian

Hits

3 hits per location – they may not wear armour or use shields

Magical Abilities

All torments have between 5 – 15 active, they are able to cast commands of wound limb, writhe and drop. All spells cost 1 active. They can also cast command of cause disease, this costs 2 active. They may also cast one 'free' writhe. 'By my natural powers...'

Novice = 5 active, Brother/Sister = 10 active, Father/Mother = 15 active)

Vocals: By my faith...

Special Abilities

May only use daggers which they lick to envenom 5 times a day.

Description

Torments look like humans but have reddish and black faces (spray face with red, then screw face up and spray black across eyes). They tend to dress in varying shades of red.

Frequency

Uncommon. Torments should not normally be seen in groups of more than three.

Ecology

Created by Bequifus or her avatars these creatures exist to serve her and cause pain and suffering. They are subject to devotional sins but no strictures. Torments are created from a Devotee choosing to become one and a ritual of

torture conducted by one who know the ritual 'create torment'. The ritual involves torture.

Werewolf, Lesser

Hulda



2070 - Black Wolf

M2070 - Black Wolf

Hits

Three hits per location. Enchanted weapons only.

Werewolves regenerate 1 hit every 30 seconds; they will even regenerate after they reach zero hits. They will not regenerate hits from silver weapons (Which must be enchanted to affect them). Immune to Venom and Deathsman. Werewolves are immune to "knockback".

Magical Abilities

Werewolves have 3 active for resists.

Special Abilities

A werewolf can "Bite" a victim (like a vampire) and such wounds cannot be healed using bandages as these are too vicious. If a victim is bitten he will be infected with the disease *weakness*. This does not pass on any type of lycanthropy.

Werewolves appear in human form but can shift to wolf form in 30 seconds when they do call 'Nausea'.

In human form they have only 2 hits but still regenerate.

Under a full moon werewolves **may** gain additional abilities (See SR Bestiary). Additionally, it may be appropriate to have specific weaknesses or vulnerabilities added to werewolves in an area due to local plot, please discuss this option with the SR.

Description

In wolf form they look like huge bipedal wolves. Padded claws or daggers are advised, preferably heavily padded as the monster will attack with its hands (Doing lethal damage).

Frequency

Should only be found in wild regions and in packs, no larger than 5 or 6

Ecology

Werewolves live as savage humans, only adopting the wolf form to fight or hunt. They hunt in packs and are sometimes connected to a greater werewolf. They are intelligent and in the past have tried to live in societies but long ago decided to abandon civilisation and embrace their wild wolf side. They live on instinct now, hunting and killing as needed to survive. Some speculate they are creatures of Longstor but in fact the greater werewolves predate the split of the gods. The lesser werewolves on the other hand are more easily swayed and those not following a greater werewolf may have Longstorian or Kryganite leanings, though they never rise above Kindred.

Though a traditional fantasy staple, the difficulty in killing even these "lesser" weres means that they are potential party wipe-outs every time they are met unless silver is present, as such a ref should be very careful in how these creatures are used and monstered.

Valcor

Hulda - Crowan

Hits

Three Hits per location.

Valcor may wield any type of weapon, but prefer bastard swords, which they may wield in one hand. They may use a Shield of at least Medium Size Valcor have incredibly sharp talons and may call 'Enchanted' with them when they strike (see ecology). Please either use Claw Phys-reps or Daggers to represent this.

Valcor may wear a single layer of Fine Quality metal armour. If they do, then their natural hits per location are reduced to One hit per location.

Magical Abilities

A Valcor has 7 points of Natural Active Power. They have instinctive knowledge of all Crowan Command spells.

All Valcor are worshippers of Crowa; it is through their connection to her that they are given life. If a Valcor becomes a Devotee or Priest of Crowa, then they will lose access to this Natural Power and have their allotted Mana instead. Due their close divine connection, ½ (50%) of their total Mana will be Active.

Vocals

Command: 'By My Faith...' Prayer: 'By the Powers of Crowa...' Rituals: 'By the Powers of Crowa...'

Special Abilities

A Valcor's talons are supernaturally strong and sharp, capable of tearing through armour with ease. Unless sorely pressed and lacking any alternative however, a Valcor will not use them in combat. Valcor view their use as a reminder of their savage past as wild creatures before Crowa gifted them the concepts of honour and discipline.

Description

Valcor appear as strong humanoids with the heads of noble birds – such as Eagles, Hawks or Falcons.

They may be seen in well kept armour of Knightly quality, but more often are seen without, preferring loose fitting Red robes.

Frequency

Rare – Valcor are rarely seen outside of their hidden enclaves. When seen abroad they are usually on a Quest against evil and found in the company of Knights and followers of Crowa.

Ecology

The Valcor are a race chosen by the Goddess of Battle for their noble spirits, dedication to duty and unwavering loyalty. Crowa has blessed the Valcor, enhancing their natural strength beyond most mortals and charging them with protecting the weak and combating evil wherever they may find it.

Most Valcor are born in their hidden enclaves and many spend the majority of their lives there, training the bodies and minds in pursuit of martial perfection. Their lifestyle is monastic and highly regulated, consisting mostly of intensive training in various weapon styles, fasting, prayer and meditation. As a result, most Valcor are superlative melee combatants.

The ancient lore of their people claims that they are descended from the legendary Griffins, majestic winged beasts with the bodies of lions and the heads of eagles who once soared the skies. It is through this link of shared inspiration, that the Valcor find common ground with the Ithronian Order of Griffin Knights.

On the rare occasions that a Valcor is called to travel out from their enclaves, it is often in such noble company that they find themselves.

Vermyn

Hulda - Fygolian

Hits

5 hits per loc (Subdual counts as lethal, it knocks a number of creatures out of the swarm, but does not count as a sin for Vleyborians.)

A vermin swarm may not wear armour and attacks as if with claws.

Magical Abilities

None

Special Abilities

The Vermyn swarm is immune to all mind affecting spells. It has too many minds to affect.

The vermin swarm may sacrifice a hit point to do an enchanted hit as one of the vermin breaks off and scurries into the targets armour (protections apply, the creature cannot gain purchase and falls off).

Description

Vermyn are small rodentine creatures that act as a living plague. They are granted to Gremlin Priestesses of Fygol who serve as the swarms 'Queen'.

The swarm can, at the queen's instruction, become a humanoid mass of furry, wriggling bodies to serve as protector for the priestess.

A head to toe fur costume with suitable visibility to fight and knives as claws.

Frequency

Uncommon – a large, established colony can possibly manage three swarms at a time. Gremlin Priestess required with ritual of 'Create Swarm' (available upon request from Senior Referee Knights and Religion).

Ecology

Following the return of Longstor's lost arm and the successful Communion of 1009 several 'lost races' have returned to the lands of men.

Fygol chose to bring about a living plague upon the lands of Arda, a type of vermin creature that could consume and spoil and breed at a prolific rate all at the whim of his most devoted followers, the Gremlins.

Wendigo

Hulda - Krygan



White Ape

Special Abilities

Well-fed Wendigo are immune to blunt and subdual effects due to layers of protective fat (should be illustrated on monster). Well fed Wendigo are also immune to "knockback".

Starved Wendigo move like zombies until they scent or see prey (players, none Wendigo etc.)

At which point they will attack with a berserk fury. 1 out of every 3 wendigo in the encounter may call 'Cleave'.

Multiply. If the Wendigo discover the corpse of one of their own they will eat it. Each wendigo that spends a full minute gorging itself upon one of its own kind may divide into 2 Wendigo.

Hits

Well fed – 3 hits per loc

Starved – 5 hits per loc

Wendigo may wear fur or leather armour and use simple hand weapons.

They may not use shields or bows/crossbows.

Magical Abilities

Wendigo may become Priests or Devotees of Krygan.

(This ability may be best used to start an encounter) the division takes 10secs and uses the Call 'Nausea'.

The wendigo won't kill one of their own to use this ability.

Description

Wendigo are feral, ragged creatures with white fur and huge teeth. (use White Ape masks).

Wendigo are generally bestial but one in 20 may be a priest of Krygan.

Frequency

Common – given their ferocious and violent nature Wendigo are rarely short of flesh of their own kind, they and spread rapidly.

When the wendigo gather in number one will often rise as a priest of Krygan and teach others to be devotees.

Ecology

Following the return of Longstor's lost arm and the successful Communion of 1009 several 'lost races' have returned to the lands of men.

Krygan, dissatisfied with the orkoid races failure to corrupt the lands of Arda, she brought to being the Wendigo, foul creatures with little intelligence and terrible hunger. They have a voracious appetite for all meats but often sate their hunger upon the flesh of their own dead.

The Favoured Children – Orkoid Foulspawn resent Krygan's slight of their service. Kryganite foulspawn will attack Wendigo on sight.

The Wendigo, in turn, see orcs as little more than food.

3 - Automata

How to use Automata

Automata are magically created and powered constructs with no life force, no ability to think or do anything other than follow instruction. They make excellent guardians however, being generally powerful and durable with the added advantage that they cannot get bored.

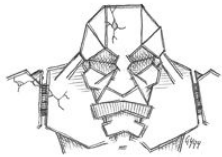
Automata should be used sensibly. They are powerful creatures that can cause a great deal of damage if used badly. They should also not be used in inappropriate situations – if there is no rationale for their creation then why are they in the adventure?

Clearly Automata cannot have any religious power, as they are not alive although they may be in the service of religious NPCs.

Various powerful artificers and Mages have attempted to create new types of automata over time and rumours persist of such creations as bone, flesh, clay, glass, pottery, blood and armour golems as well as related creatures such as gargoyles. There is a great potential for experimentation and development with new automata types and Referees are encouraged to contact the SR Creatures for advice and support.

Automaton

Automata



Hits

The material from which it was manufactured determines the combat abilities of an automaton. The chart at the bottom indicates the amount and type of damage an automaton can sustain, the speed at which it moves, fights and the spells through which it may be damaged. Automata are immune to "knockback".

Magical Abilities

Since automatons are not naturally sentient they may never practice magic of any description, however for the same reason they are immune to all mind effecting spells. In addition, since they are basically objects and not creatures, they are immune to spells that inflict wounds (such as Strike Down). They are strong enough to tear through entangling plants or objects without hindrance.

Special Abilities

Except for being nearly indestructible killing machines, automatons have no other notable abilities – they are particularly poor at conversation and animal husbandry.

Every time they strike a target a stone or metal automaton may use the 'Knockback' call.

All Automata are immune to poisons and diseases

Description

Automatons vary in appearance depending upon the material from which they are constructed and the artistic preferences of their creator. They are characterised by their unchanging, expressionless faces and their awkward movements. Automatons should have a gold/yellow ribbon on their costume to indicate their "animating force and Enchantment aura" to Mages

Frequency

Uncommon. One or two at a time

Ecology

Centuries ago the sorcerers of the Konnish tribes defied the Gods by attempting to create life. They were punished for their arrogance and their golems were destroyed, but in the ages that followed many enchanters of various cultures have attempted to recreate such Rituals.

The word "automaton" is a general label applied to any artificial being – gargoyles, living statues, scarecrows and golems may all be considered within this category. Such beings may only be produced by a Master Enchanter and even then only after years of expensive and painstaking research. When completed they may serve as guards or servants – often continuing in their duties long after the demise of their mortal masters. Automatons are completely incapable of speech and will make no attempt to communicate in any way – unquestioningly pursuing their missions until the task is created or they are destroyed.

Material	Hpl	Damage	Speed	Spell Damage
Wood	3	Blades Only	Run/full speed	Warp Wood
Stone	6	Blunt Only	Walk/ ½ speed	Shatter
Metal	5	Any	Jog/ ¼ speed	Shatter

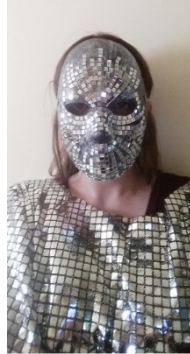
Notes

Damage can be from either the specified weapon type or from blessed or enchanted weapons. Shatter or Warp Wood spells may be targeted upon an automaton's limbs in order to destroy them (as Wound Limb would do to a living being). Conversely Rituals of Mend Item or Reform Wood may be used to "heal" damage inflicted upon it. Such spells will not affect an automaton's body or head since these are the vessels for the power that gives it life and are considerably more magical than a simple Enchantment.

Automatons may appear to wear armour but – since this is merely an extension of their bodies – it offers no additional protection. They may only be destroyed by brute force or offensive magic and take no effect from subdual damage or any form of poison.

Mirror Golem

Automata



Hits

Five hits per location

Magical Abilities

Immune to all magic but can immediately recast any spells directed at them to another target.

Special Abilities

Attacks with daggers (shards of glass).

All Automata are immune to poisons and diseases

Automata are immune to "knockback"

Description

Mirror golems are delicate constructions of small sections of silvered glass around a hollow shell.

Mask should be covered in small mirror pieces.

The golem should have a gold/yellow ribbon on its costume to indicate its "animating force" to Mages

Frequency

Uncommon.

Ecology

Master Enchanter Awl previously specialised in metal golems in his workshop outside Brisel, after he met High Mother Lucille Argo of Githas he was encouraged to expand his repertoire to golems more in-keeping with his new patron.

Silk Golem

Automata



Hits

6 sharp only hits per location

Magical Abilities

3/day entangle – cloth only

Choke – within 5ft only but as wraith ability (short length of silk detaches from golem)

Special Abilities

Immune to entangle

All Automata are immune to poisons and diseases

Automata are immune to "knockback"

Description

Attacks with subdual pseudopods (use clubs or padded hands with caution)

Silk golems are made of layers of strong soft cloth, it is not all technically silk as the core will be made of denser, thicker fabrics then wrapped with long strips that it can control at will.

The face should be a flat mask of cloth (preferably silk or satin-type material) that is thin enough to see through. The rest of the monster should be draped in fabrics that give the appearance of silk (either as bandages or as a tabard).

Frequency

Uncommon.

Ecology

Master Enchanter Awl previously specialised in metal golems in his workshop outside Brisel, after he met High Mother Lucille Argo of Githas he was encouraged to expand his repertoire to golems more in-keeping with his new patron

Scarecrow

Automata



Hits

Two hits per location, only affected by enchanted weapons and axes

Magical Abilities

A scarecrow is immune to mind affecting, and wounding spells.

Special Abilities

A scarecrow has enchanted claws. Please be careful in combat not to cause real injuries, as the player will be attacking with his hands. A warp spell cast on a Scarecrows' limbs will destroy that limb, if cast on the body/head the scarecrow is destroyed.

All Automata are immune to poisons and diseases

Automata are immune to "knockback"

Description

These creatures look exactly like scarecrows, dressed in raggedy clothes, but they have a white strip of cloth across their eyes (with eyeholes) as a mask. They often wear hats and gloves and bits of straw and other stuffing can be seen poking out of their clothes. They have two gems for eyes (value 2 Crowns each) that can be recovered when the Scarecrow is destroyed. Their movements are somewhat restricted and they therefore move at a quick walking pace only. This does not impair their fighting abilities.

The scarecrow should have a gold/yellow ribbon on its costume to indicate its "animating force" to Mages

Frequency

Uncommon. Usually found singly.

Ecology

These are not natural creatures but enchanted automatons first created by Doctor Tacademus. It is rumoured that the creatures are made by the combined spells of Necromancers and Enchanters.

Scarecrows have no will and will blindly follow the orders given to them by their creators.

Reaper Scarecrow

Automata

Hits

Six hits per location, only affected by axes.

Warp spells reduce location by 1 hit.

Magical Abilities

A scarecrow is immune to mind affecting, and wounding spells. They are also immune to poisons and diseases.

Any spells like "de-activate Automata" or "Instruct Automata" will effect this Golem, and ALL other scarecrows in the immediate vicinity (50ft).

Special Abilities

Carries a 2 handed Axe or Sword, this calls "Cleave" with every hit, this cleaves both wooden weapons and shields.

These have slightly more combat intelligence than standard scarecrows as they are required to lead large numbers of scarecrows. It still however has no idea of retreat, or mortality.

If its weapon is destroyed, it still does lethal damage with its claws. (Not Enchanted however). Please be careful in combat not to cause real injuries, as the player will be attacking with his hands.

All Automata are immune to poisons and diseases

Automata are immune to "knockback"

Description

These look the same as normal scarecrows, dressed in raggedy clothes. They often have ragged hats and straw poking out etc. Except additionally they are dressed in Black Robes, these Robes are immune to entangle.

The scarecrow has gems for eyes, (2/- each) which can be recovered once it is destroyed.

If the chest is not destroyed and the Reaper is rendered useless, there is a crystallized heart in the chest cavity, half organic, half crystalline, it shares a lot of similarities with an Opus stone.

A spell of deactivate autometa will cause this to shatter, leaving merely blood. Any attempts to remove this crystallized Heart intact will fail.

Frequency

Uncommon, found singularly or leading a group of Scarecrows

Ecology

These scarecrows have been adapted and improved to lead their lesser kind.

They are loyal to their creators (usually Eldritch Smiths), although some have been created by exceptional circumstances by Raggedy Men.

They will blindly follow the instructions of their creators, however due to their "heart" they are capable of limited combat awareness, however are still ignorant of the ideas of defeat, death, retreat etc they merely "think" to gain combat advantages.

4 - Undead

How to use Undead

Undead are one the main line monster types in the game. There are more Undead in the Bestiary than any other monster excluding Demons. They can provide enormous resources to any Referee in writing adventures and plots. The Undead have a defined background and origin that defines a great deal about how they can and should be used.

Origins of Undead

Undead are malign creatures created in various ways. They can be created by evil necromancers, be created by circumstances in the life of the person who became the Undead and they can also arise due to the existence of the Realm of the Dead.

The Realm of the Dead is in Elysium. It was created as a "Safe" place for mortal souls to go after their corporeal death. The Realm of the Dead is where many dead souls go, especially those that have been laid to rest. It is a desolate and dead place nothing living exists in this Realm unless it has travelled there. Most of the Realm is a wasteland through which Undead creatures roam freely, but there are, here and there, fortified towns and settlements built by the more powerful Undead as they war amongst each other. The Undead "lords" constantly vie for dominance over each other and gather huge armies of Undead around them for the purpose of trying to take their enemies lands. These terrifying entities compare in terms of power with the heads of Demonic houses and include such notable monsters as the preacher, the black voices and the hunters of the dark.

The Realm of the Dead has one other structure in it – The Necropolis, the City of the Dead. Built as the seat of the Dead God Kharach after his enforced exit from the rest of Elysium. The Necropolis was for many years the domain of Undead creatures until Kharach recently retook his throne. The Necropolis is a combination of city and fortress rising high above the Realm of the Dead and in it reside all the souls of the dead that have been sent to Kharach. No one really knows what happens to the souls sent here, but the Necropolis is not an empty place by any means.

Some of the Undead include details of their creation in the entry and this should be paid careful attention to, as it is a defining aspect of the creature. Other Undead may well also benefit from background to their creation as a part of the plot – turning the Undead into more than just a line monster as fodder for the players' weapons.

Types of Undead

Regardless of their origin, the Undead are divided into groups denoting their relative power and also helping to define the magic rules for destroying them. The Lesser, Minor and Major Undead are the main composition of this section of the Bestiary and their rank helps define which ones will be following which. Generally speaking the Lesser Undead are the mindless, the Minor Undead are semi-sentient or animalistic whilst the Major Undead are sentient, although twisted and evil, and tend to have the other types following them.

Greater Undead are all, with the exception of the Revenant, contained in the Senior Referee's Bestiary due to the powerful and unique nature of these creatures. Such creatures make excellent ongoing enemies for players in Undead based plots and if you are running such a plot you should consider making an application for one or more of these creatures from the Senior Referee Creatures.

Rules For Undead

All Undead follow these rules unless noted in their description.

- Undead are immune to all mind-affecting spells (Some examples are given in the entries, these lists are not exhaustive).
- Undead are immune to all Wound Spells including Strike Down, Wound Limb and Wound Body.
- Most Undead have "spirit strength", this can be reduced using religious power and holy water. The creature is destroyed if their spirit strength is reduced to zero.
- Zombie rot is not carried purely by Zombies. It can, at Referee's discretion, be carried by any Undead or be prevalent in places linked with rotting corpses or Undeath. Fresh animates created by Necromancers do not carry the Zombie rot disease.
- Even if they have resists, Undead cannot resist Necromantic or Kharachian destroy/instruct spells.
- All undead are immune to all poisons and diseases.

Lay to rest and Undead: This spell is NOT a replacement for Destroy Undead unless stated in their bestiary entry.

Animated Dead (Animate)

Lesser Undead



Hits

One per location, regardless of armour. Once destroyed they cannot be re-animated.

Spirit Strength

One. Affected by Instruct Lesser Undead, Destroy Lesser Undead & Mass Destroy Lesser Undead.

Magical Abilities

See Rules for Undead section.

Special Abilities

None

Description

They have the appearance of the creature they were in life, except that they are pale and their skin will be decomposing depending on how long the Animated Dead has been dead. Unless measures are taken to preserve their flesh, it will eventually rot away and they will become skeletons. Animated Dead bear the following rune on their foreheads, placed there by the creator:

X

Frequency

Line. Will often be seen in large groups

Ecology

Animated Dead are corpses animated by a Necromancer using the Animate Dead spell. The animator must scribe the above rune on the foreheads of the victim as the spell is completed. As the weakest form of Undead animates can also be created in places of terrible pain and desolation, huge abandoned battlefields and the sites of massacres can actually allow animates to rise for a short time, based on the residual memories and anguish there. Such animates tend not to last for long and generally haunt the site of their deaths. A person who has been animated can be communed with, or laid to rest.

Animated Dead cannot speak, or indeed make any sound. They may wield weapons, but move slowly and therefore seldom inflict any damage. In large numbers they can easily overwhelm a disorganised party.

Unless controlled by their animator or a higher type of Undead (e.g. Ghoul or Wraith), they will shamle aimlessly. If given orders by their controller, animated corpses will continue to carry these orders out to completion, even if their controller is absent or dead.

Cadaver

Minor Undead



Hits

Three hits per location, regardless of armour. If a Cadaver is immobile or inactive, any non-enchanted wounds will regenerate. Both torso and limb wounds will regenerate simultaneously at a rate of 1 per 30 seconds. If the players insist on chopping the Cadaver to bits, tell them that any part removed from the torso immediately starts to wither and turn to dust and another identical part starts to grow back on the torso

Spirit Strength

Two. A Cadaver is destroyed if its Spirit Strength is reduced to zero. Destroy Minor and Instruct Minor spells affect this creature.

Magical Abilities

Also see Rules for Undead section.

Special Abilities

Anyone coming into skin contact with a Cadaver will contract a rotting disease in the location touched, call 'Disease: Zombie Rot'.

Description

Cadavers look like zombies, with some remnants of mummification or preservation (e.g. bandages). Their skin will be decomposing depending on

how long the Cadaver has been dead and how well preserved it was. Because Cadavers are preserved they will not become skeletons.

Frequency

Infrequent. One or two in an encounter with other Undead

Ecology

Cadavers are created by malign Necromancers using dark magics that require some material components that are obnoxious to civilised people (no PC should want to use them). When cast on a preserved corpse a Cadaver will rise up and do the bidding of the caster.

Unless controlled by their animator or a higher type of Undead (e.g. Ghast or Wraith), they will shamle aimlessly until they come within eyesight of a living creature that they will attack (unless it is their creator).

Cadavers cannot speak or indeed make any sound. They may wield weapons, but move only slowly and therefore seldom inflict damage. In large numbers they can easily overwhelm a disorganised party.

Death Knight

Major Undead



Hits

Four hits per location, enchanted and blunt weapons only. A Shatter spell cast at the limb of this creature will remove 1 hit from that location, if the spell reduces the location to 0 hits the limb is destroyed. The Head and Body cannot be shattered this way.

A Death Knight will usually be found in very heavy armour. This is limited to one layer of metal armour. The armour is bonded to the skeleton and is effectively covered with a permanent Dragon Armour spell.

Once removed from the Death Knight, the armour loses its dweomer. Other than as noted for Griffins, a Death Knight cannot wield an enchanted weapon. Should it pick up an enchanted weapon it will cease to be magical until it lets it go. There is a short delay (i.e. no throwing enchanted weapons).

Death Knights are immune to "knockback"

Spirit Strength

Four. These creatures are unaffected by Holy Water. Destroy Major and Instruct Major spells affect this creature

Magical Abilities

The creature gains a special ability based on the type of Knight it was in life:

Griffin Knight

May use a single enchanted sword up to 42" (i.e. a hand and a half sword) one handed. Any other weapons wielded will not be enchanted.

Is immune to Instruct Spells (but not destroy spells)

Black Knight

1/day - Can cast a resistible mass Fear (30ft radius) or 5/day can cast resistible fear (single target)

Vocals

Command: 'By My Power...'

The Sword of a Death Knight of the Black Order does NOT retain the properties of an honour sword.

Grey Knight

Is immune to Necromantic Destroy spells (but not Instruct spells).

Templar Knight

Immune to religious dismisses and holy symbols.

House Knight

Note the Death Knight need not have been a member of one of these orders. If not it may cast up to two Fears and one Writhe spells per day.

Vocals

Command: 'By My Power...'

Knight of Pain

1/day - Can cast a resistible mass writhe (30ft radius) or 3/day can cast resistible writhe (single target)

1/day may cast ritual of envenom weapon, this may only be cast on the Pain Knight's honour sword"

Vocals

Command: 'By My Power...'

The Sword of a Death Knight of the Order of Pain does NOT retain the properties of an honour sword

Special Abilities

If a Death Knight was a head of order in life it will have an additional two hits/location, if it was a Knight Commander it may have other abilities as well (see SR Bestiary). Also see Rules for Undead section.

Description

Death Knights look like heavily armoured skeletons.

Frequency

Rare. Not usual to see more than one or two at a time.

Ecology

Marcus, an evil Necromancer, created these creatures. Whilst he has traded the secret of how to create them to others, they are still rare and the spell is not widely known. It is believed that a Ritual is performed on a living Knight who is, over time, twisted to the creatures' evil ways. At the end of the Ritual the Knight is sacrificed and his soul bound to the creator.

Death Knights are exceptionally well-disciplined fighters and can Command lesser Undead, organising them in to fighting units. They can communicate as they did in life, but are evil creatures having no morals or honour code. Some death Knights may be created on the site of their deaths by very specific circumstances, acts that left the Knights embittered and betrayed or during which they followed corrupt leaders to death and were not laid to rest. Finally, great numbers of Death Knights were created during the lull between the first and second Neresian crusades and any Knight dying in that land, that is not laid to rest, may rise again as a Death Knight.

Feyund

Lesser Undead



Hits

One hit per location. Feyunds do not feel pain or suffer concussion and take no effect from subdual damage. They are affected by other damage as normal. They cannot wear armour or carry weapons and instead attack with the exaggerated claws (dagger phys-reps can be used).

Spirit Strength

One. Destroy Ghast, Destroy Lesser Undead & Mass destroy lesser undead destroys Feyunds. They are also affected by the spell of Instruct Lesser Undead (except when they are eating; see below).

Magical Abilities

Also see Rules for Undead section.

Special Abilities

If left alone to feed and chewing a location (limb only) for 30 seconds the Feyund will wound the location and reduce the defensive value of any armour there to zero (including metal armour). After another 30 seconds chewing (1 minute total) the location will have been gnawed off.

Feyunds are immune to the spell Instruct Ghast if they are eating at the time it is cast.

Description

Feyunds have pale, wrinkled skin and little or no hair. They are feral and cowardly, retaining only a tiny fraction of their original intelligence and only capable of simple, monosyllabic speech.

They are difficult for necromancers to control and if left unattended, will often wander in search of meat. Feyunds move slower than a human, but faster than many Undead (move at up to a jog but fight at normal speed).

Frequency

Uncommon. Most Necromancers try to avoid allowing Feyunds to join their service, since they are disobedient and have a tendency to damage both promising corpses and existing Undead. They have been known to wander alone for long distances in search of food, but more often seek shelter amongst other lesser Undead or in packs of their own kind.

Ecology

Feyunds are essentially an extremely weak form of ghoul. They were originally created by Roden necromancers and were favoured because they could be quickly created and subsequently left to cause damage without requiring direct

control. The exact details of the creation Ritual are not known, however it is believed to be performed upon a living creature (usually the sick or infirm). The creatures are driven primarily by a lust for food and will happily devour living or dead flesh alike. Whilst they prefer the flesh of living humans, they are not fussy and have been known to raid fields for livestock, to dig up graves and even to eat zombies or cadavers when deprived of all other food sources. The Feyund may also be used as a template by Referees for creatures or humans driven by starvation and cannibalism to vile acts and desperate deeds, these fallen creatures may be more cunning but should be very rare. The recent and remarked upon re-emergence of Feyunds after years in which it was thought they'd been wiped out is due to the remaining influence of patches of dead land - land whose energy and harmony was stolen by servants of the eye of Nerese. Many that lingered near the larger patches of dead land became tainted and upon death rose again as Feyunds.

Ghost

Minor Undead

Hits

Three enchanted hits per location. Ghosts are incorporeal and cannot be physically harmed by normal weapons, including normal enchanted weapons. They cannot inflict physical harm in return. "Killing" (i.e. reducing head or torso to zero hits) a Ghost dispels it until the following sunrise.

Spirit Strength

Three or their active (if higher) if the person was formerly a member of a religion. If a character dismisses a ghost, it will return the following sunrise. A Ritual of Lay to Rest on the physical remains of the victim will permanently dismiss a Ghost as long as it is currently dispelled. Ghosts are immune to Holy Water, due to their incorporeal nature. Destroy Minor and Instruct Minor spells affect this creature.

Magical Abilities

Ghosts have either 3 active or a quarter of their Soulfire/Mana at death as active if this is greater. Ghosts can cast the Commands of: Sleep, Freeze, Drop and Fear

Vocals

Command: 'By My Power...'

Also see Rules for Undead section.

Special Abilities

None

Description

Ghosts can look like anything from a bed sheet with eyeholes, to a pale version of the person they were in life. Much will depend on what costume you have and what the Ghosts motivation is.

Frequency

Very Rare. Normally only one ghost will be manifest in a given encounter.

Ecology

Ghosts are created in three ways:

A person has died without completing an important mission. The Ghost is the spirit of a person tormented by the anguish of knowing that their mission is incomplete, so haunting the place of death. If the mission is completed the Ghost will dissipate to its final resting place. This sort of Ghost can be laid to rest as mentioned above.

A person is cursed to spend eternity in pain. In this case, if the curse is justified, the deceased goes straight to purgatory. If the curse is not justified and the person is innocent of the charges laid against them then the spirit will haunt as a Ghost, looking for their release and proclaiming their innocence. These Ghosts can be laid to rest by finding proof of their innocence or by using the "Lay to Rest" method mentioned above.

A person has died under extremely traumatic circumstances. The Ghost will haunt the place of their death, resenting all who live. There is no alternative to the "Lay to Rest" Ritual mentioned above to release these tortured spirits (see Revenants as well).

Ghoul

Minor Undead



Hits

Two hits per location. Ordinary weapons cannot harm Ghouls, but blows from an enchanted weapon can destroy them.

Spirit Strength

Two, Holy water burns them like acid, causing them to writhe in pain for 30 seconds and reduces their spirit strength by one each time it's used.

When "dismissed" religiously they are destroyed utterly, they are also affected by the Destroy and Instruct Minor spells as well as Destroy Ghost.

Magical Abilities

Also see Rules for Undead section.

Special Abilities

A Ghoul's touch will paralyse a character, use the call 'paralyse'. The actual touch will not wound or damage armour.

After chewing a location for 30 seconds the ghoul will wound the location and reduce the defensive value of any armour there to zero (including metal armour). After another 30 seconds chewing (1 minute total) the location will have been gnawed off.

Ghouls are immune to the spell Instruct Ghast if they are eating at the time it is cast.

Description

Ghouls have pale wrinkled skin and no hair. In the event of not having a specific mask turn another one inside out.

Ghouls move slowly, but can utter simple, monosyllabic words. They are controlled by their creator and after his/her death will continue to carry out the last order given to them. They will return to their creator for orders after completing their mission.

Ghouls can restore their Spirit Strength, without the intervention of their creator. If they can find a fresh corpse of their own race, which has not been laid to rest and eat it, they regain a point of Spirit Strength. While only the devouring of a limb is necessary for this they will often eat the whole corpse. Ghouls move slower than a human, but faster than animated dead. Ghouls can move up to a jog but fight at normal speed.

Frequency

Common. Ghouls can be found in small packs.

Ecology

Ghouls are created using arcane magic whose secret is passed from Master to Apprentice. The School of Necromancy knows the secret, but the spell involves such vile rites that no Player Character would learn or cast it. What is known is that the Ghoul is created using a ritual sacrifice.

Ghast

Minor Undead



Hits

Ordinary weapons cannot harm Ghasts, but enchanted weapons will paralyse them for 30 seconds.

Spirit Strength

Two, Holy water burns them like acid, causing them to writhe in pain for 30 seconds. However, it does not reduce the Ghasts spirit strength. When "dismissed" religiously they will run back to their creator and remain there until dawn. Destroy Ghast spell will utterly destroy the Ghast into ash. They are also affected by the spells Destroy and Instruct Minor.

Magical Abilities

Also see Rules for Undead section.

Special Abilities

A Ghasts touch will paralyse a character, use the call 'paralyse'. The actual touch will not wound or damage armour.

After chewing a location for 30 seconds the Ghast will wound the location and reduced the defensive value of any armour there to zero (including metal armour). After another 30 seconds chewing (1 minute total) the location will have been gnawed off.

Ghasts are immune to the spell Instruct Ghast if they are eating at the time it is cast.

Description

Ghasts have pale wrinkled skin and no hair.

Ghasts move slowly, but can utter simple, monosyllabic words. They are controlled by their creator and after his/her death will continue to carry out the last order given to them. They will return to their creator for orders after completing their mission.

Ghasts can restore their Spirit Strength without the intervention of their creator. If they can find a fresh corpse of their own race, which has not been Laid to Rest and eat it, they regain a point of Spirit Strength. While only the devouring of a limb is necessary for this they will often eat the whole corpse. Ghasts move slower than a human, but faster than animated dead. Ghasts can move up to a jog but fight at normal speed.

Frequency

Infrequent. Ghasts can be found in small packs of Ghouls.

Ecology

Ghasts are created using arcane magic whose secret is passed from Master to Apprentice. The School of Necromancy knows the secret, but the spell involves such vile rites than no Player Character would learn or cast it. What is known is that the Ghast is created using a ritual sacrifice.

Hant

Minor Undead

Hits

One enchanted hits per location. Hants are incorporeal and cannot be physically harmed by normal weapons, including normal enchanted weapons. They cannot inflict physical harm in return. "Killing" (i.e. reducing head or torso to zero hits) a Hant dispels it until the following sunrise.

Spirit Strength

One. Only a follower of the religion that the Hant was previously a member of can dismiss a Hant. All Holy symbols will hold the creature at bay, but Holy Water will not affect the creature, as it is incorporeal. Destroy Minor and Instruct Minor spells affect this creature.

Magical Abilities

See Rules for Undead section.

Special Abilities

The touch of a Hant will cast a resistible sleep on the target.

Description

Hants appear as incorporeal ghostly creatures in the form they were in life. They will have an excommunication mark on their left cheek and have white faces.

Frequency

Rare. There should normally be only one Hant in an encounter.

Ecology

A Hant is an ex-Priest or Devotee who became excommunicated and died without repenting for their sins, after which evil necromantic magic has infused the corpse and its lost soul. His soul, if not laid to rest (must be done on the remains or corpse), will wander on the land raging against the Gods and trying to cause what harm they can.

It is therefore possible for dead PCs to become Hants.

Mummy, Lesser

Major Undead



Hits

Ordinary weapons cannot harm Mummies but enchanted weapons work as normal. Mummies have six hits per location and will regenerate one of these every 30 seconds (even if in combat). Mummies move and fight at half speed, though they cast spells normally.

Spirit Strength

Six. Holy water has no effect. When "dismissed" religiously they are destroyed utterly. They are affected by the spells of Pact with Undead and Destroy and Instruct Major Undead.

Magical Abilities

Mummies can cast spells. They have the following spells: 2/day - Strike Down, 2/Day - Cause Disease, 1/Day - Irresistible Fear.

In addition they may cast a Fear spell every 15 seconds.

Vocals

Command: 'By My Power...'

Special Abilities

Mummies can cause disease with their hands, please be careful when attacking with your hands use the call 'Disease: Magical disease'. The touch causes disease regardless of armour.

Also see Rules for Undead section.

Description

These creatures are covered in bandages but look less well made and often newer than a proper mummy.

Frequency

Rare. There should only be one of these in an encounter.

Ecology

The method of creating a mummy is a secret known to only a few, but many have tried to reproduce it. These creatures do not have the awesome power of a Greater Mummy but are still powerful Undead. Their creation is tied to a sarcophagus that must be created at the same time. Destruction of the sarcophagus will destroy the mummy but it is not known how this is done. In rare instances, lesser mummies have been known to be created by powerful curses and though such creation is rare it is possible to meet a lesser mummy who wanders until the curse is lifted.

Nightmare

Minor Undead



Hits

Three hits per location.

Spirit Strength

Three. Destroy & Instruct Minor Undead as well as Destroy Ghast affect nightmares.

Magical Abilities

Can cast 5 Sleep, 5 Writhe and 3 Wound Limb spells per day. When "dismissed" religiously they are destroyed utterly.

Vocals

Command: 'By My Power...'

Special Abilities

See Rules for Undead section.

Nightmares may wield any one single hand weapon (upto 36") and wear armour upto 3AV per location. (Any Metal Armour worn will be scraps and will only confirm 3AV Maximum).

May Not Use Shields.

Description

Nightmares appear in ragged clothing of any type leaning towards dark colours. It has a white face.

Frequency

Infrequent. There should normally only be one Nightmare in an encounter, possibly with other Undead.

Ecology

Nightmares are the trapped souls of murderers and other similarly horrible criminals trapped here by their evil acts in life. The nightmare seeks only to inflict pain and suffering on others just as it did in life. They have little other motivation.

They are often with lower forms of Undead, which they will use to help in their malicious and malevolent acts.

Revenant

Greater Undead

Hits

One hit per location, plus the armour the creature had at its death. The revenant is only affected by enchanted weapons and then only when confronting its killer. Dragon Armour that cannot be dispelled covers the armour the revenant is wearing. This protection is connected to the revenant and so PCs cannot gain magical armour from the corpse.

Spirit Strength

Not applicable. Holy Water, Holy Symbols or Dismisses do not affect the Revenant.

Magical Abilities

Revenants have either 3 active or a quarter of their Mana/Soulfire they had at death as active. Revenants can cast the spells of Shatter, Drop and Fear

Vocals

Command: 'By My Power...'

Also see Rules for Undead section.

Special Abilities

A revenant cannot be laid to rest whilst it has not completed its task unless it is confronting its killer. It can be affected by Pact spells, but cannot be instructed to leave its target alone.

Description

The revenant looks like a normal person at the time of his death, but without the wounds etc.

Frequency

Very Rare. There will usually only be one revenant in an encounter.

Ecology

A revenant is a form of Ghost, which haunts a person as opposed to a place. There are three strict criteria for creating a Revenant and in the case of an ex-PC these should be discussed with a Senior Referee.

A friend must kill the person.

The person must be aware, at the time of his death, that he is being betrayed.

The killer must be aware that his actions will kill the friend.

Once the victim rises as a revenant he will seek vengeance on his killer(s) and that is all he is interested in. As such the revenant will not seek to harm anyone but its target unless anyone tries to stop it or protect the target.

Once the revenant has completed its task the spirit will leave and the body will no longer be animated.

Shadow

Minor Undead

Hits

Two enchanted hits per location. Shadows are incorporeal and cannot be physically harmed by normal weapons, including normal enchanted weapons. Shadows are very difficult to destroy, as they are only vulnerable in sunlight, so they tend to inhabit an area of shadow and only trouble people who stray in to their area. "Killing" (i.e. reducing head or torso to zero hits) a Shadow dispels it until the following sunrise.

Shadows can be destroyed in the following manner:

- Completing a Ritual Cleansing or Lay to Rest (All Sources) of the Object, Person or Area in which the shadow is currently possessing.

- Physical Destruction of the Object they are currently possessing (at refs discretion)

Spirit Strength

Two. All Holy symbols will hold the creature at bay, but Holy Water will not affect the creature, as it is incorporeal. Whilst visible a Shadow can be affected by holy symbols and religious dismisses. Destroy Minor and Instruct Minor spells affect this creature

Magical Abilities

See Rules for Undead section.

Special Abilities

Shadows inhabit an area, centred on a specific point or item, which is a circle with a 30 ft. radius.

These creatures are invisible in the shadows and dark places (the monster should keep his hand on his head), when in direct sunlight the Shadow becomes visible (but still ethereal). A Shadow can bond and possess a person use the call '**Possession**'. When bonded the Shadow cannot be seen (walk behind the player with one hand in the air and the other on the players' shoulder), but the Shadow can control where the person walks (this is to stop possessed characters running out of a Shadows' living area) and speak through the possessed person.

A Shadow can drain the life essence of a living person to regain Spirit Strength. By staying bonded to a person for one minute the Shadow regains one point of Spirit Strength. The Shadow must then leave the victim who receives a lethal head wound due to the drain of his life essence. If the Shadow leaves the host in sunlight he is visible until he reaches the shadows. Shadows can move at a walking pace; they cannot run.

When a person possessed by a Shadow receives a wound to the head or chest (i.e. HP reduced to zero) the Shadow is forced out of the host. Similarly if a possessed person leaves the Shadows' area of inhabitation the creature is forced to leave the host.

Description

Shadows are black shadowy masses that are not normally visible and can only be seen in direct sunlight. Use black/dark grey robes and a hood, with black gauze to cover the face.

Frequency

Rare. Usually only one or two Shadows will be present in an area.

Ecology

Shadows are the lost souls of evil creatures, which inhabit the dark places in forests. They are created by traumatic or brutal events that result in the creature's death. They are half ghost, half wraith; not powerful enough to have a form, but with enough malice to be dangerous.

Skeleton

Lesser Undead



Hits

One hit per location, affected by blunt, subdual or enchanted weapons. A Shatter spell cast at the limb of this creature will destroy the limb. The Head and Body cannot be shattered this way.

Spirit Strength

One. Affected by Instruct Lesser Undead, Destroy Lesser Undead & Mass Destroy Lesser Undead.

Magical Abilities

See Rules for Undead section.

Special Abilities

None

Description

They look like the skeleton of the creature they were while alive. They carry weapons and can wear armour, but gain only half the armour value.

Frequency

Line, often seen in large groups.

Ecology

Skeletons are Zombies or Animated Dead whose flesh has entirely rotted away or are skeletons that are animated by using dark and restricted magics. These dark arts require some material components that are so obnoxious to civilised people that no PC would want to use them.

Unless controlled by their animator or a higher type of Undead (e.g. Ghoul or Wraith), the Skeleton will remain static until a Zombie passes with 10 feet of it, then it will follow the Zombie. A living humanoid passing within visual range will cause the skeleton to attack (unless the humanoid is its creator) until either the humanoid is dead (or unconscious) or the Skeleton is destroyed.

Because they are unburdened by flesh, Skeletons may move at up to a jog and can fight at normal speed.

Spectre

Lesser Undead

Hits

Incorporeal. Cannot be harmed by normal weapons (including normal Enchanted weapons). However, if a Senior Referee approved unique weapon can harm a wraith it will have two global hits.

Spirit Strength
One. Destroy Lesser/ Mass Destroy Lesser and Lay to Rest utterly destroy Spectres. Lay to Rest can also be done around the corpse but this is often disposed of when the magic fails (See ecology).
Special Abilities
Can cast writhe and fear five times each per day
Vocals
Command: 'By My Power...'
Very slow: can only float around at 1/2 speed
As this creature is incorporeal it is immune to holy water.
Also see Rules for Undead section.
Description
The creature is a wandering cloud of negative emotion. Costume should be robes and hood to hide the monsters features. They do not have weapons.
Frequency
Uncommon. Often mixed with other Undead in singles or pairs.
Ecology
Sometimes when a necromancer tries to create a zombie the soul of the person is strong enough to fight the process off. The soul is not destroyed but the resulting spirit is a mix of the damaged soul and necromantic magic that is angry enough to fight death and come back. They lose all sense of self and though they can be controlled by higher Undead.
Some spectres are also created from terrible acts of isolation and loss, of sorrow and abandonment, souls lost in the darkest places in the world may, upon death become Spectres. These continue their existence simply to alleviate the pain and anguish they feel.
Kharachians who know of them will make it their priority to have them laid to rest.
Vampire
Major Undead
Hits
Three hits per location (two during the day). Vampires are only hurt by enchanted weapons, they regenerate at one point per 30 seconds of inactivity (but not whilst in mist form).
Enchanted or blessed Silver or Mithril causes Vampires such pain that it will retreat to its tomb and stay there for 24 hours.
Staking a vampire through the heart is a difficult procedure that needs to be done with precision and cannot be done in active combat (see special abilities). Once a vampire is at 0 body hit points it becomes incapacitated (falls to the floor), during daylight it will remain there until it has regenerated at least one hit point. During darkness it will remain for ten seconds and then turn into mist form (see magical abilities). It will then find a safe spot to drop out of mist form and regenerate before continuing its plans.
Spirit Strength
Four (two during the day – Note: This is during the hours of sunlight even if the Vampire is not in direct sunlight). When these are destroyed a Vampire must return to its tomb for 24 hours to regain a point of Spirit Strength. While a Vampire has a single point of Spirit Strength or more, he can regain further points by either spending a whole day in its tomb (1 day = 1 Spirit Strength) or drinking the blood of a living person, which restores the vampire to full points at a rate of 1 point of spirit strength per 30 seconds drinking time. If a vampire with full spirit strength bites it causes no wound other than passing on the corruption, but if it needs to bite to regain spirit strength it can be assumed to attack more bestially and as such a wound is also caused. Vampires are affected by the spells of Destroy Major Undead and Pact with Undead.
Magical Abilities
The Vampire can, at will, turn into mist and back (not during the day), this takes 3 seconds to accomplish. Any materials carried by the Vampire are left behind when the mist form is used, this will include all armour and weaponry.
Vampires know the spells Befriend, Fear, Obey and Pact they can cast these twice per day each.
Vocals
Command: 'By My Power...'
Also see Rules for Undead section.
Special Abilities
If incapacitated and the vampire is staked (a wooden blessed stake through the heart), its body will turn to ash. Once turned to ashes a vampire is fully dead and bleeding onto the ashes will not allow it to be reborn. If a Referee wishes a vampire to have this ability to be reborn he must approach the SR Creatures for permission citing reasonable background.
A Vampire cannot have its heart removed to gain protection against injury.

A wooden stake, even blessed, has no use in melee and will not penetrate any armour the vampire has nor will it have any damaging effect until the vampire is incapacitated.

Description
A Vampire will look exactly like a normal person, except that they may look a little pale and have pronounced upper canine teeth.

Frequency
Uncommon. Usually there will be one vampire, but sometimes they will have servants.

Ecology
A Vampires only motivation is self-preservation and to pass on the corruption. When a person is bitten by a Vampire, they begin to undergo certain changes that, if untreated, result in the person becoming a Vampire themselves. The changes are as follows:

Week one	The character loses any religious powers.
Week two	The character develops an aversion to religious items.
Week three	Holy symbols will burn the victim. Its skin turns pale and sickly.
Week four	Sunlight on skin and eyes is painful, develops a taste for blood and is physically very weak.

The victim will die at the end of the fourth week and rise as a Vampire the full moon following. If the Vampire who infected the victim is still active, the new Vampire is a vassal of that one. Otherwise, it is a free agent.

The cure for a vampire-infected character can depend on the religious bent of the character involved. Religious characters may be cured by their faith in the following manner:

Kindred	For each day of the infection the character must drink 2 doses of their relevant Holy Water and then be cleansed.
Devotee	For each day of the infection the character must drink 1 dose of their relevant Holy Water and then be cleansed.
Priest	For each day of the infection the character must drink 1 dose of their relevant Holy Water and then be cleansed.
Non-Religious	Only destroying the infecting Vampire, then feeding the infected character 3 doses of the Holy Water of Vleybor for each day of infection may cure non-religious characters.

Whilst infected, no character may advance. Vampirism does not count as a disease, it is a corruption of the soul. As such whilst becoming infected is not actually a sinful act, the victim is drawn away a little from their God or Goddess, and is unable to concentrate properly on improving their skills.

Both non-religious and religious characters can still be cured of Vampirism via the Cure Vampirism spell.

Wraith

Major Undead

Hits
The Wraith is incorporeal and cannot be harmed by normal weapons (including normal enchanted weapons). However, if a Senior Referee approved unique weapon can harm a wraith it will have four global hits.

Spirit Strength
Four. Since the Wraith has no physical body it is unaffected by Holy Water. The Wraith regenerates a point of Spirit Strength every 30 minutes. Once all of its Spirit Strength has been dispelled the Wraith disappears, but it can re-appear the following day. A lay to rest Ritual cast on the physical remains of the Wraith, on its manifested form (if it stays still long enough) or on its spirit if it can be bound to an object will destroy the creature. Wraiths are also affected by the spell Pact with Undead. A Destroy Wraith and Destroy Major spells will destroy the creature.

Magical Abilities
A Wraith has 5 points of active and can cast the Commands of Freeze, Drop and Fear. It can cast a Strike Down once per day at no cost.

Vocals
Command: 'By My Power...'
Also see Rules for Undead section.

Special Abilities
A Wraith can turn invisible 5 times per day and can move whilst invisible the monster should put his hand on his head. The change takes two seconds during which time the wraith is still vulnerable. Wraiths can choke their victims whilst in line of sight of the face of the victim (masks or helmets do not block); use the call '**Choke**'. They do this by extending an arm and pretending to grasp a small object in front of them. This hold is broken if the Wraith loses sight of the target (by intersection of a significantly sized object such as a shield or cloak) or the Wraith turns invisible.

Description

Wraiths look like a person dressed in flowing black robes. Its face cannot be seen and its eyes glow. Use a piece of black gauze to cover the monsters face, allowing him to see and two red LEDs for glowing eyes.

Frequency

Infrequent. Wraiths work alone or occasionally in pairs and sometimes with other Undead.

Ecology

Wraiths carry out the missions of their creator. They are however intelligent and will carry out those orders in the manner the Wraith chooses. They may have their own agendas but will never betray their creator. A Wraith whose creator is dead is a free agent to do as it sees fit.

Wraiths can speak any languages that it knew at the time of its physical death and can be conversed with. They can be reasonable at times if it serves the Wraith's purpose. Rumours persist that some wraiths have found ways of creating servants for themselves, by isolating and causing other creatures to die of starvation, shame, anguish and loneliness, these servants may form into Spectres

Zombie

Lesser Undead



Hits

Two hits per location, regardless of armour. If a zombie is immobile or inactive for 30 seconds, any non-enchanted wounds will regenerate. Both torso and limb wounds will regenerate simultaneously. If the players insist on chopping the Zombie to bits, tell them that any part removed from the torso immediately starts to wither and turns to dust and another identical part starts to grow back on the torso.

Spirit Strength

One. A zombie is destroyed if its Spirit Strength is reduced to zero. Zombies are affected by Instruct Lesser Undead, Destroy Lesser Undead & Mass Destroy Lesser Undead.

Magical Abilities

Also see Rules for Undead section.

Special Abilities

Anyone coming into skin contact with a Zombie will contract a rotting disease in the location touched, use the call '**Disease: Zombie rot**'.

Description

They have the appearance of the creature they were in life, except that they are pale and their skin will be decomposing depending on how long the Zombie has been dead. Unless measures are taken to preserve their flesh, it will eventually rot away and they will become skeletons.

Frequency

Line, often found in large groups.

Ecology

Zombies are created by malign Necromancers using dark magics that require some material components that are obnoxious to civilised people (no PC should want to use them). When cast on a site with corpses the Zombies will rise up and do the bidding of the caster.

Another method of creating Zombies is from the death of a person or being that died whilst being infected with the disease 'Zombie rot', it will cause the corpse to become a zombie one minute after the person's death.

Unless controlled by their animator or a higher type of Undead (e.g. Ghoul or Wraith), they will shamble aimlessly until they come within eyesight of a living creature that they will attack (unless it is their creator).

Zombies cannot speak but may groan incoherently. They may wield weapons but move only slowly and therefore seldom inflict damage. In large numbers they can easily overwhelm a disorganised party.

5 - NPCs

How to use NPC's

NPCs are sometimes overlooked as one of the main types of monster to use when writing adventures, which is strange given the human dominated society the players live in. NPCs are versatile enough to write virtually any kind of adventure or campaign around without many of the limitations present in the other main bestiary classes.

NPCs also have the ability to be trained like players in Guild skills and thus provide potentially powerful adversaries. Care should be taken not to overstat these however. A group of Guildsman Mercenaries is not unusual, but higher ranks should be rarer so as not to devalue the effort put in by players into advancing and gaining their new skills.

Other than this there are few restrictions placed on the use of NPCs. They can provide lasting NPCs for players to interact with and powerful adversaries for them to fight; just be careful not to undermine the players own skills by overusing Guild classes in plots.

The Axirians

Axirians are not like normal humans in Ithron and should not be used as such. Axir is an ongoing influence in the F&H game world and the use of Axirians is strictly at the discretion of the CC. Even local plot involving Axirians could blow up and potentially damage a National Campaign and thus the CC should be kept informed if you wish to use them in your plot.

Axirian Legionnaires

NPC

Hits

Three hits per location, plus armour.

Magical Abilities

None

Special Abilities

None.

Description

Axirians are only ever humans. Axirian Legionnaires are often smartly dressed, with a white tabard bearing two purple stripes running diagonally across the front of the tabard. Personal Guards wear white tabards with two purple stripes running horizontally across the bottom of the tabard, both front and back. The Personal Guards should only be used with the permission of the Campaign Coordinator, as they will often only be present as bodyguards to important Axirian and more recently Ithronian, high-ranking diplomats.

Legionnaires usually fight in groups of six, four with longsword and short sword and the other two with spears and short swords. They usually wear chain mail or heavier metal armour. Larger troop units are often backed up by soldiers using missile weapons and Axirian Battlemages.

Frequency

Rare. Dependant on National Plot, often seen in units of six.

Ecology

These humans conquered half the world. They are skilled fighters and are very confident to the point of being annoying. Legionnaires are not so over-confident to act in a stupid manner. Axirians are incredibly disciplined and will always follow orders from higher-ranking Axirians.

They are racist towards non-humans, usually ignoring the presence of such races. They will not however hesitate to kill anyone who provokes or attacks them, human or otherwise.

Notes

Please be judicious in your use of Axirians. You should take in to account the National Campaign at the time. If in doubt, contact the Campaign Co-ordinator.

Dwarves

NPC

Hits

Two hits per location. PC Dwarves no longer spend long days fighting and working in the mines and so only get 1 hit per location. Dwarves, when outside of their mines, wear metal armour and carry large amounts of lethal weaponry. They are vicious and hardy fighters.

Magical Abilities

None. Dwarves may not be Mages, but can join any Church.

Special Abilities

Dwarves are immune to all diseases and the effects of serpents' venom (including alchemical blade venom). They are however unaffected by Physicians medicines and require healing via spells or alchemical potions.

Description

The stereotypical Dwarf is short and heavily muscled. Like most races a range of appearances and statures do occur. All dwarves are bearded.

Frequency

Common. Can be met in any number.

Ecology

Dwarves have always lived in their own villages in mountains of hilly regions, away from humans. They were therefore not as affected by the race wars as were the Elves.

Dwarves are master craftsmen, be it intricate jewellery in precious metals or monumental construction projects. Because of their skills they are more likely to be accepted by humans than Elves are. Although not immortal Dwarves are a very long lived race and have a low rate of reproduction.

Elves

NPC

Hits

1 hit per location. They may wear any armour, but often prefer leather and furs for ease of movement. They tend to prefer missile weapons, but will use swords and daggers. They do not often use shields, these being too cumbersome.

Magical Abilities

All Elves have a point of active and the spell of Command of Drop. Many Elves worship Longstor and can become Devotees and Priests. Whilst not unheard of it is not common for Elves to join the other Churches. Elves can become Mages, but not Necromancers or Demonologists. Due to their long life spans Elves can become exceptionally powerful Mages.

Special Abilities

None.

Description

The stereotypical Elf is tall and slim, with pointed ears, but like most races there is a great range and divergence in appearance; short, fat Elves exist. All elves are clean shaven. They tend to dress in the colours of their surroundings to blend in.

Frequency

Common. Any number.

Ecology

The Elves used to be commonplace in Ithron until the race wars that occurred in the sixth century. The Elves used their magic to protect their lands but suffered heavy losses and slowly withdrew in to isolated and heavily protected areas. With their withdrawal (and that of the Alshanti) much of Ithron's defensive magic was lost and ultimately the Axirians finally conquered Ithron. Fearing the Elven magic the Axirians persecuted the race giving rise to their anti non-human stance.

Elves live in large isolated communities, but have a strong bond. A Monarch rules the community, with various elders giving advice to the ruler.

Elves are virtually immortal, but do not reproduce very often. Therefore, their numbers are slowly reducing due to the punishing wars that have occurred in Ithron over the last 500 years.

Elves usually live in woods but also inhabit mountains, coastal regions and any other niche in nature.

Notes

The Order Of Del'Naror

Although the majority of the Elven population either tolerates or avoids other races, a minority are more militant in their views. The Order of Del'Naror blames other species for the evils that are necromancy, Demonology and worship of Evil Gods and seeks to achieve a permanent solution to these problems. The Order's membership is exclusively Longstorian and as such is utterly unconcerned by the number of lives that are lost in the pursuit of its goals. Demons, Undead, offending Mages, followers of the Dark Gods and anyone whom might harbour or aid such people all die by the sword or the bow. Members of the Order will view Elven Player Characters with suspicion and distrust for their close links to human society.

Half Elves
NPC
Hits 1 hit per location
Magical Abilities All Half Elves have one resist.
Special Abilities Half Elves cannot be members of the following guilds: Mages, Physicians, Alchemists ,Guards or Foresters
Description Half Elves can come in all shapes and sizes, the majority take on their elven heritage with clean unshaven faces with or without pointed ears. Others may have beards and facial hair however those will always have pointed ears.
Frequency Common, can be met in any number
Ecology Half Elves are traditionally the result of Elves and humans. However some are born to half elven parents. They can be born with the features of both, because of this they can live within either human or elven communities. Many Half elves seek out living in human settlements, however due to their mixed heritage they are distrusted which means they are restricted on which guilds they can join.
Halflings
NPC
Hits 1 hit per location
Magical Abilities Halflings gain 2 free resists a day (this is not active for casting spells).
Special Abilities They may not use a weapon longer than 26 inches in one hand. They may not use a weapon longer than 36 inches at all, or a shield with a diameter greater than 36 inches. A Halfling can only wear up to a maximum of 5AV, however a Halfling character (with the relevant Guild/Church/Knighthood skill) can double stack armour but can still only wear up to a maximum of 5AV (stacked) i.e. Heavy leather (2AV) and Heavy Studded Leather (3AV).
Description Halflings are similar to child-sized humans, rarely taller than a dwarf and nowhere near as stocky the defining characteristics of the Halfling race are their large, hairy feet and universally affable manner.
Frequency Uncommon, Halflings rarely leave the safety of their communities
Ecology Halflings are often underestimated by the human race. Due to their short stature and jovial outlook humans tend to regard them as children, obsessed with food and unable to comprehend the dangers of the world they live in. The truth of this is that, long ago in their past, the ancestors of the Halflings found that the best way to avoid persecution was to avoid detection or involvement. Their slight stature means they appear unthreatening and allows them access to secluded sites for settlement. Halflings rarely gather in large numbers, their settlements tend to have populations in the low hundreds. Halflings will have a number of names, starting with a given name and ending with the family name, that of the mother. The middle names (and there can be quite a few) are common family names and names of the families who have 'married in' to the clan, to save on paper Halflings tend to refer to the last five generations, but individuals would be able to go back much further. Halflings are Matriarchal and each family is run by a dominant female figure with the husband serving as a figurehead and representative at formal occasions.
Humans
NPC
Hits 1 hit per location. Can wear any armour and use any weapons, subject to the usual Guild and Church restrictions.
Magical Abilities None as standard.

Special Abilities
None
Description
Line. Any numbers.
Frequency
Common
Ecology
Humans follow the standard
The Order Of The Boar
Whilst the glory and honour of the Knightly orders are legendary, not all of Ithron's nobles hold the same respect for Sidhe. Unfortunately a fair proportion of Knights are born rather than made and many are raised to believe in the glory of Ithron, the superiority of humanity and the divine authority of the nobility, rather than truth, justice or equality. The Order of the Boar is comprised solely of such men and has little interest in the welfare of anyone else, preferring hunting, feasting, wenching, jousting and self-indulgence to prayer or questing. They regard the nobles of the Griffin and Grey Orders with distrust, the foreigners of the Black Order with hatred and the members of the Templar and Rose Orders with utter contempt.
Lirronese Clansmen.
The clansman of Lirron value their freedom and strongly resisted the invasion by the Axirians, so that their land is still a free and wild place. The Clansmen view Ithronians with the same contempt that they hold for Axirians, since the Ithronians accepted rather than continued to fight against the foreign invaders. The people of Lirron worship the Gods, but are not part of the Ithronian Churches, disliking such organisations. They also have Mages, Alchemists etc. amongst their numbers but these are scarce due to the lack of organised Guilds and education.
Ithronian Militia.
These are the soldiers of Ithron's nobles. Each noble will have his own militia who usually operate only on his lands, but may operate further afield in needed. Many of these people are bullies and exercise their authority on their nobles' land. They usually wear grey tabards with the insignia of their nobles on them.
Konnish Spies.
The Konn have been at war with Ithron and Axir ever since (and in fact before) the Pact was signed in Saleem in the Year 0. The conflict escalated in the last few hundred years with the Crusades, after the Konn swept into and conquered a large portion of the Axirian Empire. The Konn have sent spies in to Ithron and Axir to cause trouble and find out as much information as possible. These spies are often Demonologists or aided by Demons.
Mithimese Travellers.
Mithim is an empire and country that expands far south of the known world (Africa) and tends to be neutral with Axir. Whilst relations with Mithim have been friendly to neutral matters have soured since the year 999 due to the actions of the then Ithronian Archmage (Luis Darkmere) and Schoolmaster Demonologist (Siggismund Kemmler). The Mithimese are great traders and Mages specialising in enchanted items.
Sorbitai tribesmen (the Skarrd)
The brutal and disunited tribal remnants of a mercenary horde released from the Konn to overthrow and occupy the Kingdom of Nerese. The Sorbitai have dwelt there for many years and have successfully resisted attacks by Ithronians, Axirians and Nipponese in recent years. They are a caste based culture who prize Demonic possession and treachery as good characteristics. They have 2 hits per location and are often magically enhanced due to the influence of their Demon patrons.

Knight of Pain
NPC
Hits 1 hit per location
Magical Abilities Squire/Errant: None House Knight: 1/day may cast writhe - Vocals: "By my Knightly powers Writhe!" Order Knight: 2/day may cast writhe - Vocals: "By my Knightly powers Writhe!" 1/day may cast ritual of envenom weapon Liege Knight: 3/day may cast writhe - Vocals: "By my Knightly powers Writhe!" 1/day may cast ritual of envenom weapon

Knight Vindicator: 3/day may cast writhe - Vocals: "By my Knightly powers Writhe!"

1/day may cast ritual of envenom weapon

Additionally a knight vindicator must be a devotee of bequefis.

Special Abilities

Squire/Errant: None

House Knight: May double stack armour

Order Knight: As above

Liege Knight: As above plus immunity to fear and writhe

Knight Vindicator: As above

Equipment

Squire: One single handed weapon (not a sword), 4 bandages

Errant: As above plus a second single handed weapon or a shield (not a sword) and 1 suit of metal armour (AV4-5)

House Knight: As above plus an honour sword, a second suit of metal armour (AV4-6) and a potion of bladevenom

Order Knight: As above plus another one or two handed weapon (not a sword)

Liege Knight: As above

Knight Vindicator: As above

Description

Squire/Errant: Red tabard

House Knight: Red tabard bearing the symbol of the order

Order Knight: Red tabard bearing the symbol of the order (May be edged in black)

Liege Knight: As above

Knight Vindicator: As above, must also have prayer scarf and hood.

Frequency

If in support of other heretics - Common-Very Rare depending on rank.

If in a specific plotline - Line-Rare depending on rank.

Ecology

Knights of pain should always fight honourably but will not yield or give quarter once a duel has begun. For full order ecology see section D - Religions

6 - Natural Creatures

How to use Natural Creatures

Although there are a large number of natural creatures in the other sections, these are those that are a product directly of their environment and descent. They are those without other reasons behind their existence such as magic or religion and without a necessarily evil outlook - although their bestial habits may disgust some.

Natural creatures can add a neutral encounter to an adventure or they could be the subject of an adventure. The Dverge, Lizardmen and Roden are all capable of simple social existences and could thus be used as the main protagonists for an adventure or campaign. Care should be taken not to over use them as the limited diversity could make such adventures repetitive and dull. But with imagination the natural creatures could make a nice change to fighting Foulspawn or Undead.

Natural Creatures and Magic

Some mention is made of magical powers in the entries for the Natural Creatures both from the point of view of what is allowed and what isn't. Please pay attention to this as such details are fundamental to the design of the monster and statting "the exception" without permission may undermine the ongoing monster in the game.

Mages should be rare in game anyway, but in the case of these monsters they should be used very sparingly. Roden will not be anything other than Necromancers, whilst the Lizardmen are so tribal and superstitious that they are likely to kill, or be terrified of, any of their race with Soulfire.

Religion is likely to be a major focus for some of these creatures. Roden are more likely to follow the Dark Gods - especially Bequifus - than anything else. Lizardmen are very likely to have religious leanings, especially towards Gods of nature or combat. Religious casters in these groups should be used sparingly and like the Foulspawn, careful attention should be paid to what ranks are being used in an adventure.

Banshee

Natural Creature



Hits

3 Enchanted hits per location or 1 silver hit per location (silver has a toxic effect on Banshees)

Magical Abilities

6 active with which it can resist, cast Fear (1 point) or cast Cause Disease (1 point).

Vocals

Command: 'By My Power...'

Special Abilities

A Banshee's scream causes an area effect (20ft radius) Writhe. The effect can be resisted as if it were a spell. A Time freeze should be called and the affected players identified and advised of the effects before calling a Time-In. The Banshee can scream three times per day.

The Banshee attacks with its claws, which carry a variety of nasty diseases. Anyone receiving damage to a location (not to armour, but a reduction in Hit Points) will contract disease at the end of the combat, use the call '**Disease: (Magical disease)**'. Since the monster is attacking with its hands please be careful so as not to hurt other players. The Banshee is immune to disease.

Description

This wild creature has long claws, wild hair with dead leaves and bones tied into it. Its face is a mockery on an animal skull with strips of flesh hanging off. It will usually be dressed in ragged clothes or furs.

Frequency

Rare, usually seen alone

Ecology

Banshees are wild creatures of the woods, which bring death wherever they go. They are lone creatures that only meet to mate and they abandon their offspring soon after birth. It is extremely rare to see more than one of these creatures at any one time.

They use their scream as a hunting tool to immobilise their prey before ripping it apart with their claws. They are very territorial and will stick to their hunting grounds, moving further afield only if their source of food dries up. They will defend their territory against all invaders.

They are creatures of woodland death, but are classed as natural creatures

Dverge

Natural Creature

Hits

Two hits per location. Iron and Steel based weapons will not harm the creature as they will start to rust immediately on contact with the monster. Silver, gold or permanently enchanted weapons can kill the creature and wooden (subdual) weapons will cause lethal damage.

Magical Abilities

None. They cannot become Mages.

Special Abilities

A metal object that comes in to contact with a Dverge will start to rust and decay immediately. If a rusted weapon is used after the end of the encounter it will shatter and rusted armour that takes damage will also be destroyed.

Description

Dverge appears as normal humans but with a thin layer of reddish brown dust on them. You should wear red/brown clothing and a suitable red/brown mask or make-up.

Frequency

Uncommon, but can be found in small to medium groups.

Ecology

These creatures are usually good and peaceful in nature and very solitary. They are generally found in underground mines where they use their claws to chip away at the rocks in search of metal ores, which they eat.

In some cases, where food is scarce, they will band together to steal metal goods from people, sometimes going as far as ambushing adventurers (although they will not be trying to kill the PCs).

Lizardman

Natural Creature



Hits

Two hits per location

Magical Abilities

One in ten Lizardmen may be a shaman (Priest of up to P5 rank) of the following religions only: - Longstor, Abraxis, Bequifus, Krygan.

Vocals

Command: 'By My Faith...'

Prayer: 'By the Powers of <deity's name>...'

Rituals: 'By the Powers of <deity's name>...'

Special Abilities

Lizardmen are immune to the spells Sleep, Writhe, Mute and Obey. They are also immune to venom but are not immune to Swiftdeath.

Description

The Lizardmen are humanoid creatures with scaly skin akin to large snakes. They have full lizard like heads and speak with a reptilian hiss. Lizardmen are capable of wielding weapons and using shields but cannot wear any metal armour. Lizardmen do not use missile weapons as they are incapable of the manual dexterity required to do so.

Frequency

Uncommon - Lizardmen will almost always be encountered in hunting groups and their presence should always be explained through plot involving rivers, swampland or marshes as they will never travel far from water sources.

Ecology

The Lizardmen are a shamanic race believed to have arisen from the Dragonkin. They are fiercely independent and notoriously aggressive in the behaviour towards non-Lizardmen. Shamans lead their tribes and they are extremely religious although with the exception of the shaman they do not become members of faith. In the absence of their shaman, Lizardmen are less confident, preferring to avoid conflict if possible.

As denoted above, the Lizardmen will never travel far from water.

Marshkin

Natural Creature

Hits

Four hits per location. Marshkin are immune to all poisons and diseases.

Special Abilities

Due to this creatures (lack of) intellect and its composition from soil, it is immune to all mind affecting spells.

Marshkin can meld with the earth and move around beneath it for up to 1 minute. It must then resurface and stay there for 15 seconds before it can re-meld. Marshkin cannot meld with the earth through rocks, roads or solid dry ground.

Description

Marshkin are large, brown or green and featureless. Their faces have no features as such and they may or may not have hands, depending on whether the creature has created them. Camouflage netting makes a good costume.

Frequency

Uncommon.

Ecology

Marshkin are semi-intelligent beasts, notable for a lack of fixed structure. They are territorial and defend their ground aggressively. They can be bribed, with supplies of succulent flesh, to serve as guardians but are too stupid to do much more. They are known to use heavy clubs against armed opponents, taken from trees or washed up debris.

- This animal hails from the harsh north and has gradually migrated south from Lirron, along the coasts and then inland. The origins of this creature are unknown.
- Most of the Marshkins' sustenance comes from photosynthesis, but it does need meat occasionally to complete its diet. They rest beneath ground at night and are therefore never seen after dark.
- The creature has permanent organs (of unidentified marsh matter) and a skeletal frame (made of stone), their "flesh" is a soil compound allowing it to regenerate its wounds quickly (overnight).

Roden

Natural Creature



Hits

2 hits per location. Warriors may wear light armour made from the furs and hides of previous victims. They prefer short weapons, which can be easily wielded in a confined space. Missile weapons are extremely rare. Their leaders may use venoms made from insects and fungi to enhance their combat potential.

Magical Abilities

Most Roden have no magical abilities however a small number (no more than 10%) find teaching from the spirits of the dead. These shamans learn powers akin to those of evil necromancers and may advance to a level of power equal to a Master Mage. Roden elders may also possess a limited amount of supernatural power and have a single point of active with which they can resist spells.

Vocals

Command: 'By My Powers...'

Enchantment: 'By the Powers of Vitality...'

Rituals: 'By the Powers of Vital Essences...'

Special Abilities

Roden are completely immune to the effects of disease and all poisons. Most carry a variety of diseases (contracted primarily by spending too much time around Undead) and anyone touching a Roden corpse will become infected with any standard disease use the call '**Disease: [specific named disease]**'. Because of their strange spiritual taint, the Undead do not see Roden to be living creatures. As a result lesser Undead will not attack Roden unless they are themselves attacked first or they are acting upon the direct orders of a greater creature. Roden shaman may often be the controllers of such Undead. Sentient Undead are able to make their own decisions but are generally better disposed towards Roden than other living creatures.

Roden exist outside Longstor's cycle of life and their existence is only temporary. When they die their souls leave the world and they may never be resurrected, raised as Undead or laid to rest.

Description

Roden are humanoid with rat-like heads and dark fur. They dress mostly in rags or the remains of their previous victims and frequently smell of mould and decay.

Frequency

Infrequent, found in small-medium packs.

Ecology

Although their origins are not recorded, as long as there has been life in Ithron there have been creatures who fed off its wreckage. The Roden are a breed of scavengers who exist outside the cycle of life, living off the dead and dying, hiding themselves away in the places of disease and decay where others would not follow them. Even before the coming of humanity the Roden were banished by the followers of The Seven who had learnt to care for and protect the world around them.

Centuries later, as the Stars of Shoben began to drain Ithron itself of life then the Roden began to reappear to feed upon the carcass. Where plagues had driven other living creatures away Roden started to build nests near the surface and, when the available carrion was not sufficient to support them, attacked Dwarven and Human settlements to provide them with the meat they required.

7 - Foulspawn

How to use Foulspawn

Foulspawn are one of the mainstays of the F&H Referee in writing and running adventures. Broadly speaking they are the monstrous creatures present in the game world. Although many of the creatures in the Bestiary could be considered monstrous, the Foulspawn are living creatures like humans and other sentient races yet with monstrous appearances.

Foulspawn are some of the main line-monsters of F&H and when used in large or repeat encounters they can wear down even the most heavily armoured party whilst keeping a high degree of control over the balance of the encounter. The main thing to remember about statting encounters with Foulspawn is to make sure your monsters fight in a fashion appropriate to these creatures – they do not fight with finesse, they rely on strength and numbers to roll over their enemies – your monsters should be made well aware of this.

The small Foulspawn tend to be more intelligent than their larger cousins but this should not be overplayed; they are still generally more stupid (or in the case of the Dark Elves, more fanatical and blinkered) than the other sentient races. Larger Foulspawn such as Ogres and Trolls should be used sparingly as additions to encounters with the lesser creatures or their power becomes devalued.

Foulspawn and Magic

Several of the Foulspawn have the ability to have shamans or other magic casters and this requires some definition. Shamans are designed to add an additional threat to an encounter with Foulspawn in or to provide ongoing enemies for the players.

Shamans are tribal mystics, not trained Mages. They may be Mage or Priest and it is often the shaman that will dictate the leanings of the Foulspawn tribe they belong to. This should be born in mind when deciding to throw in a random shaman to make an encounter a bit harder. Like all monsters think carefully about the ecology and why these things are on the adventure rather than simply throwing them in because you feel like it.

Mage shaman will rarely have the power of a Master Mage but may well be of any school – although they are more likely to be Thaumaturgy, Necromancer or, rarely, Demonologist. Enchantment is a little too refined for most Foulspawn to master.

Religious shamans are dealt with below.

Foulspawn and Religion

Foulspawn are tribal, superstitious and fearful of magic – which makes them ideal for creation of religious monsters.

Most Foulspawn are violent and evil in their outlook and this should be reflected in their religious leanings. They will tend to lean towards worship of the Dark Gods, especially Abraxis, Krygan and Bequifus – the more violent and irrational faiths. The more violent the Foulspawn, the more likely they will follow something simple and brutish such as Abraxis. There are always exceptions but please make sure they make sense and do not make a mockery of the monsters.

Some Foulspawn will follow the Light Gods as well, but again they will follow those that are simpler to understand such as Crowa, Kharach or Longstor. Light God worshipping Foulspawn should be very sparingly used in order not to detract from the image of the Foulspawn as an evil enemy of the adventuring players. That said encouraging a little thought from the players is never a bad thing.

When considering religious Foulspawn you should also consider the level and rank of worship appropriate. All Foulspawn could be Kindred of a Church but higher ranks of worship would require more intelligence or other skills on the part of the monster. Ogres and Orcs are more likely to be Devotees than Priests and Ogres especially are unlikely to rise to high rank even as a Devotee. Trolls are unlikely to be anything more than Kindred.

Some Foulspawn, notably Hobgoblins, have religious requirements. Such monsters have religions noted in their description and this must be adhered to. Hobgoblins are not capable of following any God other than Abraxis (and due to their abilities are not capable of being devoted or Priest). Any request for such monsters following others Gods will be refused, as this is a fundamental part of their background.

Other considerations

Although Dark Elves are included in the Foulspawn category, these are highly intelligent creatures unlike the majority of the other Foulspawn. They are Foulspawn due to their heritage compared to the Elves and their generally evil outlook. Consider this factor when using Dark Elves especially in light of the magic issues mentioned above.

Dark Elf

Foulspawn



Hits

One hit per location. Dark Elves may wear any armour.

Magical Abilities

Every Dark Elf has one point of active. All Dark Elves know the spells, Command of Drop & Mute and can also resist spells using this active. Dark Elves conform to the same rules for magic as humans and still retain the extra point of natural active. Dark Elves are not earthed by iron when using this natural point of active. Dark Elf Mages tend to be either Necromancers or Demonologists, but can belong to the other schools although this is rare.

Vocals

When casting magic spells, use the vocals for that character class.

Special Abilities

None.

Description

Dark Elves look very similar to Elves, but their complexion is darker, varying from shadows around the eyes, cheekbones and lips, to a full pitch-black skin. They are sneaky, devious and cruel. For game purposes thick black lines under each eye represent this.

Frequency

Line. Can be of any number.

Ecology

Dark Elves live in clans and these clans tend to fight against each other as much as against the other races. Their history is shrouded in mystery but tales tell of a great leader who once united the tribes. The clans are led by the strongest warriors, with the Priests (of Dark Gods) and Mages often acting as advisors.

Dark Elves live in woods and mountainous areas, places they can fortify and defend. They are very territorial and will not give up their homelands easily. They will raid other lands for anything they need or covet. They will stir up trouble elsewhere in order to strengthen their own lands or to take over other places.

They will often use other Foulspawn for their dirty work. They delight in torture and use any way they can to gain a victory without engaging in battle, are merciless once engaged, but are not suicidal. As such they should be used carefully, as their motivation could lead them to wipe out entire parties.

Goblin

Foulspawn



Hits

One hit to every location, they may wear leather armour.

Magical Abilities

One in eight goblins will be a Shaman and will normally have up to 12 Soulfire and can cast spells of the 1st and 2nd order school of General Magic. Goblins are earthed by iron as normal.

Vocals

Command: 'By My Powers...'

Enchantment: 'By the Powers of Magic...'

Rituals: 'By the Powers of Soulfire...'

Special Abilities

None.

Description

Goblins are short, with light green, smooth skin. They are sneaky and vicious, delighting in torture and cruelty. They have a language of their own, but also communicate with Orcs. Shamans will speak Ithronian.

Frequency

Line, in any size group.

Ecology

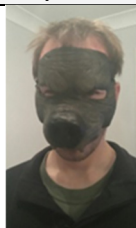
Goblins are the smallest and weakest of the Foulspawn, are bullied by their larger brethren and are often found working for Orcs. They are cruel, vicious and sneaky, often inflicting pain on others to make up for their own lack of position in the Foulspawn pecking order.

They are tribal by nature, with a shaman being the leader of a tribe. It is their prolific rate of reproduction that stops the goblin race being wiped out.

Goblin tribes or settlements will be found anywhere the creatures can get a foothold. They are omnivores, but tend to scavenge rather than grow food or hunt for it. They will raid the settlements of other races to gain what they need, as they are not adept at making goods.

Gnoll

Foulspawn



Hits

Basic Gnolls : 2 hits per location.

Beserker Gnolls: 6 hits per location

Leader Gnolls: 4 hits per location

Magical Abilities

None (see Special Abilities below).

Special Abilities

Immune to Writhe, Venom and Disease, They may carry a disease but are not affected by it.

Leader Gnolls are immune to Swiftdeath.

Description

Look like humanoid dog men. Look feral and wild but sneaky and vicious with their own subhuman level of civilisation.

Frequency

Common.

Ecology

The Gnolls have been imprisoned away underground by the Dwarven race, after their last rampage through the country. The Tisa Valley with its many layers of underground complexes was the perfect place to imprison them (as with many other creatures in the past.) Gnolls though have always loved the darkness and only used their imprisonment as an opportunity to prepare and perfect their breeds. They breed Gnolls for how they need them.

There are three basic levels of Gnoll breeds:

1, The basic Gnoll is the rank and file and general populace of the Gnoll society. One in 20 Basic Gnolls can become up to Jr Guildsman Mages. The basic Gnoll Breed can wear armour and can double stack. They can also learn up to Guildsman Skills.

2, The Berserker Gnoll is bred for combat only. Berserkers can wear armour but not use shields.

3, The "Leader" Gnoll breed, these are more intelligent than their fellows and stronger. Only the "leader" Breed can become Mages that are stronger than Guildsman level.

The Gnolls generally think with their stomachs – they prefer sentient foods because they scream more. They are hungry and greedy, liking rich foods and treasures. They are intelligent enough to sail ships and craft tools but prefer to steal their equipment than waste their time making their own. To survive they will even eat their own kind. If A Gnoll joins a church they tend towards Bequifus or Fygol.

Half Orc

Foulspawn

Hits

1 hit per location. They often wear light armour comprised of furs and hides for additional protection. Half-Orc weapons are little more than simple hunting tools of wood and stone (knives, spears, axes, bows, etc.), however theft and looting often allow them to obtain better equipment and iron weapons are much prized.

Magical Abilities

About one in ten Half-Orcs choose to devote themselves to the service of a Dark God. Theoretically they may advance through the ranks to D7 in the same

way as a PC however it should be extremely rare to find any above D4 level. Kindred of the Dark Gods are common.

Vocals

Command: 'By My Faith...'

Prayer: 'By the Powers of <deity's name>...'

Rituals: 'By the Powers of <deity's name>...'

Special Abilities

Although lacking the huge stamina of their Orc brethren, due to their Foulspawn blood and a process of natural selection Half-Orcs are immune to the effects of most diseases, although they may still carry them and transmit them to others.

In addition they can happily consume a variety of revolting and even toxic substances without suffering any ill effects. This renders them immune to the effects of Deathsman and Venom, but not Swiftdeath. Unfortunately, their over-active digestive and immune systems are as adept at neutralising beneficial Physicians' Drugs as they are poisons and half-Orcs must rely upon prayers or alchemical potions for healing (although bleeding to death is far more common).

Half-Orc food often contains a high level of unpleasant ingredients such as fungus and dead rats and is liable to cause disease if eaten by humans ... not that half-Orcs are known for their hospitality.

Description

Half-Orcs look predominantly like feral humans but may display a variety of Orc traits; discoloured skin, pig noses, exaggerated lower canines and the like. Such features fade through the generations and some younger Half-Orcs may appear human at first glance. They dress mostly in rags or animal skins.

Frequency

Line, usually seen in small groups with other Foulspawn.

Ecology

Where orc tribes have mixed and where evil humans have dwelt amongst them inevitably there has been a small amount of close contact and from these meetings the half orc race was derived. The race of half orcs breed true now and as such they sustain their own numbers despite often being outcasts from human and sometimes foulspawn society. They tend to dwell on the fringes of human society, taking up the jobs no human wishes to do, and as a caste within orc tribes that are at once bullied and used as sword fodder. The half orcs are keen to be given status and as such often follow the most dangerous of orders hoping to gain favour with their tribe.

Whilst Ithronian law classes them as Foulspawn, Half-Orcs are forced to live wild and fight for survival. Their superior size and cunning allows them to claw their way just above goblins in the Foulspawn pecking order, but they are at a disadvantage against larger rivals and must rely on deceit and treachery in order to compete. Usually Half-Orcs will be found as scouts and runners for larger Foulspawn but they may form their own, independent tribes; surviving by a mix of theft, banditry and foraging. Many speak pidgin Ithronian and they may also be found as interpreters for the chieftains of other tribes.

Hobgoblin

Foulspawn



Hits

Hobgoblins have 2 Hits Per Location and are affected by poisons.

Magical Abilities

None (see Special Abilities below).

Special Abilities

Hobgoblins are immune to all magic (detrimental and beneficial) cast at them. In order to preserve the mystery of the game you should use resists against spells cast at you (you effectively have an unlimited supply).

Weapons you hold cannot be shattered, armour cannot be heated etc. Should you pick up an enchanted weapon it will cease to be magical until you let it go. There is a short delay (i.e. no throwing enchanted weapons). Alchemical potions, poisons etc. as well as Physicians' medicines affect hobgoblins.

Description

Hobgoblins have a warty orange/brown face. They will dress in any fashion; depending on what equipment they can scrounge. It is rare for them to have a full suit of armour; they tend to wear bits of different sets. Most Hobgoblins

tend to be of a large stature. These are ferocious and skilled fighters often using two weapons.

Frequency

Common. Hobgoblins will usually be seen in small numbers, with other Foulspawn.

Ecology

Abraxis, the Dark God of War, created the Hobgoblins whilst he was imprisoned. Occasionally creatures would stray in to the prison. Abraxis changed a captured goblin and imbued him with magical resistance. These creatures are fanatical followers of Abraxis, but cannot learn any magic (for obvious reasons).

The Hobgoblins are tribal but their relatively low numbers, now, tends to make them live with or alongside Orc tribes. They are carnivores and will kill to eat. They are all lay worshippers of the Dark Gods, their creators, but tend to follow Abraxis. The Orcs use them as a powerful fighting force due to their magical resistance.

Ogre

Foulspawn



Hits

Ogres have four hits per location. They may wear any armour, but it is rare that they are seen in metal armour. Ogres cannot repair metal armour and so will often be wearing odd pieces that they have stolen, scavenged, or obtained from Orcs.

Magical Abilities

Ogres have 3 active reserve for resisting spells.

Special Abilities

Ogres may wield two-handed weapons in one hand. They are immune to the effects of venom and Deathsmen.

Ogres are immune to "Knockback"

Description

Ogres are tall and broad. They are very slow witted and get very angry if confused. They also get angry at any other minor irritation. They have dark coloured skin and most have protruding ridges, droopy noses and thick lower lips. Their heads are thrust forward somewhat from their bodies. An Ogre can be easily identified by the single horn protruding from the top of its head.

Frequency

Common, in small groups with other Foulspawn.

Ecology

Ogres tend not to be tribal, but associate in small family groups. They are often seen working with Orcs who can provide equipment that Ogres cannot make themselves (e.g. metal armour). Ogres do have a more hierarchical structure than the family group but only occasionally will multiple family groups join together to form larger units or tribes.

Ogres can speak pidgin Ithronian. They sometimes travel with Orcs, for food (they are omnivores) and company, but more often than not are either alone or in immediate family groups.

When working with Orcs the Ogres will tend to be the heavy infantry and do not give the orders, although due to their strength Orcs will grant them a measure of respect.

Ogre Magi

Foulspawn



Hits

Ogre Magi have four hits per location. They never wear any armour since, like Mages; armour restricts their spell casting ability.

Magical Abilities

Ogre Magi can progress in any school of magic up to the rank of Master and can have familiars if they learn the spell 'Bind Familiar' Spell. Ogre Magi have 5 more Soulfire than the equivalent rank Mage.

These creatures are so innately magical that they automatically know all spells of up to and including Second Order. They must learn higher-level spells from other Mages and will often steal spell books (or arrange to have them stolen) to gain this knowledge (only Ogre Magi can learn spells directly from spell books).

Vocals

When casting magic spells, use the vocals for that character class.

Special Abilities

Ogre Magi may wield two-handed weapons in one hand but will not usually have metal weapons as these earth them. They are immune to the effects of venom and Deathsmen.

Ogre Magi are immune to "knockback"

Description

Ogre Magi are tall and broad. They have dark coloured skin and most have protruding ridges, droopy noses and thick lower lips. Their heads are thrust forward somewhat from their bodies. An Ogre Magi can be easily identified by the single horn protruding from the top of its head. They are however initially difficult to distinguish from normal ogres. They are very intelligent, unlike the rest of their race.

Frequency

Very rare. Only one at a time

Ecology

The recorded origins of Ogre Magi are open to both debate and disagreement; some have suggested that Ogre Magi were a Dark Elf experiment that went wrong and that they escaped their captors and sought both freedom and revenge. Certainly they will never ally themselves with dark Elves even now, and given the opportunity they will hunt them down and cruelly torture them for sport.

They are highly intelligent and tend to build Foulspawn armies to do their bidding. They will rarely be seen on their own without bodyguards and will let the Foulspawn die to let them flee if needs be. They reproduce with other ogres, but take several mates since they are somewhat infertile and therefore their numbers are low. The birth of an ogre magi is seen as both a blessing and a curse to the tribe as they know with its power comes a malevolence unmatched even by the usually cruel ogre race. These rare births are subject to violent storms and raw soulfire can be seen burning through the lightning and thunder of the storm. Ogre magi are respected and feared in equal measure amongst Foulspawn and tend towards plans which take far longer to become obvious than their usually less patient and intelligent ogrish kin. Ogre Mages speak Ithronian or whichever localized human language is most common and have a good understanding of a few other Foulspawn languages.

Orc

Foulspawn



Hits

Two hits to every location. Orcs may wear any armour.

Magical Abilities

Approximately one in twenty Orcs is a Shaman. An Orc shaman may cast General Magic spells up to the Second Order. He may have up to 20 points of Soulfire, 6 of that may be Active, although most Shamans will only have 12 Soulfire.

Vocals

Command: 'By My Powers...'

Enchantment: 'By the Powers of Magic...'

Rituals: 'By the Powers of Soulfire...'

Alternatively an Orc Shaman will be a Priest of one of the Dark Gods, favouring the more violent ones and can advance to P7. These Priests are jealous of their power and will often not let other Priests in the tribe advance or become close to their power. It is becoming more common for some of the race to become Devotees of Dark Gods.

Vocals

Command: 'By My Faith...'

Prayer: 'By the Powers of <deity's name>...'

Rituals: 'By the Powers of <deity's name>...'

Special Abilities

None

Description
Orcs are human sized green/brown creatures, with pronounced lower canine teeth. They will often dress in colours to suit their surroundings. They tend to be stooped and run hunched over.
Frequency
Line, any number.
Ecology
Orc society is tribal, with the strongest warrior leading the clan. Orcs are naturally aggressive in large groups, but cowardly when outnumbered or alone. They will be found in mixed groups with Goblins, Trolls, Ogres and more recently Hobgoblins.
Orcs are good hunters but poor craftsmen and so tend to steal what material goods they require. Orcs can repair equipment and make poor quality weapons and armour. They are omnivores and in times of great famine will eat goblins. They have their own guttural language, only the Orc Shamans and Chieftains will be able to speak Ithronian.

Skarahi

Foulspawn



Hits
Orc Form
Three per location.
Wolf Form
Three per location, enchanted weapons only.
Wounds from one form, translate over to the other form. They gain no protective value from any armour worn.

Magical Abilities
Most Skarahi have no resists, but the rare individual may have 3 resists. None of the race has any spell casting ability, but all have a slight necromantic aura.

Special Abilities
Skarahi fight with their claws (use daggers to physrep this ability), which inflict enchanted damage. Because you are attacking players with your hands please be careful.
Up to 3 times per day the Skarahi can leap 15 paces (this has to be exactly 15 paces) in its wolf form. To do this call a time-freeze but allow players to keep their eyes open. The monster then moves and on time-in the game resumes with the characters being able to react to what they have just seen.
A Skarahi that is in its Orc shape can change in to the wolf-form. This shape shifting takes about 30 seconds; use the call ' Nausea '. This Skarahi changes back into its Orc form at dawn or when the creature dies.

Description
Skarahi look identical to Orcs, but they are rarely seen in this form as they know they are vulnerable in it. They therefore normally stick to their wolf form. In the wolf form they are bipedal wolves (often called werewolves), but can wear clothes over the top. They can hold items in their hands, but not easily and so usually attack with their claws.

Frequency
Uncommon. Alone or in small packs (2-3).

Ecology
Little is known of these creatures' origin, but research has suggested they are warped and twisted living Orc children, merged in some foul way with the captured spirits of dead wolves by the vampire Edgar Fyrrd from Darien. Even so they are unaffected by holy water, holy symbols or necromantic destroy spells. Fortunately, this combination causes most of the creatures' offspring to be stillborn and so their numbers are small.

They are wild creatures that hunt in packs to eat, usually acting quite placid until they smell fresh blood when their carnivorous instincts come out. If they are under someone's command they may follow orders and act as highly dangerous attack dogs. They are pack like and have a social structure similar to that of wolves (with dominant alphas). The older Skarahi often remain in the dens to care for the young and the hunters will take food back to the nursery. These creatures understand Ithronian, but cannot speak it; growling and howling instead. They are hated by Orcs, who will try to avoid them at all costs.

Troll

Foulspawn



Hits
Three hits per location. Trolls may wear armour, but cannot repair it so tend to wear scavenged armour, which is often partially damaged.

Magical Abilities
Trolls have three active for resisting spells.

Special Abilities
Trolls will regenerate one point of damage every 30 seconds it is not actively fighting (a stand-off is included in this category). It will not regenerate fire damage or hits from enchanted weapons. Trolls are immune to the effects of Venom and Deathsman. Trolls may wield two-handed weapons in one hand. Trolls are immune to "knockback".

Description
Trolls are tall and generally thin. They have green skin, covered with blemishes and sometimes possess dark cranial hair.
They are not particularly intelligent, but are very aggressive.

Frequency
Common. Usually found in small groups with other Foulspawn.

Ecology
Trolls are marginally civilised, but the majority sticks to the wild. Like Ogres, they live in family groups and they are closely associated with Orcs who can provide them with goods. The usual arrangement is that the Trolls take what they want from the Orcs, but in return fight alongside the Orcs. Orcs are not stupid enough to try and stop the Trolls.
Occasionally Troll family groups will meet up for a larger clan gathering and this is a dangerous time for anyone else in the area. Rumour says that there is a great Troll King who lives in a large tribe in a hidden mountain stronghold. Trolls are carnivores and have ravenous appetites. They are aggressive creatures, used to taking what they want.

8 - Fae

How to use Fae

The Fae should have a degree of oddness and mystique about them which should make them a rare occurrence and awe inspiring. Fae occupy an odd place within Ithron, settling around gateways and portals to the Fae realms. If a person is fortunate to see one, they should be careful where they step, as the next step could lead into the Fae realm. This is the reason that local village folk believe it is bad luck to see one as you may be whisked away from family and friends never to be seen again.

The Fae found in Ithron are mostly lesser versions of the tribes of the Fae realms, each 'tribe' has their own nobles, be they pennaths, chiefs, kings, queens, or whatsoever grandiose title the Fae might choose to give themselves.

Fae can be generally classed in three ways, the seelie (good natured), the unseelie (evil natured) or the outcast (often a mixture of both seelie and unseelie and the sort most likely to dwell amongst other races.)

Fae should be fun, sometimes dark, sometimes sinister, sometimes joyful and sometimes childishly silly, just remember, "there are magical places and wondrous peoples in the world we sometimes forget, but they never forget us". Fae realms and creatures provide a huge opportunity for imaginative Referees but some common features and ideas need to be put in place. As ever, approach both your LO and the Snr Ref Bestiary for advice and support.

The Courts of the Fae

The Fae have developed their own systems of governance and although these vary massively from tribe to tribe there are some common features. The Fae tend to choose a single ruler to represent each aspect of their tribe, so some may for example have a ruler for each season "the King of Summer, the Princess of Spring" etc., for each part of the realm "the Master of the Glades", "the Mistress of the Orchards" etc., or for aspects of their nature "the Queen of Sorrow", "the Prince of Joy" etc. As can be imagined, amongst the seelie (good natured) Fae this leads to great competition, amongst the unseelie (evil natured) Fae, this can lead to violent and underhand scheming and even war. Any fae not affiliated to the courts within a realm are considered 'Wyldfey' and are generally (by necessity) more powerful or cunning than any single court fey or have more in common with beasts than any civilized race. The Wyldfey may grudgingly swear fealty to a shadowy entity known only as 'the Erking' but to most it is simply a tradition.

The Fae realm

The realm in which the seelie and unseelie dwell is something of a mystery to most humans. They may seem to inhabit dreams, or to be bound to lost and wild places, they may even seem to exist a step to one side of the waking world, all these things are perceptions of the whole truth.

In fact, the Fae manifest a magic due to their natures which allow them to create their own realms which they have great control over how others enter or leave. The more powerful the Fae tribe or court the more magnificent and grandiose their realm, long established courts and tribes may inhabit a place the size of an Ithronian duchy, whereas a small family of unseelie (for example) may only create a realm the size of a small glade. As the court or tribe is damaged or dismayed it is possible their realm may decrease, those that are known as outcasts are sometimes Fae whose realms collapsed through lack of belief, interference from outside or from infighting. Entire Fae realms can vanish or be abandoned in this way.

The Lands Before the Dawn are perhaps the most well-known of the Fae realms, though others such as the Courts of Midnight and the Dreaming of the Moon lord also exist, each is sufficiently distinct that there is little point going into their mechanics here as it would be better for refs to develop their own storylines.

How to enter the Fae realm

Each realm is different as mentioned above, but generally the Fae realms are accessible by means chosen by their inhabitants. Actions by outsiders may cause temporary gates, portals or breaches but generally the ruler of the Fae court there is in Command of access. Research and plot should make each local realm unique but as ever any support needed is available from the SR Creatures.

Making effective use of the Fae

The use of Fae does provide some excellent opportunities for unusual and strange plotlines, there is a lot of inherently sinister but also potentially comedic value in Fae interactions with the mortal world but it's worth pointing out that there can also be a tendency to run silly or childish plot with them, don't do it. The unfamiliarity of the Fae and mortal races leads to miscommunication and danger as it is and there is naturally humour within that.

Cold Iron

Cold Iron weapons require a lammied card from the Senior Referee Guilds. The following Fae creatures are affected by Cold Iron, any weapons made of

this material should be used with the call "Writhe". The hit will need cause a wound in order for it to take effect.

Awld Gogie / Bogie, Ellylon / Sorrow, Phooka / Puck and Anguish.

Awld-Gogie/Bogie

Seelie Fae/Unseelie

Fae Hits

Four hits per location. May not wear armour.

Magical Abilities

Awld-Gogies/Bogies have three active for resisting spells.

Special Abilities

Awld-Gogie/Bogie can wield 42" weapons in one hand.

Special Vulnerabilities

Awld-Gogie/Bogie cannot cross a continuous line of salt.

Affected by Cold Iron.

Immune to "knockback".

Description

Mainly human in appearance but bigger of build, should be bulked out with padding or costume. Awld-Gogies clothes will always appear to be made from entirely non manufactured materials (i.e. his buttons will be wooden), this does not apply to Bogies.

Frequency

May only be found within the Fae realm, Awld-Gogies/Bogies are usually found in small groups of four or five.

Ecology

Awld-Gogies

Awld-Gogies are curious and amiable Seelie faeries who live in loose tribes, each with its own Chieftain. The Awld-Gogies are massively muscled but not very intelligent. They are happy to be in service with a Seelie Faerie Lord, with promises of easy good companionship and hard work. The Awld-Gogies are well able to use large weapons in one hand, as long as they remember to carry them.

Bogies

Bogies are wicked and spiteful Unseelie faeries who live in loose tribes, each with its own King. The bogies are massively muscled but universally stupid. They are easily pressed into service with a Faerie Lord, with promises of easy slaughter and plunder. The Bogies are well able to use large weapons in one hand, as long as they remember to carry them.

Cobblers/Spriggans

Seelie Fae/Unseelie Fae



Hits

Six enchanted floating hits. Armour may be worn but provides no protection.

Magical Abilities

Five active which can be used to cast shatter or mend at 1 point each.

Vocals

Command: 'By my natural powers...'

Special Abilities

Cobblers/Spriggans gift - Once a day, a Cobbler/Spriggan can enchant by touch any hammer. Usually a nice looking one.

Cobblers/Spriggans Hammers can grow at will to any size and are always enchanted.

Cobblers/Spriggans are immune to all mind affecting spells, and take no damage whatsoever from any blunt weapons (Inc. enchanted blunts).

Special Vulnerabilities

Craftsmanship - A Cobbler/Spriggan can be calmed by showing it a beautifully crafted hammer, or well made structure. Dwarven weapons and buildings work perfectly, as the two races are similar.

Description

A Cobbler must be male, and must be clean shaven. A Spriggan must be male, and must wear a beard. A dwarven mask is appropriate for a Spriggan.

Frequency

May only be found within the Fae realm, Cobblers/Spriggans are invariably solitary.

Ecology

Cobblers

The Cobbler is a male faerie that typically appears as a clean shaven human or dwarf. They favour brown clothing and are never seen without a hammer or pickaxe. They are usually solitary faeries who simply live to protect people in underground settings. Often they inhabit mines or abandoned cave networks as they are incredibly uncomfortable in large groups, both shy and somewhat lacking in self-confidence. If anyone is in trouble within these mines or caves they will do all they can to find them and save them, even at the expense of injury or risk to themselves. Sometimes, Cobblers will find work as guides to the underworld for Faerie Lords or squires for Fae Knights, usually working in return for a promise of simple companionship when they need it and solitude when they crave only their own company

Spriggans

The Spriggan is a male faerie that typically appears as a bearded human or dwarf. They favour dark clothing and are never seen without a hammer. They are usually solitary faeries who simply live to build. Often they erect large stone circles or build vast towers in the wild places of the Fae realm and Ithron - what purpose they serve, only the Spriggans know. Usually, as long as they are left well alone, they get on with their building and ignore everyone else. If anyone desecrates their work, they will go on a murderous rampage of vengeance until the desecrator is brought to a bloody ruin, or they are killed themselves. Sometimes, Spriggans will find work as enforcers for Faerie Lords or squires for rogue Fae Knights, usually working in return for a promise of land where they can build.

Ellylons/Sorrows

Seelie Fae/Unseelie Fae



Hits

One hit per location, may wear leather armour.

Magical Abilities

Ellylons can cast 3 befriends per day of which one can be cast Irresistibly. Sorrows can cast 3 fears per day of which one can be cast Irresistibly.

Vocals

Command: 'By my natural powers...'

Special Abilities

Ellylons/Sorrows cannot wield weapons greater than 24" in length. Ellylons are immune to befriend, obey spells and cannot be coerced into attacking other Fae no matter the means.

Sorrows are immune to fear and cannot be coerced into attacking other Sorrows no matter the means.

Special Vulnerabilities

The Mask - An Ellylons/Sorrows will rapidly die if their mask is removed, as the realisation will remind them of what they were.

Please note that in combat it is dangerous conduct for players to snatch masks of faces. However Teleport Item and other similar effects used to remove the mask would affect the creature.

Affected by Cold Iron.

Description

Ellylons wear a butterfly or similar colourful mask, other than that the costume should appear to have many small items of interest to children, toys and sweets and oddments abound! Sorrows wear a Hessian sack over their face, other than that the costume should appear worn and ragged to reflect the sorrows lack of self-esteem.

Frequency

May only be found within the Fae realm Ellylons/Sorrows are usually found in small groups of four or five

Ecology

Ellylons

Ellylons are children given to the Fae by poor or desperate families and loved ones, or they are children who have wandered into the Fae realm whilst wandering alone in the woods that chose to stay after being taken in by the Seelie court. Their gentle innocence allows good Fae to approach them, and then they are treasured and looked after in the faerie realm for years, living happy lives and being looked after by the Seelie court. The children eventually become absorbed by their new family and the joy of the realm, and embrace it, becoming the Seelie much loved jesters and dancers. Their hearts are filled with celebration, though sadly they can no longer bear to look upon their own faces, as they remind them of their childhood and what they have lost in the mortal realm. So each Ellylon makes a brightly adorned mask to help them fit in to their new world.

Sorrows

Sorrows are children stolen from their families and loved ones by faeries loyal to the Unseelie court, or they are children who have wandered into the Fae realm whilst wandering alone in the woods. Their fears allow wicked Fae to grab them, and then they are held in the faerie realm for years, enduring terrifying dreams and being exposed to the Unseelie court. The children eventually become absorbed by their fear and the wickedness of the realm, and embrace it, becoming the Unseelie shock troops. Their hearts harden, and they can no longer bear to look upon their own faces, as they remind them of their childhood and what they have lost in the mortal realm. So each Sorrow makes a hessian hood to hide their face from the world.

Faery Knight/The Fallen

Seelie Fae/Unseelie Fae



Hits

Three enchanted hits per location. Can double stack armour (which counts as dragon armour). All weapons are enchanted and bonded.

Magical Abilities

Ten active, can cast Sleep, Freeze and Obey.

Vocals

Command: 'By my natural powers...'

Special Abilities

All of the Faery-Knights/The-Fallens kit is immune to all spells but once killed all their kit is destroyed.

Immune to "knockback".

Special Vulnerabilities

None.

Description

A Faery Knight **must** always appear to be dressed as Knights of the highest status, so their equipment will always look wonderful, even if they look out of place amongst the odd and outlandish creatures they lead into war. The fallen often look like twisted parodies of real Knights with a sinister air (see picture)

Frequency

May only be found within the Fae realm, Faery-Knights/The-Fallens usually found individually leading Fae warbands, also may sometimes be found in groups of up to four as bodyguards for Fae lords.

Ecology

Faery Knights

A generic name given to Faerie Knights of the Seelie Court, these Knights are noble, honourable and entirely honest in all their dealing, though they will fight with all their power and prowess to defend their homes and masters and are unable to ever lose a fight intentionally. Their honour demands that they always show respect to a foe, even one they can defeat easily, so they never "throw" a fight.

The Fallen

A generic name given to Faerie Knights of the Seelie Court who have now gone rogue, these fallen Knights revel in their new found wickedness and often have Command of great armies in wastelands.

Phooka/Puck

Seelie Fae/Unseelie Fae

Hits

One hit per location, Leather armour may be worn

Magical Abilities

10% of Phookas/Pucks have six active, can cast Drop, Sleep, Writhe and Fear.

Vocals

Command: By my natural powers...

Special Abilities

None.

Special Vulnerabilities

Phookas/Pucks cannot cross a continuous line of salt.

Affected by Cold Iron.

Description

Phookas are usually human in appearance but with orange skin (face painted) and generally small and stooped. Pucks are usually human in appearance but with green skin (face painted) and generally small and stooped.

Frequency

May only be found within the Fae realm, Phookas/Pucks usually are found in groups of any size but will almost always be in the company of Awld Gogies/Bogies respectively.

Ecology

Phookas

Amusing little orange skinned faeries akin to goblins. These creatures often gather near Awld Gogie tribes, and work for them, cooking and cleaning in return for protection from their bigger cousins. Occasionally, one may show a natural magical talent. They are naturally given to riddles and jokes and love to find out new stories, even if they seldom remember them accurately. They can be good guides to the Fae realm but will almost always run when threatened, even if their friends may be in danger.

Pucks

Vicious little green skinned faeries akin to goblins. These creatures often gather near Bogie tribes, and work for them, cooking and cleaning in return for protection from their bigger cousins. Occasionally, one may show a natural magical talent.

Hangmen

Unseelie Fae



Hits

Four floating enchanted hits. May not wear armour. Carries a single sword.

Magical Abilities

None

Special Abilities

With the exception of teleport item and ignite (see below) the Hangmen are immune to all spells.

Born of fear - These creatures cannot be truly destroyed by anyone who can still feel fear. They regenerate all damage in 30 seconds after being 'killed'. Only those immune to fear can properly kill them physically. (Griffins or firm resolve)

Special Vulnerabilities

Removing or destroying their hood by teleport or ignite allows its essence to escape, and kills the hangmen instantly.

Description

More powerfully built than the sorrows, hangmen are still a little ragged in appearance but they wear a hangman's hood which is somehow slightly more sinister than the sorrows Hessian sack.

Frequency

May only be found within the Fae realm, Hangmen are usually found individually leading a mob of sorrows.

Ecology

Hangmen

Hangmen were created by Unseelie lords to act as Commanders for their legions of Sorrows. They are made from the very essence of Fae and possess enough intellect to lead. The Unseelie created them as larger sorrows, and topped them off with a hangman's hood.

Redcap

Unseelie Fae

Hits

Three per location. Carries a bonded venomous spear.

Magical Abilities

Six active, may cast Freeze and Fear.

Vocals

Command: 'By my natural powers...'

Special Abilities

The first blow to strike a redcap is ignored, the person who strikes the first blow receives a wound in the location that they struck the redcap in, plus any other effects the strike may have had (i.e. venom, enchanted, Swiftdeath etc.).

Special Vulnerabilities

None.

Description

Powerful Fae creatures who are known to always be found wearing blood dipped red woollen caps or hoods and two handed spears

Frequency

May only be found within the Fae realm, Redcaps usually may be found in groups of two or three at most.

Ecology

Redcaps

Redcaps are sinister Unseelie Fae who delight in causing pain and torment, they tend to be found deep in the forests of the Fae realms in dark, unlit haunts and ruins. It is rumoured that their words whisper into sleepers' dreams late on moonlit nights. The redcaps gain their name from their habit of dipping their hats or caps in the fresh blood of their victims shortly before they devour the remains.

Trooping Fae

Fae

Hits

2 Hits per location. May double stack metal and leather

Magical Abilities

None

Special Abilities

Immune to mind effecting spells when in the presence of a Fae Knight or Prince of that realm

Special Vulnerabilities

N/A

Description

Human looking but on closer inspection their features are finer more like that of an elf.

Will have a symbol on their cheek representing their court.

Frequency

Line

Ecology

These are the rank and file of the Faerie Realm, and their numbers make up the bulk of both Seelie and Unseelie Courts.

These Fae are the epitome of all the traits of the race of Faerie, including the nobility and the overweening arrogance towards mortal races.

Anguish

Unseelie Fae



Hits

One hit per location

Magical Abilities

Six active, may cast Writhe and Wound Limb spells.

Vocals

Command: 'By my natural powers...'

Special Abilities

Once per day can bleed a little of their blood onto a weapon to make it poisonous (Venom).

Special Vulnerabilities

Easily distracted - they are malicious but can be distracted, wearing your clothes inside out will mean that a torment will be amused and not attack you, unless you attack them first.

Affected by Cold Iron.

Description

Anguish cover their faces with masks that are zipped and sinister as befits the character of those who wear them. Other than that they are often undernourished and sickly.

Frequency

May only be found within the Fae realm, Anguish usually may be found in groups of any size.

Ecology

Anguish are warped and twisted souls of children who revelled in torture - pulling wings off flies, legs off spiders and so on. When they are drawn into the Fae realm, their interests extend to all living flesh.

Raggedy Man

Wyld fey

Hits

12 Global – Immune to blunt and subdual.

Raggedy Men fight with daggers only and wear no armour.

Magical Abilities

Immune to mind affecting magic.

If players can cast a ritual of ignite around a Raggedy Man it is destroyed after 30 secs of burning.

Special Abilities

Raggedy men can create Scarecrows.

Special Vulnerabilities

N/A

Description

Wraith mask, rag coat/cloak and hood. Should look like a walking pile of rags.

Frequency

May only be found within the Fae realm, usually singly, can operate in groups of up to three.

Ecology

Raggedy Men are freakish even by fey standards. Little more than a barely sentient pile of rags the purpose of this creature is simply to prolong its own existence.

Raggedy Men are always losing bits of themselves so they have to replenish with scraps of cloth, shreds of leather or pieces of raw, flayed flesh.

Raggedy Men should move and behave in an 'alien' manner, lurking around and attacking unexpectedly.

9 - Demons

If you are a Demonologist or you intend to play one, then please do not read any further. This is a request that should enhance your enjoyment of the game. If you choose to ignore this request or you have no choice then be warned that if any out of character knowledge creeps into the game there will be consequences both in and out of character. Remember that the information here is for Referees only and should not be used as a source of player information. If a player requires information then they should either contact their School Master or the Senior Referee responsible.

How to use Demons

This section of the bestiary concerns the use of Demons as monsters in adventures by Referees. Any substantial plots concerning Demons should be discussed with the SR Creatures.

All Demons are very powerful creatures, even the weakest ones can, if poorly used, wipe out an adventuring party, leaving you as the Referee with the difficult choice of either saving the party or letting them all die. These situations can happen with any encounter but it is a good idea to try and anticipate the reaction of a party and to balance the power of the creatures facing the party with the strength of the characters themselves.

Never use a Demon because you can't think of anything else to be in the next encounter, there must always be a reason for its existence. Ask yourself the question 'How did it get here?' There can only be one of two answers, someone (thing) summoned it or it came through some magical portal (SR Creatures approval only).

Always allow the players to do something that you didn't expect, if it causes a problem then you must improvise the result. Never be afraid to call a time out and ask advice from other Referees or senior players, but above all, follow the briefs of the creatures. If the worse scenario occurs and they are all lying bleeding to death you could either, -

1. Take some of the more important characters back to the bad guy's lair as hostages and somehow heal one of them so that they can return some other day to complete the job.
2. Or, if you have the guts, kill them all and blame it on the players!

Hitting Demons

Demons require enchanted or blessed weapons to hurt them. Subdual weapons have no effect unless they are enchanted, in which case they are treated as 'lethal' wounds. When a summoned Demon is 'killed' it immediately returns to Sharda. If any part of a summoned Demon is removed from its body, including limbs, weapons, blood, etc., then it disappears (to Sharda), even if the Demon is still 'alive'. All Demons are unaffected by poisons, disease, Holy Symbols and Holy Water, but Demons cannot be healed whilst on this plane.

Demons and Spells

Demonic equipment can be the target of spells but all of a summoned Demon's possessions or equipment are considered bonded. Some Demons' weapons are immune to spells (this is noted individually). Demons are totally unaffected by all mind affecting spells (Writhe, Fear etc.) but can be affected by physical spells (Wound Limb, Teleport etc.). However, they can resist these using their Soulfire as active reserve. Demons cast all their spells as Command spells, e.g. no spell cards or scrolls and can do this whilst holding their weapons. Demons do not suffer the effects of iron or earthing in any way.

Demonology spells affect all Demons unless specifically stated in the Demon's written description and cannot be resisted if they are cast correctly. To cast either a Demon Writhe or Summon, Instruct or Dismiss Demon spell a Demonologist (or a user of a charged scroll) must state the Demon's racial name (note unless passed by the SR Creatures and SR Magic a non-Demonologist cannot use an item, to dismiss Demons as they cannot learn names). Pact With Demon does not require a name.

Holy Ground

When an Imp, Lesser Demon or familiar enters holy ground (within 15 ft. of a shrine), their body will be filled with pain and they will writhe until they leave the area or after 2 minutes at which point they will be dismissed back to Sharda.

Auras

All Demons, unless stated in its description, have a clearly visible Demonic aura. This aura is represented by the colour purple and all costumes should be clearly Demonic and have an amount of purple material/ribbon pinned to the front of the body or at the front on their belt. This aura is not an indication of a Demon's power but purely a game mechanic to allow characters to know about a creature's Demonic origin. Remember Demonic auras glow and at night the use of correctly coloured glow sticks to represent auras is encouraged. They are not shining beacons of purple however; the player must still spot the aura/stick.

Demons and Items

Under a loophole of the Pact Demons can return to Sharda with possessions and items that they have been given whilst in the plane of Arda. A Demon who

is dismissed or destroyed can only take items back to Sharda that have been given *freely* to them i.e. during bargains etc. If an item has not been given freely or was stolen by a Demon then they can only take it back to Sharda if the item is taken through a portal.

Monster Requirements

All Demons have requirements to make them look like the creature they are. It is not permitted to vary these or use different masks, makeup or kit. The reason for this is that Demonologists have to be able to recognise them and thus no variation can be allowed. It is permitted to use any mask of the correct type (For example the Maejys Demon needs an animal mask, any mask depicting an animal will do, not just the wolf head suggested but using a different mask for the Quadross for example is not permitted as it is a set mask that looks like little else.)

Each Demon's entry has a set of requirements listed with it.

When using Demons, make sure that the person playing the creature is a good experienced role player and preferably not a Demonologist or intends to be one in the future. Try and keep to a small number of people who you use to play Demons. This should add to the game play.

Possession

It is possible for a Demon to possess someone or something. Possessed items and NPC's make great tools for either adding a plot twist, a trap or enhancing an encounter.

Possessed Items - Items that have a Demon in them must be made from precious material and have the following markings placed upon it 'pertains to Demonology' sigil the family mark, the racial mark and any other runes that are applicable. The properties of the item should reflect the ecology of the Demon. A dismiss Demon spell targeted at the item will dismiss the Demon and also destroy the item. Demon possessed items are inherently evil and are to be used by the Referee to further plot or to be used as a trap and NOT a way to give a player a magic item. They simply do not work in that fashion.

Possessed NPC's - NPC's can become Demon possessed, through evil cultist sacrifices, stumbling into traps or Demons taking control of host bodies, use the call '**possession**'. The possibilities are endless. However whilst an NPC is possessed the following rules apply;

- The racial and family mark appears on the hosts' forehead (only demonologist who know the name can see these marks) these cannot be hidden or removed while the host is possessed The host will gain a Demonological aura.
- The host is immune to all alchemy, any imbibed alchemy ceases to be in effect
- The host is immune to Physicians drugs
- The host is immune to all religious healing
- Bandages and Physicians fusses **do** work
- The host is immune to disease and poisons
- Subdual hits cause lethal wounds
- The host must resist all spells cast at them; spells already cast on the host remain in effect.
- If the Demon is dismissed or destroyed the host is struck down and Swiftdeathed.
- The host will behave with similar attributes of the Demons ecology, the host will also gain some minor benefits, this is no more than half of the Demons enchanted hits as global enchanted hits and one special ability that mimics or is a lesser form from the Demons description. Referees should use common sense and their discretion but not exceed the above.

A Demon possessing a PC through a trap or other effect is thought of as an NPC in the hands of the Referee until the Demon is dismissed from the PC.

Possessed Demonologists - It is possible for a Demonologist to bargain with Demons to become possessed, this is very dangerous and should not be taken lightly. Only a Demonologist has the will power and know how on how to control a Demon possessing him, even then it is a very risky business. Contact the SR Creatures if you have a Demonologist that wishes to bargain for the knowledge on how to control Demon possession.

Familiars

Any Demon can be summoned and bargained with to become a familiar, contact the SR Creatures and your LO if a player wishes to do this. Once the

bargain is struck, the Demonologist uses the Bind Familiar Ritual to make the Demon his servant for a year and a day.

Each Demon can offer different advantages but all come with the following disadvantages:

- Using the "Bind Familiar" spell, the familiar is bound to the masters' soul. This has a detrimental effect if the Demon is powerful. Unless the familiar is an imp the taint prevents all religious healing magic from working (Including Purge Poison, Cure Disease, Restoration, Resurrection and all the wound healing spells)
- The familiar MUST be kept in a familiar bag (Available from the School for 7/-). The bag must have the familiars' unique Racial mark on it. The familiar bag must be kept in the open air (i.e. not under robes or inside a pouch) and any spell caster targeting the familiar need only be able to see the bag. The Demon can remain entirely within the bag or may be part covered (depending on preference and physrep).
- All Familiars have enchanted hits, how many depends on the Demon but all hits are global (Since you'll be using a small toy as the physrep) and once gone they cannot be healed unless in Sharda. Even then it's unknown how this can be done. Familiars have a 2-minute 'Wound Count'.
- Familiars brought within the area of a shrine will be dismissed after 2 minutes. It'll be sure to let its master know about its extreme pain and imminent death though.
- If a familiar is dismissed, dies or anything similar causing it to be lost the master will be earthed. The main exception is after a year and a day the familiar returns to Sharda with no unpleasantness.

Demon Strength

Whilst on the mortal plane, all Imp and Lesser Demons have global enchanted hits, however within proximity (usually an encounter away) to an immense Demonic presence (i.e. a portal to Sharda or Major Demon of same family) or in the colours of the imperial throne (SR Creature/CC permission only) than the Demon's stats will become hits per location. All Demons have hits per location in Sharda. If a Demon has global hits than a spell that would reduce a single location to zero hit points (i.e. Wound Body) will only do a single point of damage to the Demon. A spell that would reduce all locations to zero hit points (i.e. Strikedown) will do 6 points of damage to the Demon.

Demons with Personal Marks

A personal mark is a direct link to a character's soul; it allows mundane spells to become irresistible if cast at a character whose personal mark it is. To use a personal mark against a character, the Demon casts the spell (with irresistible vocals) and destroys the personal mark, a Demon with a personal mark can cast multiple irresistible spells at a character based on its racial level; Imp = 1, Lesser = 2, Minor = 3. However all these spells must be cast within 15 minutes or one encounter, whichever is shorter of when the personal mark was destroyed.

A Demon of Major or Greater status is able to do much more with a personal mark than simply cast a few spells (contact SR Creatures).

Soul gems

Soul gems are the crystallised remains of the Demons and servants of the divine that fell in that first, great, terrible war so many years ago that led to the signing of the first Pact. They hold the soul and its energy imprisoned, originally this was to allow prisoners to be exchanged from Sharda to Elysium, but over time this has changed and they have become debased and a currency which is used for deals and bargains.

The Perils of Soul gems:

A creature whose soul is held within a soul gem whilst they still live also suffer the following effects as well as those stated in Religion: Souls section;

- The creature has taken the first step to seeking Apotheosis, the process of leaving their mortality behind to become a Demon (and an NPC).
- The creature may **not** be resurrected as the soul is immediately taken to the possession of the Demonic house that provided the gem.
- Any religious creatures that willingly choose to put their soul in a soul gem will be excommunicated.
- If the soul gem is destroyed on a different plane to the owner, the owner is instantly killed, and may not be resurrected.

Sharda and Demon Background:

Demons come in many shapes and sizes; here is a basic description of the different types that will give people an overview on how they vary.

Imps

These are the lowest form of Demon in Sharda and make up the majority of the 'populace'. Easy to summon and bully for the Demonologist who is starting out.

Lesser

More powerful than the Imp, but when encountered there will usually be a more powerful Demon, behind the scenes, pulling their strings. They are useful allies, but dangerous enemies and summoning should be approached with

caution. A lesser Demon can easily wipe out an ill-prepared party. Demonologists of Master rank may research into having one of these Demons as a semi-permanent ally or companion.

Minor Demons

The Noble or more potent Demons, strongest members of the Demon Families that work directly for the Major Demons, many work outside of the Demonic Houses or for the Emperor's Court. Extreme care should be taken if attempting to summon a Minor Demon - they are powerful and usually very intelligent. It is a rare and foolish Demonologist who summons a minor Demon without backup. These Demons and the other larger ones can only be used with permission of the SR Creatures.

Major Demons

There is little known about these Demons, either the number or identity of these Demons is in constant flux or there is much that remains unknown about the higher ranks of Demon society. They have been known to do the bidding of the Demon Princes and the Emperor, but mostly they have their own agendas. They are extremely powerful and no Demonologist has ever successfully summoned one of these by himself.

Greater Demons

As few as a dozen of these mighty beings are thought to control vast areas of Sharda their every whim as a physical law. The Lord of Pestilence, The Weeper, The Malach Brothers their titles are often well known to mortals as when these creatures turn their attentions to our Plane it often signals terrible events, unknown suffering or mighty battles to be fought. Most Demonologists believe there to be no mortal magic capable of summoning one of these beings without it having some large say in the matter. Only an extremely foolish Demonologist would try and contact, summon or just disturb one of these.

The Lords of the Houses

There are thought to be only a few in Sharda, one in charge of each of their own house. They are almost as powerful in Sharda as the Gods are on their plane, but luckily they rarely concern themselves with events outside of Sharda. It is a very foolish Summoner who tampers with a Prince's business. It is known that there exist only seven great, or noble, houses in Sharda at any given time, though politics and the actions of outsiders can influence which houses make up the seven. Further ranks of lesser houses exist and these constantly vie to replace one of the greater houses, finally below the lesser houses exist the fallen houses and the banished houses. The former are houses who have been punished with loss of status whilst the latter are houses who have been all but destroyed in the past and now only linger as a few individual Demons or enclaves of creatures, the most well-known probably being the "house of the eye" a banished house connected with Nerese and a subrealm of Sharda now believed closed for ever.

The Demon Emperor of Sharda

The Emperor is assumed to be as powerful as Sidhe and has never left Sharda since the signing of the Pact. It is rumoured that he has existed for as long as Sidhe himself. He rules and controls Sharda. The Emperor is not a title given to a Demon but the same Demon Emperor has been ruling Sharda since the three planes were created.

Demon Emperor's Colours

The Court, Emissaries and troops directly controlled by the Demon Emperor of Sharda wear black clothing with purple borders. These clothes are usually robes in the case of his emissaries or tabards/sashes for his troops. No creature may appear in the colours of the Demon Emperor without permission of the SR Creature.

The Pact

A binding agreement made between Sharda and the Gods that ended the war that ravaged this plane, it must be re-signed every 1000 years. It is believed that without the Pact the war would long ago have destroyed all three planes leaving nothing left in the Universe. The details of the Pact are arcane and complex. It is known that the Emperor has always been in favour of the Pact and has never broken its terms, though the Gods have been known to many times, the emperor has never taken advantage of their transgressions keeping rigidly to the agreement he made.

The Gate

An item given to the school before official records were ever kept. It was in seven pieces that fit together as one and in the past it has been seen to open a portal between this plane and Sharda. It is rumoured to date from the time of the Pact itself. It is extremely dangerous and the Schoolmaster of the Demonologists guards it and is the only one capable of using it, in any way.

Gnarkh – House of Beasts

Demon Imp



Hits

Four enchanted global hits(see notes on Demon strength)

Weapons

ENCHANTED Claws only (may use dagger to physrep)

Magical Abilities

None

M9191 - Vampire

Special Abilities

This creature can sense a given object or person that is anywhere within 20 miles, making it incredibly useful. They always move in a direct line towards the target going through most obstacles rather than around them. Thus, they are normally allowed to run free and a scout is used to follow their tracks. When they finally reach their target they normally just stand, point and howl. If attacked they will retreat but will continue to point and howl until dismissed, they will only use their claws in defence or if someone is in their path to their target. They will remain until the target is destroyed (or soul is laid to rest) at which point they will return back to whence they came somehow "dismissing" themselves.

Circles of Protection and Summoning Circles have no effect on this creature.

Description

They appear as hunched humanoids with heads as per the picture. Virtually any clothing although this normally tattered and in rags.

Frequency

Uncommon – Rarely seen without a PC summoning them

Ecology

These creatures have been blessed with a very useful gift detailed above. However, this is more than made up for by its lack of any other skills. They are stupid, beyond any training and are used only when the situation leaves no other choice. They are very like dogs in nature but once they have been given a task they cannot be diverted from it.

Summoning Details

Racial: Family: Fetish:



A picture or object relating to the target

Maejys – House of Maeg

Demon Imp

Animal mask required

Hits

One enchanted global hit (see notes on Demon strength)

Weapons

ENCHANTED Dagger only

Magical Abilities

Maejys have 15 Soulfire and can cast any 5 spells from the 1st & 2nd orders

Vocals

Command: 'By My Power...'

Special Abilities

None

Description

These creatures appear as badly dressed humanoids with the heads of animals, normally wolves. They cannot move much faster than a jog and never carry any weapons larger than a dagger

Frequency

Uncommon

Ecology

These creatures are said to be the failed Mages of the past who's spirits were drawn to Sharda to live the rest of eternity as slaves. They are easily bargained with and will work for what seems very little. When they have exhausted their power they will try and flee and will only use their daggers if there is no chance of them becoming hurt. In short they are cowards whose power is all but short lived.

Summoning Details

Racial: Family: Fetish:



A small gemstone worth 3 Crowns

Magnys-Coel – House of Secrets

Demon Imp

Any appearance

Hits

Four enchanted global hits (see notes on Demon strength)

Weapons

Any ENCHANTED

Magical Abilities

Magnys-Coel has 2 Soulfire for resists

Special Abilities

This creature can alter itself to form the shape of any other living creature. This shape shifting takes about 30 seconds, use the call 'Nausea'. If a person is formed then its clothes are part of the Demon and hence Entangle spells thrown at the creature can be resisted (even if not summoned). This shape shifting can only occur if guided by a higher-ranking Demon of this family. Once shifted the Demon can never change form again. These creatures die within days of making this shift.

Description

Any, see above. Its natural form is of a gelatinous featureless humanoid (a stocking over the head is a reasonable mask).

Frequency

Rare

Ecology

This is a sad creature its existence is short and it lives only to serve its one purpose. No Demonologist currently has this name, as the family is unwilling to allow any mortal to use its one-shot slaves.

These creatures are often depressed, morose or worse and should be played as such, they rarely bargain knowing whatever they receive they will likely die soon after completion. They accept their lot in life eventually and can be persuaded to deal often for their house to gain some benefit.

Summoning Details

Racial: Family: Fetish:

Summoning details are currently restricted by SR Creatures

Mollk – House of Swords

Demon Imp

No Mask

Hits

Three enchanted global hit (see notes on Demon strength)

Weapons

One, Large ENCHANTED

Magical Abilities

None

Special Abilities

Mollk are immune to "Knockback"

Description

These creatures appear as large humanoids with tusks or large teeth. Their faces are covered in red stripes, or veins and they wear rags or furs, of no defensive value. They are very muscular but they can't sustain fast movement for long periods. They always use one weapon since they are incapable of remembering to carry any more, although this is normally two handed used in one hand.

Frequency

Uncommon

Ecology

Mollks are not normally aggressive unless hungry, but they are ruled by the more basic emotions and needs. However, they are stupid and easily persuaded or bargained with, hence are used extensively by Demonologist's as grunts or general sword fodder. Due to their intelligence or rather lack of it, they can easily mistake instructions and frequently do. When dealing with these creatures it is best to keep things simple e.g. 'Go kill Orcs'. Remember that they have very short memories and often forget what they were supposed to be doing and who for.

Summoning Details

Racial: Family: Fetish:



A freshly killed rodent

Narlyek – House of Pain

Demon Imp



Hits

One enchanted global hit (see notes on Demon strength)

Weapons

ENCHANTED Short sword & dagger

Magical Abilities

Narlyeks have 8 Soulfire and can cast the spells Fear, Freeze, Writhe & Entangle

Vocals

Command: 'By My Power...'

Special Abilities

The Narlyek may lick one weapon, once per day to venom it.

Description

They are humanoid in appearance and normally wear dark, metal studded, clothing, they never wear robes. Their faces have thick red lines under each eye and black lines from the corner of the mouths and the running down the nose. They never appear alone and are normally accompanied by other more powerful creatures.

Frequency

Uncommon

Ecology

These are evil creatures and can never be trusted. They will do everything possible to inflict pain on other creatures, which is normally the only thing that is of interest to them. They are not powerful enough to collect souls, although they will happily act as a go between for more powerful creatures. They prefer to hurt rather than kill victims, but will kill if threatened. They will often attack stragglers in a party and then drag them off for amusement some other place.

Summoning Details

Racial: Family: Fetish:



A small snake (cost 3 Crowns)

Skith – House Swarm

Demon Imp

Hits

One enchanted global hits (see notes on demon strength)

Weapons

Two ENCHANTED short swords or daggers

Magical Abilities

Skith have 3 Soulfire and can cast the spells Drop and Mute

Vocals

Command: 'By My Power...'

Special Abilities

The Skith 3/day - can merge with darkness, treat as invisibility, this can only be used in deep shadows or after sunset, lasts no longer than five minutes.

Description

Appears inhuman and moves with a loping grace, making insect like clicking noises, has a single yellow line which runs from the centre of its forehead to the chin.

Frequency

Rare

Ecology

Skith are skirmishers and hunters, tough dangerous they generally pave the way for their warrior superiors in the family Swarm, they consume all they meet and an area with Skith infestation will have many animal bodies eaten down to the bone throughout as well as far less birds than should be normal

Summoning Details

Racial: Family: Fetish:



A raw joint of meat (2 crowns)

Slarn – House of Swords

Demon Imp

White stripes

Hits

Three enchanted global hit (see notes on Demon strength) These Demons count their armour as Dragon Armour, normal unenchanted hits will reduce their armour but not body hits.

Weapons

ENCHANTED Sword (42") & shield

Magical Abilities

Slarns have 2 Soulfire and can cast the spell Drop

Vocals

Command: 'By My Power...'

Special Abilities

Can Wield 42" sword in one hand, their weapon and shield are immune to spells. Immune to "knockback".

Description

They appear as humanoid creatures dressed in armour, carrying a shield and sword whose face and hands are covered in white stripes. They are always seen in groups of three or more, which move and fight together as a unit. Monster requires white face paint and must have sword and shield (swords should be 42" if possible). Must have metal armour.

Frequency

Uncommon

Ecology

Slarn are the backbone of the Demon Emperors military forces, which wear black tabards with purple borders, although a number of them are known to be under the control of less important Demonic nobles. They are normally employed in bodyguard duties although they are sometimes seen alone on more important matters. They fight exceptionally well, with courage and without fear, pity the poor fool that tries to fight these creatures.

Do not use any creatures in the colours of the Demon Emperor without permission from the C.C. or SR Creatures.

Summoning Details

Racial: Family: Fetish:



SR
Restricted

A weapon & shield

Lesser Demons

Drylarkh – House of Beasts

Lesser Demon

M2340 - Wolf Man



Hits

Six enchanted global hits(see notes on Demon strength)

Weapons

Two ENCHANTED claws (daggers)

Magical Abilities

Drylarkhs have 3 Soulfire for resists

Special Abilities

This creature can use its magical sense of 'smell' to track down its target. It is so good that even if the trail is a few days old or even across small rivers then it will not lose the scent. In short if this creature is after you then you best find a Church and start praying.



Secondly, this creature's will to live is so strong that if it wounded it will not die or return to Sharda but will regenerate at a rate of 1 hit every 30 seconds. The only way to stop this regeneration is to wound **all of its limbs** either by spells or weapons within 3 seconds of each other.

Finally once it catches its victim it will begin to devour them at an incredible rate, limbs first (arms 1 and legs 2 minutes each) then the torso (2 minutes) and finally the head (a further 2 minutes). If this is completed it will return to Sharda with the victim's body and soul.

Drylarkh are immune to "knockback"

Description

It appears to be a bear like creature with the head as shown, known to wear very basic clothing

Frequency
Rare
Ecology
It is not a very intelligent creature although it makes up for this with its tenacity. It can only be sent after one victim at a time, although it will, attack those that get between it and its prey. It has been known to attack close family members of the victim before it finally gets the right one. Luckily, no bargaining in necessary with this creature. Simply summon it with the required targets fetish and sit back and listen to the screams. The only drawback of this creature is that it can only manage a fast walk, with a hunched gate much like a bipedal Hyena, wearing down its prey before it finally moves in for the kill.
Summoning Details
Racial: Family: Fetish:
  The intended victims personal mark, sample of blood or hair

Fordrokuss – House of Blood



Lesser Demon
No Mask
Hits
Two enchanted global hits (see notes on Demon strength) Weapons Any ENCHANTED bow or sword
Magical Abilities
Fordrokuss have ten Soulfire and can cast the spells Drop, Fear, Obey, Writhe & Entangle
Vocals
Command: 'By My Power...'

Special Abilities
Five times a day these creatures can merge with darkness, treat as invisibility; this can only be used in deep shadows or after sunset. Their spell of Entangle can either be in undergrowth or inanimate objects. If they use bows the missiles are enchanted which dissolve upon hitting a target, forming a venom like poison.

Description
Fordrokuss are tall lithe creatures resembling dark Elves, with whom they share ancestors. They have dark lines running all over their faces radiating out from the bridge of the nose. Unlike their smaller kin they have a thick red line circling around their eyes, otherwise they are identical to a Dromarokuss

Frequency
Rare

Ecology
These creatures never appear without any Dromarokuss, which outnumber them at least three to one. Their nature and actions are the same as their smaller kin but more so

Summoning Details
Racial: Family: Fetish:
  A large spider (cost 5 Crowns)

Forgen – House Furnace



Lesser Demon
Hits
2 Enchanted hits Global, plus a single layer of Leather armour These Demons count their armour as Dragon Armour, normal unenchanted hits will reduce their armour but not body hits underneath.
Weapons
Two ENCHANTED hammers or maces ONLY (no Bladed weapons or Subdue weapons) up to 36" OR 1 ENCHANTED Two Handed Weapon (must be a Mace or Hammer)
Magical Abilities
The Forgen have 6 Soulfire and can cast the following Spells: Command of Heat Metal (2) Command of Shatter (2) Command of Warp (2) Ritual of Reform Metal (2) Ritual of Reform Wood (2) Ritual of Ignite: (1)

Special Abilities
The Forgen is immune to any form of fire or a heat metal spell cast at them, their equipment or clothing.
Knockback:
1/ Minute – They can call Knockback (if armed with a Two handed weapon) <i>as per the standard bestiary guide</i>
Improve Armour:
If a forgen is given 5 minutes to work on any armour, then they may improve it by 2 AP for the day, (This will include repairing the armour to full as well), but at the end of the day their demonic taint will corrode it utterly and irreplaceably.

Description
Appears to be a dwarf (short, bulky, bearded) with a visible demonic aura and burnt clothes and skin, They Must be dressed in Leather Armour ragged clothes. With Preference of Brown/Red beards.

Frequency
Very Rare.

Ecology
More subtle and cunning than the imps, used as the finder outers when things are important, or when other information has been gathered and a plan needs put into action. The Forgen are skilled craftsmen who will compete with any race to produce fine weapons and armour. In the house their role is to make the day to day wargear and to keep an eye open for possible improvements or rivals.

Summoning Details
Racial: Family: Fetish:
  A small ingot of silver with a prick of the summoners blood (4 crowns)

Garek – House Aspire



Lesser Demon
Hits
Two enchanted global hits (see notes on demon strength)
Weapons
Two ENCHANTED short swords or daggers
Magical Abilities
Garek have 10 soulfire with which they can cast Cause Disease (2), Fear (1) Writhe (2) and Invisibility (4)
Vocals
Command: 'By My Power...'

Special Abilities
If a Garek wounds (but does not kill a victim) the victim will be infected with Disease: Magical Disease. If Garek are close to Minjerkhan than the disease will be much worse (SR permission). If a Garek is dismissed or receives a fatal blow than it will explode showering all those within 10ft in puss, bile and waste. All those covered will be affected by Disease: Magical disease (resistible) and Writhe (Irresistible).

Description
Appearing human, but clothed in dark clothes and hooded, the Garek also have no facial features (serakin or similar mask)

Frequency
Rare

Ecology
Minjerkhan mortal servants, who had done so much to bring him back to prominence were elevated to demonic status, but Minjerkhan is a jealous Lord, and he wanted to remind them that they were his to command and destroy at a whim. He made them his greatest demons, but he also instilled in them a ravenous hunger, and removed any way for them to satisfy it, that they may never take his pleasures away from him. These demons appear as humans, but the faces are featureless. They are constantly hungry, and craving nourishment.

Summoning Details
Racial: Family: Fetish:
  Two broken swords with a drop of the summoners blood (4 crowns)

Iznarlyun – House of Pain

Lesser Demon



M2120 – Gargoyle

Hits

Three enchanted global hit (see notes on Demon strength)

Weapons

One ENCHANTED sword & dagger

Magical Abilities

Iznarlyun have 16 Soulfire and can cast the spells Fear, Freeze, Entangle, Writhe, Wound Limb & Cause Disease

Vocals

Command: 'By My Power...'

Special Abilities

Like their smaller kin, the Narlyek, these creatures have a poisonous saliva which they can lick onto their weapons and acts like Venom twice per day

Description

These are humanoid creatures that choose to wear clothing that is dark with lots of scales, studs or chains; they sometimes wear robes, which are normally red. It is very rare to see more than two of these creatures together although they often appear with Narlyeks

Frequency

Rare

Ecology

Iznarlyun are very nasty. They love to inflict pain and terror and are also good at organising other demons to do so on a large scale. They prefer to injure or maim rather than kill, though they do enjoy venom, but when the need arises they do not hesitate to kill as necessary. Their favourite trick is to wound a party member and then use it to lure others into a trap when they come to help. Once a group is defeated they often taunt the victims to try and gain pledge of their souls, if they don't succeed they kill victims one at a time allowing them to see what awaits them

Summoning Details

Racial: Family: Fetish:



A venomous snake (cost 10 Crowns)

Maejyn – House of Maeg

Lesser Demon



M2075 - White Wolf



M2070 - Black Wolf

Hits

Two enchanted global hits (see notes on Demon strength)

Weapons

ENCHANTED Dagger only

Magical Abilities

Maejyn have 35 Soulfire and can cast spells as per a Master Mage from any school

Vocals

Command: 'By My Power...'

Special Abilities

None

Description

These creatures appear as humanoids in red or dark colour robes with the heads of animals normally wolves. They cannot move much faster than a jog and never carry weapons larger than a dagger

Frequency

Rare

Ecology

These creatures are said to be the failed Mages of the past who's spirits were drawn to Sharda to live the rest of eternity. They can be bargained with although they have been known to break their word, if the bargain does not suit their own agenda. They always seem preoccupied with their own plans and treat their time in Ithron with contempt. Often when they have exhausted their power they will stand and wait to be destroyed, knowing that they will return to their lives in Sharda. In brief they are a powerful ally, as long as the payment is good enough.

Summoning Details

Racial: Family: Fetish:



A large gem (cost 10 Crowns)

Magynyck – House of Secrets

Lesser Demon

See Abilities

Hits

Four enchanted global hit (see notes on Demon strength)

Weapons

Any ENCHANTED

Magical Abilities

Magynyck have 12 Soulfire and can cast the spells Fear, Obey, Sleep, Befriend & Truthtell

Vocals

Command: 'By My Power...'

Special Abilities

Three times a day this creature can alter itself to form the shape of any other living creature. This shape shifting takes about 30 seconds, use the call 'Nausea'. If a person is formed then its clothes are part of the Demon and hence entangle spells thrown at the creature can be resisted. This shape shifting can only occur if the creature has come into skin-contact with the victim, however, no knowledge of the victim is gained unless through other means.

Description

Any, as per the above description, except that a subtle Demonic aura is always visible

Frequency

Rare

Ecology

This is a solitary creature and always 'hunts' for whatever reasons it chooses or has been paid for. Once a creature's form has been assumed then it will try and dispose of the original as soon as possible unless its purpose dictates otherwise. It is known to have a taste for physical pleasures and often uses these methods to accomplish its goals. They are simple creatures to bargain with if summoned and once a price has been set then they can be trusted to complete most tasks. They very rarely go back on a bargain although they are known to be obtuse and self-motivated in their methods.

Summoning Details

Racial: Family: Fetish:



A freshly laid cuckoo's egg (cost 5 Crowns)

Skorthe – House Swarm

Lesser Demon

Hits

Three enchanted global hits (see notes on demon strength)

Weapons

ENCHANTED Claws (or two short swords or two daggers, if long claw physreps unavailable)

Magical Abilities

Skorthe have 3 Soulfire and can cast the spells Drop and Mute

Vocals

Command: 'By My Power...'

Special Abilities

Skorthe are vicious warriors who often begin an attack with their vocal special ability - 1/day Sleep spell as they use their oddly alien vocal chords to "sing" a buzzing lullaby to a victim before leaping into melee, they will use spells intelligently to weaken an enemy party and prefer stealthy attacks to frontal assaults, until they have the enemy where they want them at which point all bets are off.

The Skorthe 1/day - can merge with darkness, treat as invisibility, this can only be used in deep shadows or after sunset, lasts no longer than five minutes. Immune to "knockback".

Description

Appears inhuman and moves with a loping grace, making insect like clicking noises, has a single yellow line which runs from the centre of its forehead to the chin which has two dark red lines forming a V on the forehead.

Frequency

Rare

Ecology

Skorthe are dangerous warriors and hunter, they allow their imps to help weaken an enemy before delighting in delivering the kill. They happily consume all they meet and an area with Skorthe infestation will have many foulspawn bodies eaten down to the bone throughout as well as far less birds than should be normal.

Summoning Details

Racial: Family: Fetish:



A severed hand filled wrapped in red silk (4 crowns)

Tzarachk – House of Swords

Lesser Demon



M2150 – Baal

Hits

Five enchanted global hits(see notes on Demon strength)

Weapons

Any two ENCHANTED (preferably 42"). Weapons are immune to spells.

Magical Abilities

Tzarachk have 8 Soulfire and can cast the spells Writhe & Fear

Vocals

Command: 'By My Power...'

Special Abilities

Can wield 42" weapons single-handed. Weapons are immune to spells. Immune to "knockback"

Description

These creatures can appear in any form of dress, however, they normally choose what they can fight easily and quickly in, but normally dark in colour. They can wield any weapon that they want but prefer swords

Frequency

Rare

Ecology

Tzarachks are extremely confident and cocky and will take extreme risks to prove that fact. They are excellent fighters and move very quickly but they often choose to stalk their prey and taunt it until the novelty wears off. However, if annoyed or injured, they have an extremely violent temper and will go to great lengths to gain revenge. They have been known to accept duels, but very rarely lose. If summoned they will bargain effectively but they enjoy any task that involves them humiliating something before they slaughter it. Their only weakness is their self-confidence and they have been known to be lured into very simple traps because of this.

Summoning Details

Racial: Family: Fetish:



A black cat (cost 10 Crowns)

Vlymoroth – House of Blood

Lesser Demon



M2310 - Devil

Hits

Three enchanted global hits(see notes on Demon strength)

Weapons

Any two ENCHANTED

Magical Abilities

Vlymoroth have 10 Soulfire and can cast the spells Drop, Fear, Obey & Entangle

Vocals

Command: 'By My Power...'

Special Abilities

Twice a day these creatures can become invisible in a manner similar to their racial cousin, the Dromarokuss.

However they do not travel to the invisibility realm but remain within the mundane world but beyond the visual perception of normal creatures. If a Demonologist has studied these creatures (i.e. learnt its name, racial mark and family mark) then, upon concentrating, they can see it despite its invisibility.

Description

Vlymoroth appear as humanoids dressed in strange bright and colourful patterned materials, which appear to shift and swirl all on their own. Their heads are depicted opposite although often their victims never see what attacked them

Frequency

Rare

Ecology

It is unclear what is the true relationship between these creatures and their cousins, although it is common to see them being hunted by them. What is known is that both the others deeply distrust these creatures which have a voracious appetite for their flesh. If one is summoned to this plane it will be willing to do tasks for what seems to be very little as long as it has a supply of live Elves to feast upon, being a good substitute for their main diet. They have never been seen in groups and their presence is normally followed by a number of Dromarokuss.

Summoning Details

Racial: Family: Fetish:



A bowl of quicksilver (cost 10 Crowns)

10 - The Senior Referees' Bestiary

The following list of creatures is restricted from general use and is recorded in the SR Creatures Bestiary. These creatures are intended for use as major plot monsters, fest monsters or ongoing NPCs for long-term adventures or plots. For this reason use of these creatures is only allowed through application to the SR Creature.

To gain permission to use one of these creatures, a Referee should write to the SR Creature with full details of their requirements, reasons for use and relevant plot details. Appropriate statistics will then be provided for the monster specifically for that plot. Note that in order to preserve the unique nature of such creatures they may not always have the same statistics. Such creatures will be required to have exceptional costume and it may be a requirement that the costume is vetted before permission is given to use the creature.

Axirian Battle Mage

NPC

A powerful Axirian Mage with greater and more versatile powers than normal Mages

Barrow Wight

Undead

A powerful warrior driven to an Undead existence by their desire to live

Chimera

Hulda - Seraklan

Shape shifting Seraklanites bound as servants to other Priests of the Lord of Lies

Desolation

Undead

A powerful amalgamation of several Undead creatures, formidable in melee and also capable of spellcasting

Dragon

Hulda

A large, winged, fire-breathing lizard of great intelligence

Faith-Eater

Demon

If a demon is persuasive enough or has a particularly charismatic follower they may follow the steps of a rare ritual to empower themselves with the stolen energies of the faithful.

Hag

Hulda

Phenomenally powerful natural wizards who seemingly live forever with a hermit like existence

Jakarm

Demon

Hugely magically powerful Demons that are the main fixers and information brokers of Sharda

Konnish Warlock

NPC

A Mage rumoured to be in league with Demons and able to rip soulfire from the land, gaining tremendous power but at a cost to the land around them.

Leprechaun

Hulda

Mischievous Longstorian creature that delights in bargaining and tormenting folk

Liche

Undead

A Mage who has tried to cheat death by turning themselves into an Undead with great magical power

Maegyy

Demon

Massively powerful Demon Mages who delight in use of their power for destruction

Minotaur

Foulspawn

A massive brutal bull headed creature capable of shattering even the most formidable of shield walls, rumour persists of small tribes of Minotaur's but mostly they are found alone.

Mummy

Undead

Ancient and terrifying Undead swathed in bandages that is all but indestructible

N'Trald

Hulda- Vleybor

Vleybor graced her children with an abundance of vital essence and the ability to share it with others.

Optakyn

Demon

A relative of the Primakyn. With greater spell power and resembling a cyclops

Primakyn

Demon

A relentless and skilled hunting Demon with massive physical powers and a range of spells, first found in Nerese and now active elsewhere

Quadross

Demon

Enormous and brutal warrior Demons without fear or a sense of humour

Skarn

Demon

Messengers and Plane travellers, these Demons abilities are in demand by Demon and Demonologist alike

Shadow Knight

Undead

The fallen soul of a once great Knight that has been corrupted by the lords of the Undead into a terrible creature of vengeance.

Smiling Jack

Wyldfey

A master trickster seeking new victims to enthralling so they can consume the victims flesh and carve new teeth from their bones.

Sorcerer

NPC

A being so adept with soulfire they can command it to do anything they desire

Syren

Hulda

Corrupted nymphs that delight in torment and death of those that cross them

Vampire Lord

Undead

Possibly no more than a vampire that has outlived all its brood or possibly the first of the vampire race, these incredibly dangerous Undead are fortunately very rare.

Wererat

Natural Creature

A dangerous shape shifter that often manages to dwell in small families or tribes, existing within human society for their own foul purposes.

Werewolf, Greater

Natural Creature

A monster so powerful its dangerous common cousins slink away in fear from its very mention. Thought to be very few in number and unable to breed more of their kind

Section F - Appendices

Appendix 1 – SR Specials

This Appendix of the Referees guide is under the remit of the Senior Referees, as such it is subject to change without the prior consent of the executive committee and gives practical advice for Referees and additional information that Referees may find useful when running events and plot arcs. As such this appendix of the Referees guide is subject to change, LO's and Referees should contact the SR's for an up to date version if and when required. This appendix is correct at the time of printing November 2017.

The following sections are to provide Referees with additional information on magical/special items, spells, creatures etc. that can be requested from the SRs. These will add additional flavour or even the main focus to storylines and provide the X factor. If there is an item that is not covered on the following lists, get in touch with the rules committee or relevant SR to suggest your idea, you never know your idea might even make it on to these lists for future Referees to use in their stories.

Frequency of requests

There is no set limit to how many requests you can make from the SRs for special creatures and/or additional items but think seriously about the context of your plotline and whether these items would be present within them. Remember though that the SRs will not just hand out items/creatures think of well thought out backgrounds for all your creatures/items.

Boons and curses

Boons and curses are a great way of rewarding exceptional role-play and punishing foolish actions (i.e. stealing from a shrine). Boons and curses can be many things but try to keep them fair, balanced and in context with that specific situation. Boons and curses can be split into three categories, depending on how long they last; short term (a single day or weekend event), midterm (more than one event to three months) and long term (more than three months to permanent). Short term boons and curses can be given on the spot by the Referee running the event. For midterm boons and curses the liaison officer from the branch of where the boon or curse was given out, need to write the said boon/curse on a piece of paper. Date and sign the paper and clearly state when the effect will run out, give the piece of paper to the effected player. For long term boons contact the Rules Committee with the suggested boon/curse who will then issue a laminated card to the effected player. If you are unsure what a fair balanced boon/curse could be then either talk to other Referees and peers or get in touch with the SRs.

Rules for the issuing of Boons and Curses

Boons and Curses should be issued for exceptional circumstances and events that happen on adventures.

Boons should be rare.

Boons should be justified by circumstance and what they grant. They should be thematically appropriate, and if a boon from a god must fit the ethos and where appropriate the spell list of that church.- eg a Sidhean Boon should not be the ability to cast false vision.

Boons **cannot** be used :

- To replace requests for magic/religious/component etc items (including 5th order and unpassed Alchemy/Physicians drugs/treatments).
- To award familiars or possessions.
- To circumvent downsides of special characters.
- As mission pay (IE low pay and a boon each!).
- In a rolling (ie re-issuing an existing boon) manner to circumvent the 3 month LO issued limit..
- To issue a playtest skill, passed or unpassed.

All Boons/curses issued must be reported to the Rules Committee within 7 days of issue or they will cease to exist. The Rules Committee and the relevant Senior Referee have the right to overturn any boon/curse issued.

At branch level, LO's are responsible for signing and issuing of boons/curses. It is the responsibility of both the requesting referee and the LO to ensure that boons/curses are justified.

No LO may sign a boon of longer than 3 month duration. All Boons of longer duration or permanent duration must be passed by the Rules Committee.

As boons are part of the appendix, this section will be reviewed periodically. If you have any concerns over boons or curses you wish to award, please get in touch with the Rules Committee.

Magical and Religious items

Magical and religious items are a great way of adding the X factor to any story line, if you wish a magical or religious item the fill in the item request form found in the appendices. Fill in the form and complete all the boxes, ensure that for every positive ability the item has, it has at least one negative ability. Try and stay away from negatives that are 'reduced Wound Count' or can only be bound to a certain group, these negatives either complicate the matter when a player has multiple items or they are just restrictions and are not really negatives. Try to make the abilities things that will enhance role-play rather than abilities that give players additional power. Have the abilities and destruction conditions reflect the background of the item.

Magical items should be a **large focus** of your plotline, refrain from requesting magic items that could be considered as 'trinkets' or adventure treasure (use special ingredients or Magical components for this purpose). Magical items are special and hard to come about don't trivialise them.

An item will have a two year lifetime from when it is first issued, unless it is made by a PC Enchanter, in which case it is permanent.

NB: Just to clarify, unless specifically stated on the laminated card a magic/religious item can be damaged (warped/shattered etc.) but can be repaired subsequently by relevant skills and abilities (mend item etc.). A magic/religious item is only truly destroyed if it either expires (see valid until date) or the destruction condition is met.

Restricted Spells

The following spells have been passed at the relevant exec, but currently are limited to only a few players. The permission of the SR Magic, through the relevant LO, is required to allow a character to learn a spell from the restricted spell list. All other restrictions apply (see; Spell Acquisition). If you wish a new spell for a NPC that is non-standard, it will need to be lammied, to request this get in touch with the SR Magic. If a PC wishes to learn a special spell known by a NPC then get in touch with the SR Magic where a suitable playtest will be enacted.

Activate Portal (Quest Only)

Creates a magical portal from the place of casting to the location of a named Waystone (ask CC or SR Magic for Waystone locations). Required components – at least two portal stones (Carded magical items) and a silver arrow worth 30 Crowns. The silver arrow can be substituted by a silver dagger. The portal stones must be placed on the ground between 2 to 4 feet apart.

The caster, using a scroll dedicated in the normal way does the normal circuits but only as many times as there are portal stones. If there are two portal stones then this will mean the caster only circles twice. After each circuit call out 'I {name} summon the powers'.

After the final circuit draw a line between the stones and place a silver arrow in the centre of the line, then bow. Silver arrow is destroyed on activation.

Duration: two minutes per pair of stones.

Range: Ritual

General 12 Soulfire R/2nd

Activating Phrase: ".....do I transfer my essence through the planes to forge a magical link to Waystone [name of stone]"

Activate Portal was created by the Battlemages of Axir and refined by Supreme Battlemage Marius Pilus and his successor Dominus Lucretius.

Bind Familiar (Quest Only)

Target is bound to the caster. The target must have been subject to a Summon Demon spell and be within the confines of a 'Create Summoning Circle' Spell. Before the Bind Familiar Ritual is cast but after the bargain is made the personal mark, racial mark and family mark are replaced with three equal amounts of incense and lit in the following order; personal mark, family mark then the racial mark. Once done the caster may perform the Bind Familiar Ritual. Contact SR Demons and Bestiary

Range: Ritual

Demonology 7 Soulfire R/3rd

{Requires 21/- of incense and contact with SR Demons}

Activating Phrase: ".....I bind thee {Racial} Demon {Name} to become my familiar"

NB: All three spells, 'Create Summoning Circle', 'Summon Demon' and 'Bind Familiar' must be cast by the same caster on the same day.

Capture Essence (Quest Only)

Transfers the essence from ONE dead person into a specially prepared gem (which is laminated).

It does NOT harm the soul. It must be cast within 5 minutes of death of the target.

Range: Ritual

Demonology 4 Soulfire R/3rd

Necromancy 4 Soulfire R/3rd

Activating Phrase: "...Do I transfer their essence to this Gem!"

Death Gate (Quest Only)

Caster either opens or closes a portal/gate/rift that connects to or from the plains of the dead (including the Utterdark). It will close any portal/gate/rift that

does not have a unique (Senior Referee Bestiary approved and lammied) closure condition. If the caster knows a specific location on Mithra or the plains of the dead, they may cause the portal to open to that location (i.e. The Black Spire Library, The Deeper Well, Norham town square etc).

The spell closes any portal/gate/rift to or from the plains of the dead permanently, unless a lammie for the portal can be produced by the referee with the extra closure conditions. **No exceptions.**

Opening a portal requires 12pts of Soulfire and two *Nexus Gems* or *Essence Crystals* (Full) to power it. The gate will be no larger than 7 feet diameter and will last no longer than 15 minutes/1 encounter unless agreed with Senior Referee Bestiary (see notes).

The caster may end their own portals before the end of the duration.

Range: Ritual

Necromancy 7/12 Soulfire 4th Order/R

Activating Phrase: "...Do I create a portal to the plains of the dead/Do I close this portal to the plains of the dead!"

Note: Unless the portal opening is approved in advance with Senior Referee Bestiary, the player will only be able to keep it open for a short period of time (15 minutes/1 encounter) before it closes, and anyone who has gone through and not returned is stranded on the plains of the dead. This could well mean that characters are trapped on the otherside and dead. Should any character be stranded on the plains of the dead through this spell, contact Senior Referee Bestiary as soon as possible.

When created, the caster may (with Senior Referee Bestiary approval) establish the duration, entry rules, power required and closing requirements for a portal. A high cost in soulfire may be required for more powerful or long lasting portals and the caster may be required to provide a mechanism for keeping the gate powered.

The Ritual of Death Gate was researched by Archmage Alton of Mistrudge (Gareth Garfoot, Nottingham) in 1017/18.

Note: Currently this spell is not known by anyone other than its creator (July 2019).

Planar Lock (Quest Only)

Target Creature / item is irresistibly affected by planar lock and cannot exit the plane the spell is cast upon until dawn. This includes the target being summoned or teleported and travel to and from the plane of Invisibility.

Range: LOS

Demonology 7 Soulfire E/4rd

Activating Phrase: ".....I lock thee to this plane!"

Planar Lock was researched by Schoolmaster Peregrine Cooper of Mordenhead (Ian Begent-Cove, Leeds) in 1014

Remove Ward (Quest Only)

Removes a single COP

Range: LOS

Thaumaturgy 10 Soulfire C/4th

Activating Phrase: "..... Do I remove that Ward....!"

This spell was researched after an earlier version fell out of favour. Schoolmaster and later Witchfinder Ash Dharma of Humberton and Bolteen refined it into its current version. (Jason Enos, Bolton)

Scry

The caster is given a small vision of what the named individual (or owner of the focus) is doing at that point in time. Please note that scrying other players will come with difficulty if the ref does not know the answer, and as such the ref may simply say the spell fails. It is resistible. If resisted the spell fails. The caster is aware it has been resisted. It has a 10 mile radius range. If not resisted the spell would continue for 60 seconds, during which time the ref may describe what the caster sees as appropriate. This spell requires the casters full attention, so may not speak during it., or move or attack, nor may they cast spells. The vision only appears to the caster, so others are also unable to cast spells at the vision, and those in it.

Range: Ritual

General 3 Soulfire R/2nd

Activating Phrase: "...let me gaze upon ____"

A focus is needed for this ritual, Such as a locket from a loved one, a personal mark, or their full name of the intended target. The sryer will also require a tool such as a crystal ball, or pool of water (roleplay appropriately).

The Ritual of Scrying was researched by Master Jerusalem Cain of Caer Marw. A former Enchanter, following death and resurrection he has forged a path as a member of the School of Necromancy. (Aidan Horan, Cardiff)

Steal Soul (Quest Only)

As lay to rest, except the soul of the victim is trapped in a special Soul Gem (which must be provided and must have a laminated card).

Range: Ritual

Demonology 12 Soulfire R/3rd

Activating Phrase: "...Do I trap this soul in this Gem!"

Extra-Planar Adventures

All adventures to Sharda, Elysium, and any other Realm MUST be approved in advance by the appropriate Current SR. This can be one off approval, or approval for a plotline which may involve travel to these otherworld locales. Approval must have an "expiration" date, and all such approvals lapse at the end of the approving SR's term of office. The means of transport to such realms or other planes (gates and portals usually) also must be passed by the Senior Referees, and also have "expiration dates", as well as lapsing at the end of the term of office of the approving SR.

Magical Component

Magical Components are all lammied, below is a more detailed description into the materials and how they can be used in magical constructs. If you are a Referee and wish to have a magical component to add to your mission, then either choose one from the below list or suggest a new component; to request this get in touch with the SR Guilds.

Black Blood

Description:

A black, oily substance that is found deep within the earth of Berwickshire. The Black Blood is said to be the blood and lchor of the dead evil dragon of Berwickshire by some, and congealed nightmares by others. A pool of this substance is said to exist deep within the Willowsdeep, and an untapped amount may lie below the Aken Wode. It is sometimes whispered that both the nightmarish Deep Spawn and Agonwai where formed of this substance, though others claim Agonwai actually create it, in miniscule amounts, when they dissolve down life. Agonwai Queens have a single dose of this substance within their carapace, which can be retrieved when they are properly killed, though small amounts, of no benefit, maybe retrieved when it is inert.

Physrep:

A Black Ooze (palm oil with black food colouring will suffice)

IC effects whilst harvesting:

This substance is extremely reactive: touching it with anything will cause a wound (through any armour or protections) or destroy a non-magical item permanently (or shatter/ warp a magical item if applicable). It reacts fully after 15 minutes or one encounter but it is then rendered useless. Before this time, a Potion of Purification added to the goop will balance its properties and it can be collected.

Magical properties and suggested effects:

Dissolved life, the Black Blood contains strong traces of Vitality, though crushed and often malign. It may have uses in healing and the creation of pseudo life, such as automata or Undead.

Cyclops eye

Background/Description:

These eyes come from Cyclops, if not harvested by an Alchemist the eye will be unusable.

Physrep:

An eye

IC effects whilst handling:

In the hands of a Mage this will drain the Mages soulfire at a rate of 1 active per minute

Magical properties and suggested effects:

The inner fluid found in a Cyclops eye can be used to drain all soulfire from a particular item being created, this has the effect of making a soulfire sterile item that is ideal for divine energy to be placed within it.

Deadwood

Wood from a corrupt tree.

Background/Description:

Corrupted wood is much stronger and resistant to breakages than normal wood. Prolonged contact with metal will corrupt and corrode the metal. Toxic to Longstorians.

Physrep:

Piece of Wood

IC effects whilst handling:

If a Longstorian touches the wood for a period greater than 30 seconds they will become infected with Disease: Weakness. If left in contact with metal items it will corrupt them and destroy them after 24 hours.

Magical properties and suggested effects:

The wood is harder than normal wood and cannot be used in a construction that uses normal metal.

Dragon Bones, Scales and Leather

Background/Description:

Bones, Scales and Leather (skin from the underbelly of a dragon) can all be obtained from the carcass of a dead dragon. These components are rich in magical energies and very absorbent of heat.

Physrep:

Bones, scales and thick leather scraps

IC effects whilst handling:

Any Mage will feel a strong magical aura. Dragons are rare and unique occurrences; a clan or tribe of dragonkin tends to them. These dragonkin will fight ferociously to protect looters from claiming components from such sacred dragon carcasses. Tribes have been known to send warriors to retrieve items made from parts of a Dragon.

Magical properties and suggested effects:

Properties include enhancing latent magical abilities of other components and absorbing source of heat. All parts from a dragon are exceedingly tough and difficult to work with.

Escan Ore

Background/Description:

Mined from the White Peaks by Dwarf clans many years ago, Escan Ore was used by the Dwarves to make Escan Steel, famous for its durability. Although a few nuggets crop up from time to time, seams of the Ore were thought to have dried up a century ago. However, during 1008 a new source has been uncovered in the White Peaks and examples are turning up in the hands of merchants leaving Esca.

Physrep:

A small shiny stone, about the size of the palm of your hand.

Magical properties and suggested effects:

None as unrefined ore - it's just a rock. Once refined by a Blacksmith it can be used as a magical ingredient and make items resistant to shatter effects. One lump of refined steel will produce an item of dagger size.

Ironwood

Wood that is as hard as steel

Background/Description:

Most Ironwood originates from the Iron Wood found in Lirron, Ironwood is rare for this reason.

Physrep:

Piece of Wood

IC effects whilst handling:

None.

Magical properties and suggested effects:

The wood is as hard as steel and if properly treated can make items that are unwarpable.

Ghoril

A metal with a heavenly aura

Background/Description:

It is a silvery rock with a slight religious aura. This rare metal originates from Elysium, it does not naturally occur on the plane of Mithra, if found in Mithra then it must have been brought in from Elysium. It is rumoured that the Holy Artefacts are made from this metal

Physrep:

Silver sprayed or coloured rock with a slight yellow sheen

IC effects whilst handling:

Religious people will feel a strong connection with their God handling the rock.

Magical properties and suggested effects:

Ghoril is attuned with divine energies and will enhance the properties of items created with this in mind.

Medusas Eye

Background/Description:

These eyes are harvested from the body of a Medusa. Once harvested they quickly crystallise.

Physrep:

An Eye

IC effects whilst handling:

These eyes need to be harvested within an hour of a medusas death. The eye needs to be stored in a potion of protection from magic and left for one week. It will then harden into a gem like structure.

Minotaur Hide

Background/Description:

The leather from a Minotaur is tough compared to other leather, however it will dry and crack easily if not oiled regularly.

Physrep:

A piece of leather

IC effects whilst handling:

None.

Magical properties and suggested effects:

Items made from this leather will be of superior quality and toughness however it will usually need an upkeep cost as it will need to be oiled on a regular basis.

Mithril

Background/Description:

It is a silvery rock with a magical aura. As soulfire flows through the ground it concentrates into larger 'streams' this concentration of magic will transform the surrounding material into precious materials, quartz, diamonds, gold silver etc.

In the most concentrated form the surrounding material is transformed into Mithril.

Physrep:

Silver sprayer or coloured rock

Magical properties and suggested effects:

Soulfire flows through Mithril as easily as heat does through copper making it a fantastic component in magical items.

Obsidian

Background/Description:

Obsidian ore can be found in areas of precious stones for the same reason as and why Mithril was created..

Some Pure Obsidian comes from the base of the destroyed Pillar of Magic found in the Konn and until recently (Invasion of Nerese 1007) a wealthy tribe of Konn would mine and sell the rock to the known world.

It is known from research that each of the great Pillars of Magic have pure obsidian cores that run deep into the earth.

Physrep:

Black Rock

Magical properties and suggested effects:

Pure Obsidian is a good material for conducting large amounts of soulfire, for instance Waystones and portal stones.

Opus Stone

A Stone already imbued with a magical Matrix

Background/Description:

Opus stones are rare gemstones, common belief is Konnish sorcerers who tried to defy the Gods by attempting to make life originally made them. The Gods struck them down and the secrets were lost. Since then Master Enchanters have tried to unearth and research those ancient secrets to create grand Automaton, but generally are only able to create meagre replications of the Konnish originals. Some believe that the mad Dr. Tachademus discovered the true secrets and created a child automaton known as Donald. The key seems to be in the creation of a 'heart' that uses an Opus stone as its base, the knowledge of creating the opus stone is the key secret.

Physrep:

A large red gemstone

IC effects whilst handling:

At the heart of every Golem is an opus stone, however they are extremely brittle and easy to break, the spell of deactivate automaton and hitting the golem a certain amount of times depending it's type will smash the gemstone, meaning that it will never be harvested from an Automaton. On the open market these gemstones are almost unique and the secrets of their creation are closely guarded secrets.

Magical properties and suggested effects:

The opus stone, although brick, has a magical matrix that is extremely easy to manipulate, the matrix is almost like clay and can be sculptured into masterpieces. Opus stones allow for extremely complex spells and effects to be put within them

Planar Metal

Background/Description:

Planar metal is made from an amalgamation of Ghoril, Mithril and Theeril, this metal pulses with a mixture of divine, demonic and magical energies and remains in a constant globe. The three metals never entirely mix but seem to dance with each other as the metals swirl around.

Physrep:

A small globe of silvery metal with both silvery yellow and silvery purple patches.

IC effects whilst handling:

When equal amounts of Theeril, Ghoril and Mithril are brought together at the same time and 3 channel soulfire are cast into the ores then the metals will merge together into a single Globe of Planar metal. When this happens, a temporary rift occurs between the planes and either Planar creatures will be brought forth or the caster and anyone close by will be flung into one of the other planes (See SR Guilds). The metal can only be manipulated and worked by Enchanters who are also religious; otherwise the metal will remain as a small globe.

Magical properties and suggested effects:

Planar metal in its raw form will give the following abilities to anyone in possession with it, these should be a good basis for ideas on any future items that are made from this metal; A religious character travelling to Sharda will still remain in touch with their God whilst holding this globe. Whilst not on the plane of Arda the first person to touch this sphere in any given day will gain 2 resists.

NOTE: SR Guilds MUST be informed in advance if Planar Metal is to be created. If they are not informed, the planar metal collapses at dawn and its components are destroyed.

Sand Crystal

These crystals can be used to amplify divine energy

Background/Description:

These crystals are found naturally in scorching deserts and are believed to be the product of dragon fire turning the sand into crystalline structures. They will usually be found in places that Dragons once did battle. However they have been collected and sold on the open trade markets. Although a substantial amount is required to be of use in item creation.

Physrep:

Small coloured glass beads, the colour represents the colour of Dragon that made them in the first place.

Magical properties and suggested effects:

These crystals once refined will resonate one particular magical or divine effect within the structure of the crystal.

Theeril

Background/Description:

It is a silvery rock with a slight demonic aura. This rare metal originates from Sharda, it does not naturally occur on the plane of Mithra, if found in Mithra then it must have been brought in from Sharda.

Physrep:

Silver sprayed or coloured rock with a slight purple sheen

IC effects whilst handling:

Religious people will feel uneasy handling the rock, as it sends cold shivers down the spine..

Magical properties and suggested effects:

Theeril is attuned with demonic energies and will enhance the properties of items created with this in mind.

Thorium

Meteoritic Ore

Background/Description:

Non-Ferrous metal; this rare metal is similar in form and function to steel and is found on the Plains of the Dead (It is corrupted Ghoril). Thorium is Necromantically tainted.

Physrep:

A rock

IC effects whilst handling:

Yellow Flower

Background/Description:

This flower grows in places of abundance soulfire i.e. at the crossings of several leylines or at Soulfire wells. When there is too much soulfire present in an area these flowers will naturally grow to store the excess soulfire and rebalance the energies in that particular area. Picking these flowers can be dangerous; if the area has not been rebalanced and these flowers are picked then the excess soulfire will be let loose once more causing damage to the land.

Physrep:

A Yellow Flower

IC effects whilst handling:

If the land is still unbalanced with strong magical flows, then picking this flower will release those magical energies (Senior Referee Guilds/Magic).

Magical properties and suggested effects:

These flowers store large amounts of soulfire within their petals

Special Items

Special Items are all lammied, below is a more detailed description into the Items and how they can be used. If you are a Referee and wish to have a special item to add to your mission, then either choose one from the below list or suggest a new special item; to request this get in touch with the SR Magic.

Portal Stones and Waystones

Background:

During the Sorcerer and Sharihar wars great Pillars of Magic were erected around the known world, the Pillar in Ithron was established after the third Axirian invasion. The Pillars rebalanced the world and how soulfire interacted with it. This solved one problem of Mages drawing too much power from the world but created a new one that saw the dying of many creatures linked with soulfire.

Once the pillars were established and as time progressed natural rivers of soulfire were created starting from everywhere/everything and flowing to a particular base of a Pillar of Magic dependant on what the soulfire magic was

attuned to. The soulfire flowed through leylines that mimicked a giant 'river' structure and for each pillar there was a separate 'river'.

The Axirians were the first to notice this change (in reality they were hoping this would be the case), and they developed ways to tap into these river structures and use them as a means to travel long distances around the world. They created Waystones that were attuned to their particular type of magic and the Pillar based in Axir (which is based in Axir at the College of Battlemages). These Waystones were anchored to points in the rivers where two 'streams' would meet. The Waystones all had specific names that were attuned or reflected a particular area. When a Waystone is invoked it creates a magical walkway between two Waystone locations. This allowed Axirians to travel vast distances and conquer many lands with relative ease. But Waystone travel is not perfectly safe and after a whole legion was once lost (IV Legio yr. 721) Axir uses these sparingly. Any sort of disruption in Leylines (Mithril mining etc.) causes big disruptions in Waystone travelling.

Creating and anchoring Waystones to a leyline is a fairly sizeable project and so Axirians have recently (past 10 years) restarted research into portal stones. Yet again after the legion was lost portal research was prohibited until Supreme Battlemage Domius Lucretius (and his then former Master) successfully petitioned the senate to lift such a prohibition. Portal stones temporarily bend Leylines from their natural course so they go through the area of casting between the two portal stones in an 'Activate Portal' spell. This allows for a temporary shift in the leyline until it reverts back to its natural course. If anyone is within the magical walkway when the leyline reverts back to its normal course or if the spell is disrupted then the people within the walkway can become forever lost or end up in a completely random place around the known world.

Portal stones come in all colours and sizes, they are made from black obsidian ore and when imbued with magic they become a random colour but **do not** stay black.

All known waystones are currently linked to the Axirian Pillar of Magic leyline structure with one exception.

In a deal done with Demons one Waystone is located in Sharda and linked to one of the other magic leyline structures. This Waystone can only be travelled to if black portal stones are used (specially created by Skarn Demons of the House of Portals) and if the Waystone name is bargained for (as of 1008 no one knows this waystone name).

Waystones

Waystone Names and locations:

Flax	Flax/Llaminusia
Alliance	Hadsfield in Ithron
Hope	Norham central square
Defiance	Axirian Embassy in Ithron
Trade	Port of Silee in Mithim
Luck	Northern coast of Ethron
Conflict	Sarl in Konn
Comfort	Collage of Battlemages (Main entrance)
Conquest	Collage of Battlemages (Imperial Gardens)
Phalanx Heart	Sharda (Special, see above)

Physrep:

2-foot stone looking pillars with the name of the Waystone written on it.

Portal stones

Physrep:

Fist size gemstones or glass ornaments

Soul Gem

Background:

Soul gems are the crystallised remains of the Demons and servants of the divine that fell in that first, great, terrible war so many years ago that led to the signing of the first Pact. They hold the soul and its energy imprisoned, originally this was to allow prisoners to be exchanged from Sharda to Elysium, but over time this has changed and they have become debased and a currency which is used for deals and bargains.

Physrep:

A large gemstone

IC effects whilst handling:

Religious character will know a soul resides trapped within these gems.

Magical properties and suggested effects:

A trapped soul is a very powerful source of soulfire, a soul can be consumed and provide a lot of energy and power.

Special Ingredients

Special ingredients are all lammied, below is a more detailed description into the materials and how they can be used in alchemical preparations. If you are a Referee and wish to have a special ingredient to add to your mission then

either choose one from the below list or suggest a new ingredient; to request this get in touch with the SR Guilds.

Battle Mage Finger

Description:

Due to the nature of Battlemage casting, the finger contains an unusually high amount of soulfire. Much higher than usually found in Mages fingers.

Physrep:

A finger

IC effects whilst harvesting:

This finger needs to be harvested from an Axirian Battlemage of top rank. Desecrating a body in such a way is punished by execution in Axir.

Alchemical properties and suggested effects:

This finger store a lot of active soulfire within it and acts as a superior catalyst in potions that are rich with the Humours of Air.

Used in:

Not set by SR's

Black Blood

Description:

A black, oily substance that is found deep within the earth of Berwickshire. The Black Blood is said to be the blood and Ichor of the dead evil dragon of Berwickshire by some, and congealed nightmares by others. A pool of this substance is said to exist deep within the Willowsdeep, and an untapped amount may lie below the Aken Wode. It is sometimes whispered that both the nightmarish Deep Spawn and Agonwai were formed of this substance, though others claim Agonwai actually create it, in miniscule amounts, when they dissolve down life. Agonwai Queens have a single dose of this substance within their carapace, which can be retrieved when they are properly killed, though small amounts, of no benefit, maybe retrieved when it is inert.

Physrep:

A Black Ooze (palm oil with black food colouring will suffice)

IC effects whilst harvesting:

This substance is extremely reactive: touching it with anything will cause a wound (through any armour or protections) or destroy a non-magical item permanently (or shatter/ warp a magical item if applicable). It reacts fully after 15 minutes or one encounter but it is then rendered useless. Before this time, a Potion of Purification added to the goop will balance its properties and it can be collected.

Alchemical properties and suggested effects:

Dissolved life, the Black Blood contains strong traces of Vitality, though crushed and often malign. It may have uses in healing and the creation of pseudo life, such as automata or Undead.

Used in:

Not set by SR's

Beetle Husks

Description:

These are the husks of dead beetles found in the sun scorched deserts of Nerese.

Physrep:

Small Beetles

IC effects whilst harvesting:

If harvesting these beetles without gloves, they will burrow into your skin and lay eggs. If the eggs are not removed within 24 hours the eggs will hatch and eat the innards of the limb causing a permanent wound. The hatchlings will then leave the body and disperse.

Alchemical properties and suggested effects:

The husks of the beetles when ground down act as a universal accelerant, if added to the brewing of a potion it will remove the wait time i.e. allowing some potions to be brewed on mission

Used in:

5th order Potion – Ask SR/Guilds

Blood Petals

Description:

These off white and red mixed petals will grow on the decomposing bodies of the dead.

Physrep:

Flowers with large red and white petals

IC effects whilst harvesting:

These petals must be ground up in Pestle and Mortar and water added to them within 30 seconds of being plucked, otherwise they will crumble to dust.

Alchemical properties and suggested effects:

Can be used to substitute blood root. When used in a Heal limb potion it will enhance the potion allowing 4 heal limb potions to be made from the single brew.

Used in:

5th order Potion – Ask SR/Guilds

Cold Heart**Description:**

A Shadow Knight is the fallen soul of a once great Knight that has been corrupted by the lords of the Undead into a terrible creature of vengeance. The creature's heart is black and cold to the touch.

Physrep:

A Heart

IC effects whilst harvesting:

Any person carrying a Cold Heart will be devoid of all and any emotion.

Alchemical properties and suggested effects:

Capable of neutralising almost any emotion or passion, although the effect is subtle when added with other components a very powerful concoction could be brewed.

Used in:

Not set by SR's

Corrupted Ashes**Description:**

The ashes of an ancient vampire pulse with strong necrotic powers

Physrep:

Ashes

IC effects whilst harvesting:

Fine powder, must be contained carefully, if inhaled will corrupt the harvester with vampirism.

Alchemical properties and suggested effects:

These ashes can be used to create a brew that will enhance any necromantic based caster and their magics for a short period of time.

Used in:

5th order Potion – Ask SR/Guilds

Demonic Ichor**Description:**

Yellow/Green bile that is found in the stomach and lower guts of some creatures that have been possessed by Demons for long periods of time. The bile usually has a weak demonic aura.

Physrep:

Yellow and green paste

IC effects whilst harvesting:

If the harvester is not wearing gloves then they will contract a Deathsman like effect from the bile.

Alchemical properties and suggested effects:

The bile is said to enhance the effects of other poisons.

Used in:

5th order Potion – Ask SR/Guilds

Desolation Blood**Description:**

The blood that flows through a desolation is necrotic to the core and is the means that gives the desolation its formidable strength and necromantic power.

Physrep:

Deep black blood

IC effects whilst harvesting:

Care must be taken when harvesting, the blood is poisonous to the touch of living creatures. Anyone touching the blood will be drained of their life force for a period of a week (1 minute of their Wound Count).

Alchemical properties and suggested effects:

The blood may be distilled to prepare an oral poison that severely weakens a person's life force.

Used in:

Not set by SR's

Dragon Eye**Description:**

This is the eye of a freshly dead dragon, when held under the light of the moon it will glow with a soft luminescence.

Physrep:

A large eye

IC effects whilst harvesting:

The eye will quickly crystallise (60 seconds), turning into a large gemstone (worth 50 Crowns), however If the eye is pierced and the fluid drained than a potent alchemical liquid can be harvested.

Alchemical properties and suggested effects:

The fluid from a dragon's eye contains all the knowledge and visions that the dragon ever saw in life.

Used in:

Not set by SR's

Finger of a Liche**Description:**

This is the casting finger of a Liche, it is grotesque and rotting.

Physrep:

A dead rotting finger

IC effects whilst harvesting:

Any person harvesting this ingredient without gloves and touching it for more than 30 seconds will contract zombie rot.

Alchemical properties and suggested effects:

This finger contains stored soulfire, just like other Mages, however complex and often dark rituals have been inscribed using this finger, causing it to have a strong link with Undead and necromantic sources.

Used in:

Not set by SR's

Hags Heart**Description:**

Phenomenally powerful natural wizards who seemingly live forever with a hermit like existence, their hearts are said to be the secret to their longevity.

Physrep:

A Heart

IC effects whilst harvesting:

Must be harvested using an enchanted silver dagger.

Alchemical properties and suggested effects:

This ingredient has unsurpassed regeneration abilities, but is toxic on its own.

Used in:

Not set by SR's

Leprechaun Charm**Description:**

The leprechaun is a mischievous Longstorian creature that delights in bargaining and tormenting folk, in his possessions will be his lucky charm.

Physrep:

A gold coin

IC effects whilst harvesting:

The coin will Tarnish and become useless if exposed to sunlight while not in the leprechauns possession.

Alchemical properties and suggested effects:

Added to any recipe will generate random properties on top of the normal effect of the desired potion (SR's to decide effect).

Used in:

Not set by SR's

Minotaur horn**Description:**

This horn is from a Minotaur and is usually covered in stains of old dried blood.

Physrep:

A horn covered in dried blood

IC effects whilst harvesting:

An enchanted blade is needed to cut these horns off as they are extremely tough and rigid.

Alchemical properties and suggested effects:

The powdered bone is very difficult to mix in any alchemical mixture, however if burnt, the essence of strength (contained in the smoke) can be captured and bottled.

Used in:

5th order Potion – Ask SR/Guilds

Petrified Egg**Description:**

These eggs are remnants of ancient times and are the petrified eggs of Dragons. They are found in Dragon burial mounds or objects of adoration by Lizard and Dragon Kin.

Physrep:

Stone Egg

IC effects whilst harvesting:

Each egg will be protected by a Dragon Kin, a Dragon Kin will always be aware of where the petrified egg is and if stolen will hunt down the thief.

Alchemical properties and suggested effects:

Petrified eggs still at its core hold the essence of life and creation at its centre. The core has great healing properties

Used in:

Not set by SR's

Poisoned Teeth**Description:**

Wererat teeth are covered in vile and nasty toxins, they are known to be potent and extremely dangerous.

Physrep:

Fangs

IC effects whilst harvesting:

The teeth are covered in contact Swiftdeath for at least ten minutes after the demise of the Wererat.

Alchemical properties and suggested effects:

Extremely toxic, once crushed into a fine powder these teeth can be used to brew a particularly nasty poison.

Used in:

Not set by SR's

Powdered Dragon Bones**Description:**

These are Dragon bones that have rotted, with time these bones crystallise into many chromatic colours and dissolve into small bead like crystals. They can be found at old burial sites of Dragons.

Physrep:

Small coloured plastic beads

IC effects whilst harvesting:

If a person with soulfire moves within 15 ft. of these crystals then a resonating effect will occur, after 30 seconds if the person is still within 15ft they will become earthed.

Alchemical properties and suggested effects:

These crystals will cause resonance and enhance soulfire within a brew.

Used in:

5th order Potion – Ask SR Guilds

Rotting Bandage**Description:**

A Mummy is an ancient and terrifying Undead swathed in bandages that is all but indestructible, the festering bandages that encase it are steeped in rotting flesh and unknown horrific disease.

Physrep:

A bandage

IC effects whilst harvesting:

The bandages will cause disease upon any one who harvest them.

Alchemical properties and suggested effects:

The bandages contain a mixture of vile and unknown diseases that could be harvested to cause a nasty toxin or plague.

Used in:

5th order Potion – Ask SR/Guilds

Small White Flower**Description:**

This flower grows in places of natural beauty and close to fast flowing streams of water. Glades of where this flower grows are generally peaceful, fresh smelling and quiet. The small white flower has pollen that if breathed in will send animals (inc. humans) to sleep. Trolls are somehow immune to this pollen and view these plants as somewhat of a delicacy.

Physrep:

A small white flower

IC effects whilst harvesting:

If a player moves within 15ft they will fall asleep, unless they have sufficient facial coverings.

Alchemical properties and suggested effects:

The pollen is a potent sedative, whilst the seeds are known to be a good catalyst in wound rejuvenation

Used in:

5th order Potion – Ask SR/Guilds

Sorcerer ashes**Description:**

Sorcerers of old were cremated upon their death. Their ashes were stored in urns and used by other Sorcerers in their practice of magic and the arcane.

Sorcerers believed that by allowing others to use their ashes in spells and rituals after death their spirit and soul would join the stream of soulfire. In this way they believed they would become immortal.

Physrep:

Ashes

IC effects whilst harvesting:

Soulfire users handling the ashes should hear ghostly sounds from beyond the grave belonging to the Sorcerer the ashes are from. Cremating the body of a sorcerer can make these ashes.

Effects: Soulfire users handling the ashes can hear faint background sounds coming from them.

If used in a soulfire based ritual, the spell will be empowered (Referee discretion, effect may not last beyond dawn)- At SR Magic or SR Guilds discretion further effects may last beyond dawn. They can also be used to enhance a potion brewed by an alchemist (see SR Guilds).

The ashes do not contain the soul of the Sorcerer and using or creating something with them does not harm that soul.

Used in:

Not set by SR's

Spray Scorpions Stinger**Description:**

This is the tail of a spray scorpion, which is commonly found in Mithim, but is rarer in Ithron. They do not breed in captivity and while they can live in temperate climes (Ithron) they will only breed in very hot dry conditions (Mithim). They have very deadly venom that can be sprayed over a large area when angered; they like to live in dark places. Some Mithimese tribesmen have captured these scorpions and use them as guardians.

Physrep:

A Scorpion tail

IC effects whilst harvesting:

These scorpions will spray gaseous Swiftdeath over a 10 foot radius when angered. They can do this every 30 seconds.

Alchemical properties and suggested effects:

These tails and glands have powerful muscles to spray alchemical mixes over a large area.

Used in:

Painful Insight

Syren Stone**Description:**

The petrified heart of a corrupted nymph that delights in torment and death of those that cross them

Physrep:

A large gemstone

IC effects whilst harvesting:

Anyone carrying this heart will be susceptible to any suggestion they might hear.

Alchemical properties and suggested effects:

This gemstone can be crushed and added to a mix that will compel a person to do anything that is suggested to them for a long time.

Used in:

5th order Potion – Ask SR/Guilds

Yellow Flower**Description:**

This flower grows in places of abundance soulfire i.e. at the crossings of several leylines or at Soulfire wells or sinks. When there is too much soulfire present in an area these flowers will naturally grow to store the excess soulfire and rebalance the energies in that particular area. Picking these flowers can be dangerous; if the area has not been rebalanced and these flowers are picked then the excess soulfire will be let loose once more causing damage to the land.

Physrep:

A Yellow Flower

IC effects whilst harvesting:

If the land is still unbalanced with strong magical flows then picking this flower will release those magical energies (Referees discretion).

Alchemical properties and suggested effects:

These flowers store large amounts of soulfire within their petals

Used in:

5th order Potion – Ask SR/Guilds

Warlock Tongue

Description:

This is the tongue from a Konnish Warlock. Warlocks are adept at making deals with Demons and other denizens. They are adept at brokering deals and very much have a 'silver tongue'.

Physrep:

A tongue

IC effects whilst harvesting:

The tongue will need to be harvested from a Master Warlock of the Skaard tribes.

Alchemical properties and suggested effects:

The tongue essence can be distilled and is useful in mixtures that are meant to be subtle or have a 'disguised' nature.

Used in:

Not set by SR's

White Mushrooms

These mushrooms are as pure as white that anyone has ever seen

Description:

These Mushrooms are usually found within patches of the plants known as cleric's cowl. The Mushrooms are also linked with areas of divinity and divine presence, growing in places of holy ground. Finding one is said to be a good omen and a good treat.

Physrep:

A White Mushroom

IC effects whilst harvesting:

Only religious Alchemists can harvest this ingredient or the mushroom will lose its potency and become a normal mushroom. Once properly harvested it can be passed and traded to whomever without losing potency.

Alchemical properties and suggested effects:

The properties of this mushroom are longevity and purity of spirit and mind.

Used in:

5th order Potion – Ask SR/Guilds

Werewolf Claws

Description:

Greater werewolf claws carry lycanthropy, a powerful necrotic corruption that will torment body and soul until it is removed.

Physrep:

Claws, or fingers with long claws.

IC effects whilst harvesting:

If the harvester does not wear metal gauntlets then the shards of the claws will cut into their skin and infect them with lycanthropy.

Alchemical properties and suggested effects:

Although the claws carry such a corruption if treated in the right fashion and reversed they can be used to cure the corruption.

Used in:

Not set by SR's

Wight Skull

Description:

A Barrowright is a powerful warrior driven to an Undead existence by their desire to live. Their passion, drive and tenacity are matched only by their cunning and intellect. In undeath this is infused into their skull.

Physrep:

A Skull

IC effects whilst harvesting:

The skull is fragile and must be mummified and embalmed within 5 minutes of destroying the Wight, once done it should be 'baked' for a month in a hot dry atmosphere to harden.

Alchemical properties and suggested effects:

The first potion prepared using the skull as a 'bowl' may be imbued with enhanced properties that mimic the tenacity of the Wight.

Used in:

Not set by SR's

Special Potions

The following potions are examples of special potions that have been requested by Referees or made by players in the past. Special potions are unique brews that require a laminated card and are usually made from ingredients that are also special (and hence lammied). The following list is not an exhaustive list and Referees and Master Alchemists are encouraged to concoct their own special potions, but feel free to request one from the below list if you require it. Special potions can be powerful singular elixirs that grant immortality or more down to earth brews that replicate more of the common

spells, if you wish a special potion for an adventure or wish to make one, than get in touch with the SR Guilds.

Blood of Oyugen

An oil based from blood that konnish warriors apply to their armour

Special component native to:

Nerese – See SR Guilds

Compulsion, Potion of

A potion that will obey someone to do a task for an extended period of time.

Special component native to:

Ithron – Syren Stone (Stone Heart)

Contact Venom

A contact venom poison

Special component native to:

Ithron – Venom Sac (Giant Spider)

Continuity, Oil of

A magical oil that stops magical effects from dispelling

Special component native to:

Mithim – See SR Guilds

Demonwrithe, Oil of

A magical oil that writhes demons if they take a wound.

Special component native to:

Sharda – Demonic Ichour

Essence of Anger

Induces hallucinations to improve combat prowess (Originates Konn)

Special component native to:

Konn – See SR Guilds

Everlasting Life

A potion that will extend your Wound and Poison Counts

Special component native to:

Ithron – White Mushroom

Glue of incredible strength

Sticks things together, permanently!

Special component native to:

Ithron – See SR Guilds

Knights Brew

A potion that grants Knightly tendencies

Special component native to:

Fey Realm – See SR Guilds

Minotaur Strength

More potent version of mighty strength

Special component native to:

Ithron – Minotaur Horn

Nightmarish Slumber

Puts the drinker into a deep slumber

Special component native to:

Fey Realm – See SR Guilds

Painful insight

A deadly poison from Mithim

Special component native to:

Mithim – See SR Guilds

Pythons Kiss

A deadly poison from Axir, rumours tell that it is brewed by the Unicorn Assassins Guild

Special component native to:

Axir – See SR Guilds

Rejuvenate Soulfire

A potion that grants soulfire back to a Mage

Special component:

Yellow Flower

Regeneration

A potion that grants the ability to regenerate damage.

Special component:

White Mushrooms

Survival Instinct

A brew that helps you in extreme climates

Special component native to:

Llaminusia – See SR Guilds

Terigamos Protective Potion

Increases the duration of certain religious spells

Special component:

Cyclops Eyes and Ghoril

The Blood

Based on powerful Vampires blood

Special component:
Unknown

Trollstrength, Potion of

A potion that will give the drinker supernatural rejuvenation for a short period of time

Special component:
Small White Flower

Tongues

Favoured by ambassadors and translators

Special component:
Warlock Tongue

Enchanting Rules (1.7.2)

The following section covers the current (as of December 18) rules for Enchantment.

Please note: SR Magic reserves the right to amend final values as needed, and where a player is believed to be trying to take advantage of OC access to these rules may refuse to process a commission for them.

Magical Item Types

There are 4 types of magical items within Fools and Heroes, namely Charged Scrolls, Trinkets, Talismans and Artefacts.

Rank	Scroll	Trinket	Talisman	Artefact
Guildsman	1			
High	1	1		
Guildsman				
Guild Senior	1	1	1	
Master	2	1	1	1

The table lists the amount of projects an enchanter can be working on depending on their level within the guild. The lists are not accumulative but represent the maximum number of projects an enchanter can be working on at any one time. The definition of each type is as follows

Only 1 Trinket, Talisman or Artefact can be made at once by an Enchanter.

Charged Scrolls

These are ritual and enchantment spells that are dedicated in to magically treated scroll paper to hold the spell
These items **do not** need to be bound to be used.

Trinkets

These are items with magical properties that have a fixed number of charges of specific named spells stored within them. These items **do** need to be bound to be used.

Talismans

These are items with magical properties that have a **fixed** number of charges of specific named spells stored within them; they have a permanent / daily / weekly / monthly / yearly repetition rate of uses within them.
These items **do** need to be bound to be used.

Artefacts

These are items with magical properties that have unique abilities
These items **do** need to be bound to be used.

Defining the Base Matrix

If a spell or ability is not within an enchanter's spell book or is not a 1st or 2nd Order spell then they will need aid in constructing the item or 'Charged Scroll', they can do this by enlisting the aid of a mage or entity who knows that respective spell or ability. The spell or ability in question must be cast into the item or 'Charged Scroll' in person and witnessed by a ref, during the construction period of the item or 'Charged Scroll'

For a mage to help, the spell **MUST** be in the mage's spell book (i.e. cannot be a spell that they get from a magic item) and its cost cannot be reduced by other magic items (i.e. cost of spells would be from the refs guide not from the individual spell book)

Guidance

Repetition Rate

When proposing a Magic Item consider how often you want it to be used, if it is only once a year then the ability of the item might be very powerful or if it is in constant use then the ability will need to be more mundane. Keep it within the spirit of the game and be creative.

Legacy and Live-Role-play

Artefacts are supposed to be special one off creations so try to stay away from the 1/month Bladesharp requests, allow your imagination to run wild. Just remember when proposing an idea ensure it has relevance to the base material, ensure it is not game breaking and it would probably be a good idea to run it via one of your refs first.

Completing an item

Magic items are supposed to be special, and something special needs to be done to complete them. This could be anything from bathing it in a stream of soulfire to having it blessed by a Cyclops overseer who lives in the caverns of Gark. This might involve the Enchanter hiring a party to go to caverns and watch his back while he finishes the creation process.

Speak to your refs to see what sort of finale would fit with your item.

Base Construction Times and Costs

Charged Scrolls, Trinkets and Talismans follow a simple formula to generate the crafting time and the crafting costs.

Please show all working on your item requisition form. The examples below are for illustrative purposes. If you are unsure of how to do this, ask the SR Magic and they will give advice on how to work the calculations.

Charged Scrolls Crafting Time and Cost

Formulas for the crafting of Charged Scrolls are

For Rituals

4 x soulfire cost to cast the ritual = Number of weeks to manufacture

6 x soulfire cost to cast the ritual = the cost in crowns

For Enchantments

6 x soulfire cost to cast the enchantment = Number of weeks to manufacture

8 x soulfire cost to cast the enchantment = the cost in crowns

Example 1: Charged Scroll of Bladesharp is 12 weeks (4 x 3) and costs 18/0 (6 x 3)

Example 2: Charged Scroll of Fear is 6 weeks (6 x 1) and costs 8/0 (8 x 1)

Trinkets Crafting Time and Cost

Formulas for the crafting of Trinkets are the same as a Charged Scroll, but you also add on the number of charges which is calculated as Number of Charges x Numbers of Charges.

Note Commands can be cast into a trinket, at the same costing as Enchantments.

Example 1: Wand of Stonehead (3 charges) is 21 weeks ((4 x 3) + (3 x 3)) and costs 27/0 ((6 x 3) + (3 x 3))

NB: Based on the proposal additional reductions on the overall construction time may be given.

Talismans Crafting Time and Cost

Formulas for the crafting of Talismans are the same as a Trinket but you then multiply by the repetition rate.

Permanent = 32, Daily = 16, Weekly = 8, Monthly = 4, Yearly = 1, Immunity = 10

(Think about the repetition rate. Permanent items don't usually need to have a permanent effect as it is usually cheaper to create it on a weekly basis. If you/your client only adventures once a month, do they need an item with weekly re-use?)

Similarly if someone is a Fest Player, would they do better with a daily item rather than a monthly item?)

Note Commands can be cast into a talisman, at the same costing as Enchantments.

Example 1: The Sword of Sharpness (3 Bladesharps a month) is 84 weeks ((4 x 3) + (3 x 3) x 4) and costs 108/0 to make.

Example 2: Broach of the Brave (Immune to fear) is 60 weeks (6 x 1 x 10) and costs 80/0 ((8 x 1 x 10) to make.

Artefacts Crafting Time and Cost

Formulas for the crafting of Artefacts are unique and agreed on a case by case basis by the SR Magic. Feel free to come up with a manner to calculate the Artefact using the above, but the final say comes down to the SR magic.

If Specific Binding is used in the creation of an Artefact the more leniencies will be given to the creation of powerful items, since they will not remain in the game forever.

You may place on hold the production of a Talisman or an Artefact to start a Trinket; however you may not start another Talisman or Artefact unless either

- The previous Talisman or Artefact is completed
- A new Enchanter of suitable rank takes over the project
- The previous Talisman is classed as abandoned. **All special materials are lost and 50% of the crafting cost must be paid.**

Specific Binding

This item is created specifically for an individual and no one else can ever be bound to the item, although it may be severed from that individual and rebound at a later date.

If an item is bound in this manner the Base Time and Cost is reduced by 30% before any reductions highlighted below.

Reducing Base Times and Costs

Costs can never be reduced (the only exception being a specialist in the Master Mage Perks section)

Times however can be reduced. The Base time of creation can be reduced by up to 75% through a series of activities. These can be either uptime or downtime activities. However downtime activities can only count of 50% of reductions, the remaining 25% can come from up time activity. The full 75% of reductions can come from uptime activities.

The absolute minimum construction time for an item is 4 weeks.

E.g. The Mithril Sword of Slaying will take 100 weeks to make.

This construction time can be reduced to 25 weeks and this is the minimal time the project will ever take.

50 weeks can be reduced down by performing downtime activities.

Extra Enchanter (Downtime)

Enchanters can work together to create items as long as they have an open slot and are able to work with items of that type. Nominate who will be the principal Enchanter working on the project. That enchanter is the person who will record the relevant details on his character return sheet and who will pay the upfront construction cost All other Enchanters are said to be using the relevant slot whilst the item is being constructed. **Base Crafting Time Reduced:**

An extra enchanter can be used to start an item, assist in readying the materials and building the framework that the matrices will follow. This period often covers the first 20% of the items construction time. If an additional enchanter aids in this period then the overall time is reduced by 10%, this is classed as downtime reduction. However during this time, the number of weeks accounting to 10% of the time rounding, the additional enchanter cannot make other items and must be of sufficient skill level to assist, i.e. can make the item type they are assisting in.

e.g. An item is due to take 40 weeks in total. An enchanter gets an additional enchanter to help. Like making a meal, he gets help getting the ingredients, preparing to stuff before its placed in the oven to cook. So the enchanter helps with the initial matrix and preparing the materials ready to be infused with magical energy before the delicate matrix starts to develop.

instead of this stage taking, say 8 weeks (20% of the time) it is halved by the additional enchanter so only takes 4, reducing the overall time by 10% in effect. The additional enchanter puts his project on hold for 4 weeks and the main enchanter reduces the time by 4 weeks, (10%).

Since this is classed as downtime reduction in time of 10% it needs to be factored in to the total allowed for downtime reductions 50%.

Special Material (Downtime)

One of the ways to reduce Item creation time is by using a Magical Component as a base material. Components can include; Mithril nuggets, ancient ink, iron wood, rare metals etc. For each magic item a single base component can be nominated and used, it must be of a suitable material. For instance a magical staff should use a piece of Ironwood and a magical ring should use a Mithril nugget. A blacksmith can combine special materials to increase the base value at the generic AP cost for that item. A blacksmith can also use their skills to enhance a Special Material at the cost of 40 AP per 1 Enchanting Value (EV) up to a maximum of 2 times.

For example, a Mithril Lump is worth 5EV, a Blacksmith can turn this into a Mithril Dagger at a cost of 1AP and 0/6. This will create a Mithril Dagger with an EV of 5. He can then refine the dagger spending 40 AP, increasing the EV of the Mithril Dagger to 6.

Items should be **thematically appropriate**. Penalties may be applied if an iron sword with a Mithril pommel is expected to hold 3 or more different effects, where as a Mithril sword with a Medusa Eye pommel may not have the same difficulty holding as many abilities.

Base crafting time reduced for: 4 Weeks per EV (Still up to the maximum 50% downtime contributions cap)

Expired Items (Downtime)

The residual energy for old and defunct magic items (trinket and above) can be used to power new constructions. How much each item reduces the time to create an item is down to your LOs discretion

Base reduction 1-3 weeks per expired item

Expired items that have ceased to function due to the death of a character can be considered to be irrevocably down powered but are not truly destroyed.

To be able to access residual the magical energies within the matrix for crafting, the enchanter **MUST** complete the item's full destruction condition.

Blood Magic (Uptime)

The crafter can place some of their life force in the creation process. This can manipulate itself in one or more ways. With these, if the enchanter does not adventure in a particular month then they can make it up on additional missions in a given month or additional month after the time is up, but the item will not be released until all tithes are paid

e.g. Enchanter Bob is due to finish his item in January. He pays his blood tithe in January but due to family reasons he can't adventure in January. Instead he adventures in February and suffers the effects of the blood tithe. Once the month is over, the item is completed.

- The crafter can place some of their own life force as tithe in the creation process, the caster is down by 1 minute of their total death count for every adventure they wish to tithe for.
- This should be decided at the START of the month and your LO should be informed.

Base crafting time reduction of 1 week per 1 minute reduction per adventure

e.g. Enchanter Bob adventures 2 times in a month and decides to be down 2 minutes on his death count. In that month, he will take 4 weeks off his construction time.

Soulfire Tithe (Uptime)

The crafter can place some of their own soulfire as tithe in the creation process. This can manipulate itself in one or more ways. With these, if the enchanter does not adventure in a particular month then they can make it up on additional missions in a given month or additional months after the time is up, but the item will not be released until all tithes are paid

- Every adventure for 1 month the caster is down by up to 5 active Soulfire.
Base crafting time reduced: 1 week per point of active (max 5) down for the month

Or

- The first adventure per month for the amount of months that this decision affects (rounded up); the caster is unable to resist the first three harmful spells cast at them (no getting round this with having heal limbs cast at them).

Base Crafting time Reduced: 1 week per adventure done this way.

Paradigms (Uptime)

The crafter can perform additional uptime activities. The local branch ref can run additional activities for you. For example; having to find some special component, doing favours for NPC Enchanters etc. Each quest performed allows your local ref to reduce the total time in construction by a few weeks up to 8 weeks.

Base Crafting Time Reduced between 1-8 weeks depending on guide lines sent to LO's

Paradigms – Continued (Uptime)

Alchemical Catalyst-

When the Alchemical Catalyst is prepared and applied to the proto-item during a paradigm, the catalyst will enhance the inherent magical properties of the event. This must be done during the encounter and cannot be applied to the proto-item afterwards.

(Alchemists will be able to discover the recipe for this catalyst in uptime)

See SR Guilds for details of this recipe.

Physicians Preparation -

With the right combination of drugs, a physician can enhance items that have a biological component.

When the mix is applied to a proto-item, it can enhance the inherent magical properties of the event. This must be done during the encounter and cannot be applied to the proto-item afterwards.

(Physicians will be able to discover the mix for this catalyst in uptime)

See SR Guilds for details of this recipe- as of December 18, no PC has this information.

Alchemical Base crafting reduction: 1 week reduction added to the Paradigm event

Physician Base crafting reduction: 1 week reduction added to the Paradigm event

Both an alchemical and physicians mix can be added to a Paradigm for an overall 2 week bonus to the Paradigm.

It's worth noting that if a 1 week paradigm is tended to by an alchemist or physician in encounter 1, and later the party stumble upon a greater value paradigm, the process will need to be repeated in order to give those benefits to the greater paradigm.

Additional Hindrances

You may wish to place yourself under additional hindrances when making a magic item to reduce the Base Crafting time. Please discuss these with the your LO and then Contact the SR Magic before crafting starts to agree these.

Base Crafting Time Reduced: X weeks

Master Mage Perks

At the rank of Master, an Enchanter can select **One** perks that helps them in their career.

Automata Companion

The Enchanter has the knowledge to fashion a special magical companion for the themselves.

Master of Trinkets

The Enchanter is specialised in the construction of trinkets. They can

- Recharge trinket items (**the number of recharge times at SR magic discretion**), which reduces the base construction time by half this counts as the recharge time not initial crafting.

- The enchanter may gain one additional bind slot for Trinkets only. The Trinket must be one they have created themselves.
- Recharging an item costs 5/- per point of soulfire when recharging.
- Each recharge increases the soulfire needed to recharge the item. e.g.

A 3 charge of sleep item.

To recharge it once is 6 points of soulfire and 30/-.

To recharge it again is 9 points of soulfire and 45/-

Legacy Item

An Enchanter has the power to bind one additional magic item to them that they have crafted themselves. This item does not have any impact on their death count in any way.

Specialist Item

An Enchanter with a specialism has the power to craft a certain type of item cheaper and easier than others. If the item they are making is within their specialism the base cost is 20% less, however all other types of magical items are 20% more.

Specialisms include

- Armour
- Daggers (Or other specific weapons)
- Wands
- Jewellery
- Miscellaneous items

N.B this skill can be used when the Master enchanter with this skill assists for the whole project.

Requesting recording and Issuing Items

Once you are happy with an item or project you want to work on then you must fill in the Item request form. Only fill in what is relevant to you and your work. Under the background section you must state the Magic Items name and the equations used to create the item

Send this form via your LO to get approval from the SR Magic. Once approval is gained you can start to craft a magic item and before the item is issued you will be expected to pay the **full** amount of the magic item.

Once an item has approval the SR Magic will send the item card to the respective LO. The SR has the final say over an item being introduced into the game, if he believes the item to be unsafe, overpowering or not within the spirit of the game an item request will be refused.

All Items being created must be recorded in a **work Ledger** (may be part of your spell book) and your character return sheet with the appropriate number of weeks spent on each project recorded. Once you have finished a project, confirm this with your LO and they will issue you the Magic Item card.

During construction of a magic item, an enchanter must pay guild fees even if they do not adventure

Final say

To reiterate the above, the final decision about the creation time for an item remains with the SR Magic.

If a proposal for an items is well thought out, has interesting plot lines related to its creation or is not being made to circumvent certain rules (or "Munchkin the system") the SR Magic can give reduced cost and creation time as mentioned above.

Some Basic Calculations

- 1 Point Enchantment = 6 Weeks 8 Crowns
- 2 Point Enchantment = 12 Weeks 16 Crowns
- 3 Point Enchantment = 18 Weeks 24 Crowns
- 4 Point Enchantment = 24 Weeks 32 Crowns
- 5 Point Enchantment = 30 Weeks 40 Crowns
- 6 Point Enchantment = 36 Weeks 48 Crowns
- 7 Point Enchantment = 42 Weeks 56 Crowns

Charges:

- 2 Charges will add 4 weeks and crowns
- 3 Charges will add 9 weeks and crowns
- 4 Charges will add 16 weeks and crowns

Appendix 2– Quick Reference Guide

+Lthr = May wear leather Armour.

+Arm = May wear armour (DA=Dragon Armour, enchants do not pierce).

E = Enchanted required.

B = Blunt required.

S = Sharp required.

Sb = Subdual required.

Ax = Axes can Harm.

INC =Incorporeal

G = Global,

RG# = Regenerate 1 hit (# s),

RA# = Regenerate All hits (# s) (if * may regenerate while in combat, -e means cannot regenerate enchanted)

Nau = "Nausea" called when changing

IM = Immunity (D=Disease, P=Poisons, V=Venom, ME=Mind Effecting Spells, HW=Holy Water (Undead Only), HS= Holy Symbols (Undead Only))

T:paralyse = Paralyse on touch

T:sleep = Sleep on touch

	Creature	Freq.	Hits	Abilities	Attacks	Description	Notes
Hulda	Alshanti (Human)	R(1-2)	3hpl+Lthr	5A Change Form (1) +Nau	Weapon (never 2H, axes, mace or shield)	Human Form with pointed ears.	May become Longstorian Priest.
	Alshanti (Animal)		4hpl E	Change Form (0) +Nau	Claws (E)	Animal Mask	
	Cyclops	R(1)	4hpl	Immune Poison. Absorb spell (Gain 1A, Drain enchant Gain 3A) Heal Loc (2) 1 st or 2 nd rank spells	2H wpn in 1H. Drain Mage Soulfire (Gain 5A)	One eye mask	May Gift Soulfire
	Dragonkin	R	6hpl	IM(ME,P,D, Entangle)	Claws (E)	humanoid dragons	Various Castes
	Elderkin	Un (1-3)	3hpl+Lthr	5A Sleep(2) Writhe(2) Freeze(2) Fear(1) Invisible in undergrowth (1)	Weapons	green band across eyes	Can be Priest or Mage. Hate Alshanti
	Gremlin	Un	1hpl	6A , Ignite, Locate, Sense, Entangle, Shatter, Contaminate, Warp and Heat.	Daggers, Knives	cross between a bear and a dog	Dying curse – shatter weapon used
	Kobold	Un	1hpl	6A Ignite, Locate, Mend, Sense and Reform	Short weapons	small human	Kindred of Rolbor
	Medusa	R(1)	3hpl E RG1	IM(P, all spells) paralyse (gaze)	Touch	Snakes in hair	Turn to stone
	Nymph	R(1)	NA	teleports to source if attacked, resists all	Entrance touch	Maiden	
	Ulfwerenar	R (1-2)	4hpl E	5A Change Form (0) +Nau	Claws (E)	Animal Mask	May be Abraxian
	Werewolf, Lesser	R(1)	3hpl E RG	3A Change Form +Nau	Claws	Animal Mask	RG at 0 unless Silver

	Creature	Freq.	Hits	Abilities	Attacks	Description	Notes
Auto.	Automata, Wood	Un(1-2)	3hpl S,E Warp	IM(D,P,ME)		Wood Statue!	Run, Fight full speed
	Automata, Stone	Un(1-2)	6hpl B,E Shatter	IM(D,P,ME)	Knockback	Stone Statue!	Walk, Fight ½ speed
	Automata, Metal	Un(1-2)	5hpl B,S,E Shatter	IM(D,P,ME)	Knockback	Metal Statue!	Jog, Fight ¾ Speed
	Scarecrow	Un(1)	2hpl Ax, E, Warp	IM(D,P,ME)	Claws (E)	Scarecrow!	2xGems (2/-)
	Reaper Scarecrow						

	Creature	Freq.	Hits	SS	Abilities	Attacks	Description	Notes
Undead	Animate (Ls)	Line	1hpl	1	IM(D,P,ME)		Corpse (X on head)	Eff. I&D Lesser.
	Cadaver (Mi)	Inf	3hpl RA30e	2	IM(D,P,ME)	Wpn/Z.Rot	Preserved corpse	Eff. I&D Minor.
	Death Knight (Ma)	R(1-2)	2hpl+arm(DA) Sb B E	3	IM(D,P,ME,HW)2xFear 1xWrithe	Wpn (no E)	Armoured Skeleton	Eff. Pact U, Necro D Major
	- Griffin							
	- Black							
	- Grey							
	- Templar							
	Feyund (Ls)	Un	1hpl	1	IM(P,D,ME)chew 2m wnd/4m off	Claws	Pale wrinkled	IM(Instruct when feeding)
	Ghost (Ma)	VR(1)	3hplE-INC	3/A	IM(D,P,ME,HW) 3A or ¼ Mana/sf Sleep, Drop, Freeze, Fear	None	Insustantial	
	Ghoul (Mi)	C(pack)	2hpl E	2	IM(D,P,ME)chew 30s wnd/60s off	T:paralyse	Pale wrinkled	HW burns and -1SS, jog
	Ghast (Mi)	C(pack)	E 30s Para.	2	IM(D,P,ME)chew 30s wnd/60s off	T:paralyse	Pale wrinkled	HW burns but -0SS, jog
	Hant (Mi)	R(1)	1hpl INC	1	IM(D,P,ME)	T:sleep	Insustantial	Special dismiss
	Mummy, Lesser (Ma)	R(1)	6hpl E RG30*	6	IM(D,P,ME,HW) Strike Down 2/d, Cause Disease 2/d, Irresistible Fear1/d. Fear every 15s	½ speed wpn, T:Disease	Mummified corpse	Pact, D:Major Move ½ speed.
	Nightmare (Mi)	Inf	3hpl	3	5 Sleep, 5 Writhe and 3 W.Limb	Wpn	ragged w. white face	Eff.I&D Minor
	Revenant (Gr)	VR(1)	1hpl+Arm E	NA	IM(D,P,ME,HW, H sym, dismiss) 3A or ¼ M/SF Shatter, Drop, Fear	Wpn	Normal person	Cannot be harmed except by target.
	Shadow (Mi)	R(1-2)	2hpl E INC	2	IM(D,P,ME) Posses	NA	Shadow	IM (to spells in shadow)
	Skeleton (Ls)	Line	1hpl Sb B E	1	IM(D,P,ME)1	Wpn	Skeleton	Eff.I&D Lesser. Jog
	Spectre (Ls)	U(1-2)	1hpl INC	1	IM(D,P,ME) Writhe 5/d Fear 5/d	NA	Dark Robes	Eff.D Lesser. Very slow
	Vampire (Ma)	U(1)	3/2hpl E RG30	4/2	IM(D,P,ME) Befriend, Fear, Obey & Pact 2/d, Mistform,	Wpn + Bite	Pale & Fangs	(Night/Day) Stake destroys silver causes retreat
	Wraith (Ma)	Inf(1-2)	4g INC	4	IM(D,P,ME,HW) 5A freeze, drop, fear, Strike-down 1/d	Choke	Dark Robes	Invis 5/d
	Zombie (Ls)	Line	2hpl RA30e	1	IM(D,P,ME)	Wpn, Z.Rot	Corpse	Eff. I&D Lesser.

	Creature	Freq.	Hits	Abilities	Attacks	Description	Notes
NPCs	Axirian Legionary	R,NP	3hpl+Arm	None	Weapon	white tabard bearing two purple stripes	CC permission needed
	Dwarves	C	2hpl+Arm	IM(D,V)	Weapon	Short bearded	Immune Physician's drugs
	Elves	C	1hpl+Arm	1A Drop	Weapon	Tall thin pointed ear (headband or hood)	
	Humans	Line	1hpl+Arm	None	Weapon	Human	



	Creature	Freq.	Hits	Abilities	Attacks	Description	Notes
Natural	Banshee	R(1)	3hpl E	6A Fear, Cause Disease, Scream 20'R Writhe	Claws	Skull like head	Silver is as venom to them
	Dverge	U	2hpl	IM(iron based wpn) Touch rusts metal	Claws + rust	Brown and rusty	
	Lizardman	U	2hpl+Lthr	IM(V, Sleep, writhe, mute, obey)	Wpn	Reptilian	Up to P5(Ln,Ab,Bq, Kr)
	Marshkin	U	4hpl	IM(ME) Meld earth 1m	Wpn	Camo net	Not seen at night
	Roden	Inf	2hpl+Lthr	IM(D,P)	Wpn or Dis.	Ratpeople	Ignored by lesser Undead

	Creature	Freq.	Hits	Abilities	Attacks	Description	Notes	
Foulspawn	Dark Elf	Line	1hpl+Arm	1A drop, mute	Wpn	Dark strip under eyes		
	Goblin	Line	1hpl+Lthr	None	Short wpn	Small green	1/8 Shaman	
	Half-Orc	Line	1hpl+Arm	IM(D,V)	Wpn	Tusks, ugly	Immune Physician's drugs	
	Hobgoblin	C	2hpl+Arm	IM(Magic)	Wpn no E	Orange orc		
	Ogre	C	4hpl+Arm	3 resists, IM(D,V)	2H in 1H	Horned head	Rarely wear metal armour	
	Ogre Magi	R(1)	4hpl	As Mage IM(D,V)	2H in 1H	Horned head	+5 soulfire, must learn spells of 3 rd and 4th	
	Orc	Line	2hpl+Arm	None	Wpn	Tusked brown/green	1/20 Shaman (Max 20SF/6A)	
	Skarahi (wolf)	U	3hpl E	0-3 resists, 3 x leap 15paces	Claws E	Wolf/Orc	Change from Orc (Nau)	
Troll	C	3hpl+Arm RG30e	3 resists IM(P)	Wpn	Warty, tall, thin	Cannot regenerate fire or enchant		
	Creature	Court	Freq.	Hits	Abilities	Attacks	Description	Notes
Fae (Only found in Fae realm)	Awld Gogie	SF	L	4hpl	3 resists	H½ Swd	Bulked (no man. materials)	Non intelligent
	Bogie	UF	L	4hpl	3 resists	H½ Swd	Bulked	Stupid
	Cobblers	SF	U	6 G E	5A Shatter Mend, IM, 1/day E by touch	Hammer perm. E	Male (clean shaven)	No damage blunt even E
	Ellylon	SF	L	1hpl+Arm	3/day befriend IM (Befriend, obey)	> 24" Wpn	Colourful mask	One spell Irresistible Die if mask removed
	Faery Knight	SF	R	3 E hpl+Arm x2 (Dragon Armour)	10 A (Sleep, freeze, obey)	E + Bonded	Must be well dressed	Kit is immune to all spells
	Hangmen	UF	R	4 G E RG30	IM (all spells almost)	Wpn (sword)	Hangman's hood	No Arm, removing mask
	Phooka	SF	L	1hpl+Arm	10% 6A (drop, sleep, writhe, fear)	Wpn	Orange face	Must be with Awld Gogie
	Puck	UF	L	1hpl+Arm	10% 6A (drop, sleep, writhe, fear)	Wpn	Green face	Must be with Bogie
	Redcap	UF	Inf	3 hpl	6A freeze, fear	Spear V	Blood dripped caps	1 st hit bounces
	Sorrow	UF	L	1hpl+Arm	3/day fear IM (fear)	>24" Wpn	Hessian sack as mask	One spell Irresistible Die if mask removed
	Spriggans	UF	U	6 G E	5A Shatter Mend, IM (ME), 1/day E by touch	Hammer perm. E	Male (beard)	No damage blunt even E
	The Fallen	UF	R	3 E hpl+Arm x2 (Dragon Armour)	10 A (Sleep, freeze, obey)		Must be well dressed	Kit is immune to all spells
	Torment	UF	L	1 hpl	6 A (Writhe, wound limb)	1/day V	Zippered masks	Clothes inside out ignore
	Creature	Rank	Freq.	Hits	Abilities	Attacks	Description	Notes
Demons	Anvil	Imp						
	Drek	Imp	R	3 G E	Causes Disease on wound	1 Large Wpn E	Red ring forehead, red smile	Bulky, ill
	Dromarokuss	Imp	U	1 G E	5A drop, fear, obey. Merge dark 3/d	1Hsw or Bow E	Dark lines radiate from nose	Cunning
	Dronarhl	Imp	U	3 G E	Yellow blood venom (lose a hit)	1Hsw E	Dark lines centre yellow lines out	
	Gnarkh	Imp	U	4 G E	Sense obj, person 20miles IM(CoP)	Claws E	M9191 Vamp mask	Point+howl
	Maejys	Imp	U	1 G E	15A any 5 1 st & 2 nd order spells	Dgr E	Animal head	jog
	Magnyss-Coel	Imp	R	4 G E	2A Shapeshift any form x1, Nau	Any wpn E	Natural form gelatinous	Depressed
	Molk	Imp	U	3 G E	None	1 Large Wpn E	Red stripes/veins	Savage
	Narlyek	Imp	U	1 G E	8A fear, freeze, writhe, entangle	Sht Sw & Dgr E	Red line under eyes, black nose	Like torture
	Skith	Imp	R	1 G E	3A drop, mute. Merge dark 3/d	2 Sht Sw or Dgr E	Yellow line centre forehead to chin	Loping swarm nature
	Slarn	Imp	U3+	3 G E	2A drop	H½ sw E + shld	White stripes	bodyguards
	Drylarkh	Lsr	R	6 G E RG30*	3A, Devour (1m limb, 2m torso.) hunts with magical sense of smell	2 Claws E	Bear like creature	Stupid but tenacious
	Fordrokuss	Lsr	R	2 G E	10A drop, fear, obey, writhe, entangle 5x/d merge dark	Sw or Bow+V E	Dark lines from centre red rings around eyes	Always with Dromarokuss
	Forgen	Lsr						
	Garek	Lsr	R	2 G E	10A c.disease, fear, writhe, invisibility. c.disease on wound. Explodes disease	2 Sht Sw or Dgr E	No facial features, dark clothes, hooded	Ill, hungry
	Iznarlyun	Lsr	R(1)	3 G E	16A fear, freeze, entangle, writhe, wound limb, cause disease. Lick wpn for V	Sw & Dgr E	Red robes + mask	1/enc only ever!
	Maejyn	Lsr	R	2 G E	35A spells as any master Mage	Dgr E	Robed, animal mask	Bargain
	Magnyyk	Lsr	R	4 G E	12A fear, obey, sleep, befriend, truth tell Shapeshift (30s) 3/d Nau	Any E	Any	Solitary hunter
	Skorthe	Lsr	R	3 G E	3A drop, mute 1/day sleep Merge dark 1/d	Claws (or 2 Sht Sw or Dgr E)	yellow line centre forehead to chin 2 red lines forming v on forehead	Clicking, loping, swarm
	Tzarachk	Lsr	R	5 G E	8A Writhe, Fear	Any 2 (42") E	Mask	Confident
	Vlymoroth	Lsr	R	3 G E	10A drop, fear, obey, entangle Merge dark 2/d (can be seen by some demos)	Any 2 E	Mask, multi-coloured robes	Prefers to eat live Elves.










Sigils

This is a list of the sigils used in the game. Unless indicated otherwise with the suffix (rune), they are a game mechanic and cannot be seen by characters unless they have learned the appropriate skills from the Guild/Church. The letter in brackets is the English letter used in the F&H Sigils font (to make it easier for you to use).


















Church Sigils

	(C)	Excommunication mark (rune)
	(B)	Religious in nature



































Thieves Sigils

	(M)	This item or area is trapped
	(F)	Intermediate trap(s) present
	(H)	Poison present; be careful
	(J)	Object has a secret door or compartment
	(L)	Thieves Guild property
	(E)	Basic trap(s) present
	(G)	Advanced trap(s) present
	(I)	A living guardian protects this item
	(K)	No obvious value or fake

Magical Sigils

	(O)	Magical in nature
	(Q)	This article is evil or cursed
	(S)	This magic is dangerous
	(U)	Object pertains to Demonology
	(W)	Object pertains to General/Thaumaturgy magic
	(Y)	This article will bind if handled
	(I)	Spells on this item will activate if opened
	(P)	This article is invested with up to two points worth of dischargeable spells.
	(R)	This article is invested with more than two points worth of dischargeable spells.
	(T)	Object pertains to Necromancy
	(V)	Object pertains to Enchanters
	(X)	This article cannot be severed
	(Z)	Spells on this item will activate if handled
	(D)	This article has multiple spells or effects within it
		Animated corpse (Rune)
		Deathslept
	(5)	Fae in Nature

Alchemical Sigils (Potion Colour)

	(a)	Alchemical in nature
	(d)	All Heal, Potion of (Green)
	(w)	Befriend, Potion of (Red)
	(g)	Blade Venom, Oil of (Red)
	(i)	Cure Disease, Potion of (Clear)
	(p)	Compulsion, Potion of (Blue)
	(x)	Mute, Potion of (Blue)
	(f)	Firm Resolve, Potion of (Purple)
	(l)	Foretell Future, Potion of (Clear)
	(c)	Heal Body, Potion of (Red)
	(b)	Heal Limb, Potion of (Blue)
	(6)	Heal Petrification, Oil of (Blue)
	(N)	Immunity to Mute, Potion of (Green)
	(r)	Invisibility, Potion of (Clear)
	(2)	Light (Green or White glow sticks) , Potion of
	(k)	Mighty Strength, Potion of (Yellow)
	(j)	Mobility, Potion of (Blue)
	(v)	Protection from Heat, Oil of (Purple)
	(m)	Protection from Magic, Potion of (Yellow)
	(4)	Protection from Wounding, Potion of (Purple)
	(5)	Protection from Missiles, Potion of (Yellow)
	(t)	Protection from Poison, Potion of (Green)
	(y)	Purification, Potion of (Purple)
	(e)	Purge Poison, Potion of (Blue)
	(z)	Resistance to Disease, Potion of (Yellow)
	(8)	Revival, Potion of (Orange)
	(7)	Remove Petrification, Oil of (Red)
	(0)	Sleep, Potion of (Red)
	(u)	Silver, Oil of (Green)
	(h)	Swiftdeath, Potion of (Clear)
	(o)	Swiftdeath, Oil of (Clear)
	(s)	Regrow Limb, Potion of (Green)
	(q)	Tanglefree, Oil of (Green)
	(n)	Truthell, Potion of (Yellow)

Adventuring Equipment

Weapons not requiring permit

	Max Length	Standard	Thieves
Dagger	18"	1/0	0/8
Hatchet	26"	3/6	
Club (Subdual)	26"	2/0	
Cudgel (Subdual)	36"	5/0	
Staff (2 Handed, Subdual)	36"+	7/0	
Bow	30lb max	5/0	
Arrow	36"	0/3	

Weapons and shields requiring permit

	Max Length	Standard	Thieves
Shortsword	26"	4/6	3/6
Longsword	36"	9/0	
Bastard Sword	42"	14/0	
Greatsword (2 Handed)	42"+	16/0	
Hand Axe	36"	7/0	
Great Axe (2 Handed)	36"+	14/0	
Small Mace (Blunt)	26"	3/4	
Mace (Blunt)	36"	7/0	
Great Mace (2 Handed, Blunt)	36"+	12/0	
Spear (2 Handed)	36"+	13/0	
Half Spear	36"	7/0	
Crossbow	30lb max	5/6	
Blunted Arrow	36"	0/6 - Scouts Only	
Quarrel		0/3	
Throwing Dagger/Star	6"		0/4
Shields (Wooden)			
Small Shield	26"	3/0	
Medium Shield	36"	5/0	
Large Shield	36"+	8/0	

Armour not requiring permit

		Standard	Thieves
Light Leather	Tunic	1/0	0/6
	Sleeves	0/5	0/3
	Trousers	0/6	0/4
	Cap	0/7	0/4
Light Studded Leather or	Tunic	2/0	1/3
Heavy Leather	Bracers	1/0	0/7
	Greaves	1/0	0/7
	Helmet	1/0	0/7

Armour requiring permit

		Standard	Thieves
Heavy Studded Leather	Tunic	3/0	
	Bracers	1/6	
	Greaves	1/8	
	Helmet	2/0	
Ring-Mail	Hauberk	6/0	
	Sleeves	3/0	
	Trousers	3/0	
	Helmet	3/0	
Chainmail or Scalemail	Hauberk	8/0	
	Sleeves	5/0	
	Trousers	5/0	
	Coif	5/0	
Plate	Cuirass	10/0	
	Braces	7/0	
	Greaves	7/0	
	Helmet	7/0	

Religious Items

Holy Symbol (unblessed) **	1/0
Ritual of Absolution or Cleansing	1/0
Blessed Stake	Free

* May only be purchased by a member of that Church. Kindred cannot use Holy Water, see Religion section.

** May be purchased by a member of any religion, but only a member of the specific religion will derive any benefit from it.

Alchemical Potions

Potion of Heal Limb	2/6
Potion of Heal Body	3/0
Potion of All Heal	6/0
Potion of Purge Poison	4/0
Potion of Cure Disease	4/0

Players should be encouraged to buy potions from PC Alchemists, but the basic potions listed above should also be available from NPCs to stop PC Alchemists forcing the price of the basic potions above a reasonable level.

Miscellaneous Items

Candle	0/1
Torch	0/3
Lantern	1/0
Tinderbox	1/0
Mirror	1/0
6 feet of rope	1/0
Bandage	0/4
Lockbox	2/0
Stick of Incense	1/0
Silver Dagger (see below)	30/0

Physicians Mixes

Limb Heal

Learn at Journeyman. Restores all hits to the location

1 x Woundwort, 1 x Solace

Smelling Salts

Learn at Journeyman. Wakes patient in 5 seconds. Lasts until dawn

3 x Rousewell

Body Heal

Learn at Guildsman. Restores all hits to the location

1 x Woundwort, 1 x Perryliff, 1 x Solace

Purge Poison

Learn at Guildsman

1 x Deathsman, 1 x Easeall, 1 x Solace

Cure Disease

Learn at High Guildsman

2 x Easeall, 1 x Solace, 1 x Perryliff

Cure Muteness

Learn at High Guildsman

1 x Perryliff, 1 x Solace and gargle.

Cure Blindness

Learn at High Guildsman

1 x Easeall, 1 x Solace and wash victim's eyes. This will not reverse blindness caused by old age.

Anaesthesia

Learn at High Guildsman

Power

At any point a person can convert Active Reserve in to Dedicated Power but not vice versa.

Power	A/D	Power	A/D	Power	A/D
1	1/0	11	3/8	21	7/14
2	1/1	12	4/8	22	7/15
3	1/2	13	4/9	23	7/16
4	1/3	14	4/10	24	8/16
5	1/4	15	5/10	25	8/17
6	2/4	16	5/11	26	8/18
7	2/5	17	5/12	27	9/18
8	2/6	18	6/12	28	9/19
9	3/6	19	6/13	29	9/20
10	3/7	20	6/14	30	10/20

A/D = Active / Dedicated split

Mana by Rank

Rank	Devoted	Spell Slots	Mana	Advance
0	Supplicant	0	0	1 month
1	Novice	1	1	1 month
2	Novice	2	2	1 month
3	Brother	3	3	2 months

1 x Rousewell, 1 x Solace, 1 x Deathsman. If held under nose for 5 seconds will cause target to fall unconscious.

NB: A target cannot be forced to smell this mix by physical means (i.e. grappling) as this is unsafe conduct.

Disease Immunity

Learn at Guild Senior

1 x Easeall, 2 x Deathsman, 2 x Perryliff, 1 x Solace gives the imbiber immunity to all basic diseases (see Poisons and Diseases section) for 15 minutes or 1 combat, whichever is shorter.

All Heal

Learn at Guild Senior, restores all hits to all locations.

3 x Woundwort, 3 x Solace, 2 x Deathsman, 1 x Perryliff

Tenacity

Learn at Guild Senior

3 x Solace, 1 x Deathsman The imbiber of the Mix may use a True Grit effect (as per the Mercenary intermediate skill) once during the next 15 minutes/ encounter. This effect stacks with True Grit abilities possessed by others normally, but not itself.

Deathsleep

Learn at Master

1 x Woundwort, 2 x Deathsman, 1 x Perryliff, 1 x Easeall sends the imbiber in to Deathsleep (see Spell Descriptions). The affected person cannot be brought out of Deathsleep in the first 24 hours, but after that can be revived by using any form of Purge Poison.

4	Brother	4	4	2 months
5	Brother	5	6	2 months
6	Father	6	9	3 months
7	Militant-Father	7	12	

Rank	Priest	Spell Slots	Mana	Advance
0	Supplicant	0	0	1 month
1	Novice	2	4	1 month
2	Brother	4	6	1 month
3	Brother	6	8	2 months
4	Father	8	10	2 months
5	Father	10	12	2 months
6	Father	12	15	3 months
7	High Father	14	20	

Soulfire by Rank

Rank	Active	Dedicated	Total	Advance
Apprentice	2	4	6	1 month
Journeyman	3	6	9	1 month
Junior Guildsman	4	8	12	2 months
Guildsman	5	10	15	2 months
High Guildsman	6	12	18	3 months
Guild Senior	7	14	21	3 months
Master	8	17	25	

Appendix 3 – Senior Referee Forms

Creature Request Form

Name:			Type:	
Submitted by:			Branch/LO	
Intended as:	<input type="checkbox"/> Temporary Fest Monster <input type="checkbox"/> Branch Monster	<input type="checkbox"/> Temporary Unique Monster <input type="checkbox"/> Bestiary Addition	<input type="checkbox"/> Temporary Plot Monsters (Check all applicable)	
Hits (and protections):				
Spirit Strength (If creature is Undead):				
Magical Abilities:				
Special Abilities:				
Description:				
Frequency:				
Ecology:				
Plot Notes				

Research Guidelines and Form

A Guide to Research

So you want to conduct some research? This guide is designed to help you with your research. It's not definitive so if you have any questions please ask your LO.

What is your research about?

If your research relates to plot then you should contact your LO who will pass on your query to a local Referee (if it relates to local plot), or the Campaign Co-ordinator, (if it relates to national plot).

If your research is for anything else (a new spell, potion, skill, ability etc) then this guide is for you. Remember with all queries your LO is your first port of call.

So you've got an idea. What next?

Talk to your LO and local Referees about your idea. They will have a reasonable knowledge of how the Executive committee works and what they are likely to accept and reject. Ensure that your idea is put in a rules friendly format that will be easy and simple to understand (in most cases your idea should be able to be explained in no more than two sentences), get others to find major flaws in your idea. If no one can find any then it is ready to submit it officially.

Who can research and how much

Anyone who has reached the top rank of their Guild / Profession / Church (this does not include positions of power) can conduct research, in most cases this will be Masters, High Fathers/Mothers, D7's of a Church but also includes those of Guildsman rank in Guilds such as the Guards and Foresters. Check with your LO if you are unsure if you are legible to conduct research. A character can conduct only **one** piece of research that introduces new rules into the game at any one time (this is not applicable to plot research).

Be Realistic

Be realistic with your research. Asking for a spell that stops time for everyone but you for 7 minutes, or a poison with a 30 second Poison Count that can't be purged may well get rejected as being too powerful. Similarly a spell of 'Wilt Flower' may also get canned; it's of little use and will only clog the rules up with unnecessary complications.

Submitting the idea to your LO

The next stage is to send your research idea to your LO, using the research proposal form.

Your LO should weigh up the pros and cons of this research (if they are not a referee they should solicit the help of one)

You LO can reject your request outright, work with you to tweak it to a more playable version. Ideally the LO and refs should look at each item carefully and assess if it is appropriate to add into the game world.

If your LO is happy with the idea they will pass it onto the rules committee.

Off to the Senior Refs!

The next stage is to send your research idea to your LO, using the research proposal form. If your LO is happy with the idea they will pass it onto the rules committee.

Your character will have to pay for a feasibility study. In most cases this is 20 Crowns, but discounts apply for religious characters (ask a Referee if you play a Devotee or Priest).

The rules committee will discuss your idea and one of three possibilities may occur.

- 1) The research is outright rejected – This happens if the research is unsafe to use, overly powerful or not within the ethos or background of the game.

- 2) The research is currently unsuitable – It is a nice idea but some flaws have been spotted. The rules committee will ask the LO to have a rethink of the idea with the player.
- 3) The research is suitable – The LO of the character will be given a play test lammie to hand to the character when suitable roleplay and IC research has been conducted (Local ref and LO discretion) by that character. At the discretion of the rules committee the idea may be tweaked without the LO's or players prior knowledge if they deem necessary.

If option 1 or 2 have occurred the rules committee will provide reasons on why the research was rejected to the researcher via their LO. The money spent in the feasibility study has been lost.

The Play Test

Once the player has the play test lammie they may use the skill and ability as stated with permission of the ref and LO who is running the event that the player is attending. The player must also make some IC documentation commenting on their research, this is to be placed in their spell book/ledger or other IC notebook.

After a suitable period of play test (as chosen by the rules committee) the player and a ref who has seen the play test in action must provide feedback to the rules committee, commenting on; abusability, necessity and usefulness.

Once this is done the rules committee will present the research to the Executive committee.

Dying or retiring during play testing

One of the worries that turn players off from research is dying or retiring midway through research and so their idea is forgotten about. Not to worry, if your research has got to the play test stage (i.e. you had a play test lammie when you died/retired) then other Master characters will be able to pick up from where your character left off. They will need to pay a small amount to continue your research (half price feasibility study to what it would normally cost). Your IC research notes that you should have created yourself during the play test will be given a special lammie that the SR Magic issues. This will then be attached to your research notes and it is up to your IC will, the Referee or your LO to then reintroduce these documents back into the game system, for another character to find or be taught from your retired PC and carry on your research.

The Exec

All rules changes (which includes research) must be approved by the Executive committee. The Executive committee meets every 6 months and all research must be issued by the rules committee to the Executive committee before the meeting.

The Exec will discuss the research and vote on whether to accept or reject the specific research in front of them. They may modify the research idea as well. Once approved then your research is complete. Your idea will then be included in the next updated version of the Referees' guide or official errata document.

Summary

Research takes time. Don't expect it to happen instantly, researching a new spell or skill could take a year or so. The Exec may reject an idea, but don't give up, try a different idea next time. Talking to other people is a good idea. It may help you see flaws with your research and if in doubt ask.

Research Proposal Form

Disclaimer: The following sheet is a generic form for skills, spells or recipe research that you may wish to conduct. Please ensure that you spend **20 Crowns** (discounts may apply to religious characters) IC **before** this form is sent to the rules committee (SR's and CC) by your LO.

OOC Details

Name:		Membership number:		Your Contact Details (Email/mob/phone):	
Address of your LO:					

IC Details

Principal Researcher:		Guild/Church/Order/School and Rank	
Title of Research			
Date Research Started:			
Research Objective: (Why do you believe this research is needed? Who would it benefit in the game?)			
Initial Proposal: (Write the proposal as it would appear in the refs guide, keep it clear simple and concise)			
Options for Modifications: (Write possible alterations to the initial proposal)			
IC background and Method of Research:			
Date: (Submitted by LO)		Signed: (by LO)	

Research Feedback Form

Player Name:		Branch:	
SR Responsible:		LO:	
Start Date:		Playtest Ends:	
Playtest Rules:			
	Player Feedback:	Referee Feedback:	
Feedback 1: Be as detailed as possible, include any flaws noticed			
Feedback 2:			
Feedback 3:			
Agreed Rules For Voting:			
SR comments:			

Magic Item Request Form

Disclaimer: The following sheet is a generic form for either Player Enchanters or Branch Referees that wish to request a carded magic item. Please fill in the sections that are relevant to you, incomplete forms will be rejected. Please ensure you add a substantial background to your item request. Once filled in send the item via your LO to the relevant member of the rules committee. All items then need to be produced by the SR Magic as such he has the final say to any modifications that he makes to the item being requested to ensure overall game balance, safety and enjoyment.

Delete as appropriate: I am a Branch Referee / Enchanter requesting an item that needs a lammie

OOO Details

Name:		Membership number:		Contact (Email/mob/phone):	
Address of your LO:					

IC Details

Principal Enchanter:		Other Enchanters:	
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Description of Abilities (Keep concise and in bullet format)

Positive:		Negative: (Enchanters ignore this section)	
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Background / Balance sheet

If requested by a Referee then this section must give the items background and can give any plot information that may be discovered by a 'Ritual of Divine nature'. The more background provided the more likely the item will be passed. If requested by an Enchanter this section must show all the completed formulas, as shown in the relevant examples of the Magic Item creation document, also any explanations for special powers and abilities must be reasoned within this section.

Item Name:
Background:

Item Destruction Condition:	
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All items need an attainable destruction condition that players can do to destroy an item, if this section is left blank the default will be a Warp or Shatter Spell.

Date:
(Submitted by LO)

Signed:
(by LO)

Section G – Running a Branch

1 - Refereeing: Practical Advice

It is not possible, within the confines of this section to fully cover all of the aspects of Refereeing. Refereeing is something you learn and the intention of this section is to give you some practical advice that you can draw upon as and when it is needed.

Safety, Safety, Safety!

It is your role within the branch to ensure that there is a safe environment for people to play the game in. This means constantly asking yourself a few fundamental questions; Is it too cold/hot? (Ensure people are dressed appropriately, especially new players), Are people wearing the correct footwear? (Ensure people have ankle support boots), Do people wear unsafe costume or have unsafe weapons? (Check all players and monsters weapons/armor before play begins), Are people fighting safely? (Ensure people 'pull' blows and follow the combat etiquette) and in case of an emergency do you have the right provisions? (Ensure you carry a first aid kit, a mobile phone and have directions and a 6 figure GRID reference with you in your monster bag). If you feel play is unsafe, at any time, **stop** it immediately. If necessary seek advice from other more experienced members of the society, or ask someone to leave play if that is what is required, but remember that **Safety** is your responsibility.

Equipment Checks

Checks before using a weapon, these should be done before an adventure. These techniques should ideally be shown to players, who can then use them to maintain their own weapons.

- Check that thorns, grit etc are not stuck in the weapon.
- No components of the weapon are coming loose from the core.

Signs that weapons are unsafe for use include;

- Foam coming away from the core. Do not twist the blade on the core to determine this. Look for splits occurring where the foam is laminated to form the blade
- If you can feel the tip of the core through the foam then you should not use the weapon.
- If the latex is shedding away from the foam
- If the core is broken

Signs that shields are unsafe to use include;

- Edge foam loose on a solid core shield
- A solid core shield has no foam edging
- Front of a solid core's shield is unpadding
- Bolts protruding from the front of the shield

Signs that arrows/bolts are unsafe to use include;

- Cracked arrow shaft
- Latex on the Surface of an arrow head
- Arrow head loose on shaft
- Flight missing (arrows have three, crossbow bolts 2)
- Knock missing. (Arrows only, crossbow bolts do not require knocks)
- Carbon Fibre / Aluminium shaft (note, some black glass-fibre shaft look a bit like carbon fibre shafts.)

Signs that Bows are unsafe to use include;

- Any obvious cracks or stress lines in the bow
- Be inclined not to trust the LB markings on the bow, age, temperature and humidity will alter the poundage. To test the poundage use a cheap draw meter, and draw the bow to exactly 28", relax the bow, and read off the poundage achieved
- If the bow is rated for a draw length below 28" (some children's bows are) then fail it, as it is somewhat dangerous to draw a bow beyond its draw length, the chances are it will snap

Signs that armour are unsafe to use include;

- No long studs or spikes or any type
- Outside edges should be rolled, or folded where the thickness of the metal is thinner than 2mm.

- The edges must be free of burrs and nicks. As a general rule of thumb, if you would not run your finger hard along the edge of the metal for fear of injury, then do not pass the piece of armour.
- A broken strap can turn a safe piece of armour into something far more dangerous, check leather straps for cracking, do not allow the use the armour if the straps are heavily worn. If a player's armour breaks in combat, then remove the armour from play.
- It is strongly recommended that any new armour purchase is checked by a Site Ref before it's used for the first time.

Function of a Referee

The job of a Referee for any game is to ensure that the rules of the game are adhered to by all players at all times, and to hand out sanctions as required. However, Refereeing any LRP game, where there is no clear cut winner or loser poses its own unique problems. The aim of any LRP game is to have fun, and the Referee's task is to balance the enjoyment of all participants with the rules. A branch Referee must perform the following roles, as such this is the minimum that is required;

"Branch Referees are responsible for writing and running Branch adventures and have jurisdiction at events run by their Branch. They should also periodically audit characters within their branch, checking on the origin of magic items, alchemy, and other items and generally ensure the player of that character is operating within the rules. They should also be aware of their duties under the Society's Discipline Policy. Each Branch is entitled to a fixed number of Branch Referees dependent upon its paid membership at the end of September. This number will be determined by the Executive Committee."

In practice the Referee needs to perform additional roles and to have additional skills, some of these are listed but not restricted to the following;

Authority

A Referee is the ultimate authority on the spot, and as such must maintain both the respect and the authority of all members. When you make a decision, do not allow argument. If a player has a grievance with your decision the time to discuss it is after the adventure in the pub or in the car park. A rules argument during an adventure really does spoil the atmosphere. Ensure that if a disagreement is had then the grievance/issue is logged with the branch LO and where applicable is settled before the participants leave the site. Letting issues carry on over months does not help with keeping a branch working together as a group. If the grievance cannot be settled on the day, the society's constitution sets out the procedure for formal disciplinary action, but this may not necessarily be relevant to any given situation. In these circumstances discuss any problem with the other branch Referees and the liaison officer, referring to a senior Referee, the CC or the society president as and when you feel it is appropriate.

Judgements

As a Referee you must be ready to make snap decisions about a number of things from divine intervention to the effects of an unspecified poison. Remember your judgements can be positive as well as negative. Reward good role-playing with character boons e.g. the Mage that makes extra effort in casting a Ritual or the Priest that actually tries to convert NPCs to his cause. Things you should watch out for and immediately jump on are unconscious characters talking or signalling to the party (you might have a wound fester particularly quickly), constant calling upon the Gods for assistance (have their holy symbol become unblest), players (monsters) not taking their hits from weapons.

Referees Discretion

This is the real crux of Refereeing. It means using common sense on any given situation where the rules do not apply or a judgement needs to be made. E.g. under the rules a Referee can reduce the armour value of armour if the physrep is poor. It is Referees discretion, which determines whether the armour values should be reduced by one or more points. Be prepared to change your view if strong counter argument is put forward. This is a skill learnt with experience, do not be worried to make decisions

even if they turn out to be mistakes, just have the confidence to learn from them for future situations.

Mistakes

Naturally these do happen, either a Referee was not present to oversee an event, or a Referee made a wrong decision at the time. If you make a mistake, admit it, remember this is only a game, and there is nothing to be gained by sticking stoically to your point if players' arguments weigh heavily against it, (providing this is not during an adventure). Obviously, however, when an error occurs it is your job to repair the damage, but you must never do so by over-riding an event and saying "It never happened!", find a way around the mistake, find an explanation for the turnabout within the campaign world, and let the players discover it, so they can see the problem has been resolved and the integrity of the campaign has not been compromised. If you are unsure how to rectify a problem or unsure what is a fair decision contact the SRs through your LO for guidance.

Refereeing an Adventure

Do not get this confused with writing an adventure, the person who writes/runs an adventure is not necessarily the person who Referees the adventure. A Referee could really do with being omnipresent and omniscient, however this cannot be, the Referee must decide how best to be in the right place at the right times. There are three ways of Refereeing an adventure.

- 1) The Referee plays a NPC who, for reasons rationalised in the plot accompanies the party, and Referees from that advantage.
- 2) The Referee monsters in every encounter, so he can observe the party during these encounters.
- 3) The Referee takes no part in the adventure at all, and simply follows the party, administering judgement from outside the scenario.

Each of these techniques has its merits and pitfalls. Method three is the device favoured by just about every commercial company who needs to ensure that their paying customers are adhering to the rules. F&H does not have paying customers, and a Referee is seen more of a reference point than overseer. This method of Refereeing gives the Referee an ideal vantage on the party, but can intimidate the players a little (sometimes, in the case of players known to be generous with their interpretation of the rules as regards to themselves, this can in fact be a desirable state of affairs). Note; if you do opt to Referee from outside the scenario in this way you should always wear a costume, as 21st Century clothing is a distraction during adventures and try to be unobtrusive, i.e. stay at a distance away from the encounter when observing and not ruling on an issue.

Maintain the IC atmosphere and stamp out OOC conversations when it occurs and is not appropriate!

Example and Inspiration

You are never 'off duty' when you are a Referee, if someone else is Refereeing an event then you should bow down to their decision in the first instance when a grievance occurs, but still raise any issues you have with certain members/decisions etc to the Referee or appropriate LO when it is convenient (i.e. in the pub or car park). If it helps the Referee who is Refereeing the adventure then be prepared to use your skills in their official capacity i.e. Refereeing Rituals, making judgement calls, watching out for unsafe conduct.

Remember that members of the society will be watching you and how you conduct yourself IC and OOC, it is therefore important that you lead by example and inspire other members, if that means playing your character at the right social level or going beyond the call of duty when organising an event than it can only do good for you and your branch.

Always have a back up one off adventure to hand prewritten for those 'rainy days', when other let you down. This will be noticed as you come and save the day from potential disaster.

Dealing with Medical Matters

The society does not expect you to be first aid qualified, but it helps! In an emergency it is very easy to start flapping around like a headless chicken. Just remember these quick points;

- **Stop Play** and assess the situation
- Call for **First aiders** let them handle the broken bones and spurting blood
- Give the injured parties a lot of **space**
- **Move** other members away

Ensure you have a first aid kit with you, a mobile phone and a 6 figure GRID reference of your location. You may be asked to direct the ambulance to the scene. Try to be helpful to the first aiders without getting in their way. Organise someone to go with the ambulance (if necessary). When you feel it is safe and appropriate continue with play. If a medical incident does occur then inform the society president with a short report giving the most appropriate details, you do not have to go into blow by blow account, but just the basics: Who, what, when, where, why and how should suffice.

SRs Trust

Becoming a Referee has its benefits and drawbacks, just remember that your liaison officer, the senior Referees and the central team are there to support you and for you to bounce ideas off rather than some overseer regulatory body. Have fun and your members will do so also, you have our trust.

Writing Events

The most important rule here is to **Be Prepared!** Adventures that are hastily written the night before or at the adventure show, adventures that are planned and thought about usually are much enjoyable to both characters and monsters since they tend to be more rational and coherent. Having said this you may need to change the adventure as you go along if players do something unexpected or if the characters are seriously out matched.

Getting Ideas

Ideas of events can come from a whole host of areas; reading fantasy books, watching films, talking with others and your own imagination are to name but a few. Ensure that when forming an idea that it fits in context and spirit of Fools & Heroes. A battle between two armies may sound like a good idea but how do you physrep these armies? Mimicking a popular comedy film may seem like a good idea but usually tends to fall flat on its face, people make their own humour and the funniest events occur from mishaps and errors not in an author writing a comedy encounter.

Talk to your other Referees and plot writers in branch, having encounters that cross over from other Referees story arcs is a great way of keeping consistency and intrigue in branch plot. Is the adventure a one off or part of a campaign? Has the previous (in)actions of the characters affected the plot in any way? Adventures do not need to be easy and in fact the best adventures are usually the ones where the party succeed by the skin of their teeth. The party do not always need to win especially if they do something wrong where there have been plenty of warnings. A set back on an adventure can be the reason for a later adventure to rectify matters. Other ideas may include flicking through the bestiary for inspiration, building up an adventure around a particular monsters ecology or creating a host of in-depth NPCs or organisations with rich backgrounds and motives. These could then in themselves create a rich political intrigue story.

F&H Taboo's

Fools & Heroes has a number of taboo's that are a strict no no, within the society. These are not in place to censor artistic creativity but to ensure that members are not placed in situations that blur IC and OOC boundaries. Physrepping a rape scene is very intimate and crosses many physical and emotional boundaries. That is why it and some other taboo's are strictly prohibited from play i.e. they do not happen or exist. Ensure that when you write a story with a dark theme that you approach it with sensitivity and deal with the subject matter in a mature and respectful fashion. Please do not make a joke of serious situations, in other words research your material well and do not add something in because it might be funny!

The Story

After forming an initial idea it is important to shape that idea into a story. This is the crux of adventure writing, making an idea into a believable story arc. The first few questions should be what, why, when, where and how; when you write the story arc remembering that **consistency** with the game world, the branch events and game history is **key** to a successful story arc. Research your idea, how does it fit in with previous plots run within branch or the national game? Keep the central ideal of 'Cause and effect' at the forefront of your adventure writing i.e. that every action a character does somehow has an effect on the overarching story be it positive or negative. Ask yourself how long you want the story arc to

last will it be for a single event or for 3 years? Have a list of attainable goals, that have cause and effect on the overarching storyline if these goals are attained or not. A good guide is that each goal is the premise for a single adventure and that a set of goals are linked into an overarching plot line making a campaign. Keep a tab on what happens during each goal as this will have an effect on future goals and adventures. Ensure consistency is maintained.

When writing an adventure split it into several encounters with about 8 – 12 encounters being the norm, writing additional encounters allows you to alter the adventure in situ to keep tabs on external factors like the weather and daylight. Give the adventure a name, just like a book has chapter names, to help keep the campaign in order. Write a brief for the adventure, about 2 – 3 paragraphs, to remind you of the background of the plot, the main goals of the adventure and how this fits into the overarching campaign. The Encounters can then be split into the following; the hiring square, the adventure and finally the debrief.

The hiring square is where the players will be hired; ensure you clearly state the objectives of the mission and exactly what they are being paid to do. This is a good time to set the mood for the rest of the adventure so use this time to pay the characters, Referee any Rituals that need to be cast and announce rumours or plot via the use of a town crier about branch IC events. If the party are being conned there should be clues to this effect, and on the whole the party should somehow get paid at the end of the day. Be wary of putting it all in a single pile at the end, especially if there is potential for a single character to steal it. Also note that treasure being split is usually done equally and not via social status, try to promote unequal splits of treasure as per the status table.

Every encounter is different and this is the time to shine and take characters through a story. Use these encounters well and try to think out of the box, laterally. For each encounter think about the back story of the encounter, where were the bandits going? Where were they from? What is there motivation? Is there a slight twist you could apply to the encounter?

A practical suggestion for arranging encounters is to alternate small and large ones so the bigger encounters can be set up with most of the monsters while a couple are keeping the players occupied.

Please be mindful that players will often miss subtle connections and overlook the importance of anything that is not directly a threat at that time. A slow build up of an arch villain in the background may be great for the ref who sees it all developing, but will mean little to the players who have been focussing on the army of orcs nearby.

Try to involve each and every adventurer or class, giving specific characters or classes tasks (or sub missions) that they will excel in compared to others. Do not rely on the fact that you know what Guilds your branch's characters are in, you may not know the whole story or that people from other branches may come and visit. Never force characters in to a no win situation or on to an adventure if they do not want to do it. After the description of each encounter try to write a one-line summary of what the encounter is designed to do, this helps tell the monsters what they are supposed to do. Try to stagger your fighting encounters with non-fighting encounters to give your crew some time to rest and prepare.

Assume your big bad guys will be killed. Many players, especially when facing Undead, or Demons, will not listen to your carefully prepared and scripted monologues, and will just try to kill the bad guy. Write the plot out in IC letters or diaries that could be found.

Once the adventure is over and the characters have achieved or failed the goal then have a debrief, this is a great time to learn what the adventurers actually learnt about your storyline, as there are things they may have missed that you did not pick up on, also don't forget to pay the adventurers!

A player will always pick up on the small touches and if you make an effort it will be noticed and appreciated. There are many ways to write an adventure and it does not have to be in this set standard, this is only for guidance and advice. Sometimes moving away from this set model will add a spice or flavour to your adventure.

Pyrotechnics and Props

These are a great tool for adding something special to your adventure, letting them represent traps or magical effects. Ensure they are used safely and when planning adventures make sure you have all the props you need in advance (spell cards, costumes, masks, holy symbols etc), that all boxes, potions etc are marked with the appropriate runes and

sigils. These small touches give characters the ability to use some of their more specialist skills, making them feel important and useful.

Puzzles, traps and riddles

These are great alternatives to the usual 'fight' or 'talky' encounters, the more inventive you are the more appreciated it will be. The best advice would be to search the internet for some classic ideas. Just remember timings, a riddle that you thought might take seconds to answer may in fact take a fair while, so be prepared to have an alternative way in solving these types of encounters if time is pressing. These kind of encounters also promote adventurers learning and using the so called "downtime" spells such as comprehension, dispel magic, locate/sense object.

The X factor

After writing and preparing a mission or series of missions you may want to think about adding in a X factor, a new monster, a magic item, a new effect, a special event or a world altering consequence! All of these are possible with proper preparation, think about your X factor idea and if necessary talk with other Referees and your LO. After coming up with a rationale/consistent idea talk to the SR's and CC for the idea to be approved and where necessary masks/props and/or lammies be issued. These ideas will make a great campaign into a legendary one, just remember if you don't ask you will never get!

Running Events

Day Events

Morning duties

Have a guide to hand

You should always have your Referees guide to hand when running an event. At the start of the day, players will often come to you to ask for refreshers on rules or for new rules because they have advanced a rank. Without your refs guide you can't give them what they need, which makes you look unprepared. If you are giving out rules by memory you can make mistakes. Even if you are the most experienced Referee in the system or the newest, your Referees guide is your friend!

Player split

Remember timings, when there is a decent amount of attendees start the player split, waiting too long will just drag things out and will have a negative effect for the rest of the day. When possible allow players to pick which adventure they play and which they monster. They may have IC preferences, or even IC reasons why they won't play a particular adventure. At the end of the day though remember that you can split the parties and move players to ensure balance if and when it is required.

New player brief

One of the most important skills a Referee can have in their arsenal is how to give a confident and well thought out new player brief. This is essential for when you try and retain new players who want to try out the hobby for a day. Generally new players will be unsure about what they are letting themselves get into and may feel uncomfortable at first. When they first arrive greet them and make them feel welcome, try to get them introduced to the other members so they can relax. Remember what it was like for you when you first turned up and how weird everything/everyone was, try and empathise with their position.

Before splitting up the parties you need to explain the basics of the game. A good prompt for doing this is to use the contents sheet from this guide and go through each heading in the Introduction and combat section paraphrasing the basics. Ensure to stress the points in the combat etiquette section and the F&H Taboo's. The new players will feel over whelmed with the amount of rules, so ensure to take some props (sword, mace, subdual stick, selection of ribbons and a bandage physrep) to aid you in your explanations. In the brief you should mention about the OoC society structure and the general overview of the game world. Also don't forget to mention about the Nighthawks!

Once done ask them if they have any questions and if they don't, quiz them on a few of the basic rules to ensure they understand. I.e. what does a red ribbon mean?

Finally try to impart onto the new player about the spirit of the game, try to enthuse them about the hobby and get them to crew first, that gives them a bit of time to ask questions during the first mission and to plan their first character.

Remember this is a hard skill to learn so practice makes perfect.

Running adventures

All adventures to Sharda, Elysium, and any other Realm MUST be approved in advance by the appropriate Current SR. This can be one off approval, or approval for a plotline which may involve travel to these otherworld locales. Approval must have an "expiration" date, and all such approvals lapse at the end of the approving SR's term of office. The means of transport to such realms or other planes (gates and portals usually) also must be passed by the Senior Referees, and also have "expiration dates", as well as lapsing at the end of the term of office of the approving SR.

Preparation

Preparation is important, ensure that you have all the masks, makeup, props, costumes and emergency equipment that you need. Have several printed copies of your adventure to hand round the crew and if possible, put your adventure in rain proof pockets or presentation folders, sometimes our adventures get rained on and there are few things worse than your carefully prepared NPC brief being destroyed by running ink! Remember that players will notice the small touches and they will be appreciated!

The Crew Brief

Before the mission starts it's important to have a crew brief, this allows you to explain the important parts of the mission to your crew. Use the time wisely, there is no need to give a blow by blow account of the mission as attention will drift, but neither rush it, as it will end up that crew members will not know what encounter to setup next. 10 to 15 minutes is a good guideline to how long the brief should be, highlighting the overall goals of the missions, important NPCs, important encounters and when and how to use certain props and effects.

The Crew

The crew is an odd bunch and to keep them entertained is just as important as keeping the players entertained. Generally if the crew are having fun this will reflect well on the effort they make into supporting you and your story as such the players will enjoy themselves even more. Try to spread around the different NPC roles in the encounters and don't always give the roles to the person you trust the most, have a bit of faith in the other members of the crew, you never know they may surprise you. Ensure the crew know the statistics of the creatures you get them to play and remember to rein in over the top acting (dumb comedy peasants) or overzealous ninja zombies. The key is consistency and a little realism. Keeping copies of the bestiary entries for the monsters you use on your adventure in the same folder as your adventure is always useful.

The Hiring

Clearly state the objectives of the missions otherwise characters may get the wrong end of the stick and go off on a tangent, potentially making life more difficult for you. This is a great time to have a town crier to spread red herrings or to spread news of other events happening in branch or nationally that aid in providing consistency. It's also good time to settle pay

There is no standard rate of pay set for adventures, although to sustain some consistency a payment of an amount equal to the characters social status is not unreasonable. This can be increased if the adventure is very difficult, or reduced if a lot of treasure is placed on adventure. Just be aware that continually paying higher than social on adventures has a detrimental effect on the game and system nationally, so to keep things in check pay social, or higher only in rare cases.

Pay should almost always be in cash. Since religious characters only tithe on cash, this being one of their character disadvantages, to pay them in goods or services cheats their Gods and unfairly advantages those characters. Secondly some Guilds gain non-cash benefits, e.g. Mercenaries of Guildsman rank can have their armour repaired for free, and to give these services to other characters as payment disadvantages Mercenary characters.

When putting treasure on adventures watch for characters stealing it, this is the prerogative of the Thieves. Have NPC Thieves beat up non-Thieves who steal, or report it to higher-ranking player character Thieves. Thieves, or others, who steal all or most of the treasure unbalance the game since some of the cash you expected to reach the other characters doesn't make it and when this happens talk to the appropriate players, ask them not to steal as much both IC and OoC.

The Mission

Chances are that you will have other Referees on your crew and player parties. As the Referee running the adventure you can't be everywhere at once so use other Referees and experienced players to help you. Ask a Referee on the player party to watch over Rituals that are being cast, get experienced players to set up the next encounter or go lay out the props for you.

Just because the game setting is fantasy medieval, doesn't mean that refs have to rely on such technology when they are running their adventures. PDA's, Mobile phones, "Walkie Talkie" radios can all have their place for data access, and fast communications on adventures.

While we would all love the support and resources of Warner Brothers and MGM for our adventures it's just beyond the pockets of most branches and Referees.

No-one, players or Senior Referees, expects film quality or full historical accurate props- they just expect them to look the part and not look like a four year old made them!

If you don't know how to make something look the part, ask other people. Most good props can be made cheaply with some common sense, some simple techniques and a bit of internet research. Be Prepared.

Remember to stay calm and controlled, if you feel you are losing control or players are moving too quickly before an encounter is fully briefed and prepared, do not be afraid to call a timeout, but try not to make this a constant occurrence.

The Debrief

This is important as you can understand what the players learnt and if they got the relevant plot points, it would also be a good time to pay characters. If the characters fail or the mission was particularly difficult, don't be guilt tripped into paying them extra or replacing 'healing supplies', it just is not necessary. If the players are truly hard done by then give them some IC rewards, the peasants hold a feast in celebration or the nobles will give them rare council etc The debrief is also a good opportunity to hand out the mission pay as IC physrepped money. This will promote players having IC cash on them rather than the situation of "invisible cash for peasants or no cash to be robbed by Thieves".

Also talk to your players and crew OoC to ask them for feedback on your story and Refereeing style, so that you can improve and inspire others even more next time.

At the very end look back on it all and ask yourself a simple question '**Did I want to play that mission?**' If the answer is yes then you know you did a good job!

Fests

Fests are the show pieces for your branch, where you invite others from all over the country to take part in your plot lines and entertain others for a weekend showing what you and your branch are made off! There is no set structure for an event and sometimes it is nice when an event is non-standard, here are a few pointers to help you when organising a large scale event or fest.

Pre-fest

Style of event

Think about the kind of event and story you want to run, this will dictate a lot of the later considerations. Do you want the event to be all inclusive? Is the event going to be 24 hours time in? Is the event going to be for a specific class or group of characters? All types of fest have their pro's and con's but once you have made a decision on the style of fest you want to run, stick with it and clearly communicate with the rest of the society the style it is. This will ensure that only the members who are keen and interested in that type of event will attend. Springing surprises on members who were expecting a very different style of fest will cause unwanted tensions whilst the fest is being run.

Crew

Once you have an idea of style consider the manner in which the event will be crewed. Will you have a dedicated monster crew, or will players who turn up expect to do a monster slot or two for others?

Plot/Adventure

Think about your plot early on in the process, remember to **Be Prepared!** Write an event document that lists the main events and missions, have all the missions prewritten in such a fashion that if a Referee has to cancel at the last moment another Referee can take their place at short notice, with little hassle.

As well as the main missions and goals of the event have side encounters such as a trapped room or 'camp' encounters. For a weekend event about 30 of these side encounters will be ideal, this gives your crew, Referees and players something to constantly keep themselves busy. These encounters do not need to be essential to the overarching plot but adds flavour to the event, write them in a fashion that anyone could effectively read the encounter, know all the ins and outs and then run the encounter without the main organisers input.

Once the plot has been written send it and anything you may need to get passed by the rules committee early for approval. The sooner they have it, the longer you have to work with them to make necessary changes or get monsters/items/background passed for the event.

The Site

Obtaining the right site for the right event is essential; a medieval round house would be great for a 24hr IC event for a small player base, but would become overcrowded if the whole society was able to attend. Consider how easy the site is to find/travel to for your intended audience. Depending on the site consider home comfort facilities like bunkrooms, kitchens, toilets, showers, parking, tent space etc. Consider where you may have the battles and where you wish to run the adventures. Does the site have any additional features that could be used and how (caves, dungeon systems etc)? Is there a separate hut that the crew could use? Consider the price of the site as well, try to haggle for cheaper rates and don't forget to ask to rent the whole site, not just the parts you use. Once you have found a site and paid the deposit, make sure that you and the Referees who will run the event take a few hours to walk around the site and get a feel of it, there may be a few natural features that Referees can incorporate into their plots.

Food, Beer and Banquet

Once you have the site, it is important to now think about food and drink, asking questions like; Will you put on a banquet or BBQ? Will players have to feed themselves? Will you provide breakfast lunch and/or dinner? Will you be selling alcohol? Food and drink is an important part of the fest but it can also be an organisational nightmare. If you do provide food and drink (it is recommended) you will have to think about getting a temporary bar licence from the courts.

Budget

Once all this is done make a budget with the target numbers you expect, try to price things that crewing (monsterring) is 'free'. Provide a budget for Referees (for props), food, drink, site and petty cash. On top of that add an extra few pounds, although the society is non profit a fest is a great way to make a bit of cash to buy new masks and costumes for the branch.

Fest forms

Once a budget is in place and you know how much to charge players get your fest forms out as soon as you can. The fest form is one of the most important pre-fest items. Try and put on as much information OoC about the event as you can. As long as members are aware what they are letting themselves in for beforehand they will be happy to give anything ago, but if at the last minute you tell them it is a 24hr time in event when they were expecting a different type of event then this is when tensions occur.

The fest form should give clear information to the players like where, when, how much, standard of facilities, preference on food, can they bring children/pets along, type of event, directions, an application form and some sort of IC teaser to give them some interest.

Apply a first come first served basis on allocating fest places on returned forms as this is by and large the fairest way. Plus the quicker you get forms returned the more money you will have to pay for things beforehand.

Organisation

Ensure to keep a record of all those attending and their medical conditions, this includes players and crew.

Central

Central is there to help organise a fest so if you need a money loan or special things passed by the rules committee then just get in touch and we will be happy to help.

Other events

Get out to other F&H events, and non-F&H events, watch how they do things, other branches and systems have good ideas which are worth taking on board and if you think they work adapt them into the F&H world and system. Fests are an open space of three days of role-play, it's fun to mix it up and try something new.

Minors/Non Society members

As per the combat etiquette "Play should be stopped when a non-member of the society is in close proximity of an encounter or IC activity, unless permission has been granted by the event organiser(s) (LO, Referee etc)" ideally should be adhered to and applies to both minors and non society members. Although in practice at fests this cannot be enforced all the time, due to service personnel or minors wandering accidentally into IC areas. However you should always at the start of the fest (usually done during the safety brief) state "In Character areas may be dangerous: we advise you to keep your children away for safety reasons, as well as the fact that they're not members so shouldn't be there anyway". If a non member or minor does happen to find themselves in the wrong place at the wrong time, move them away from the area and enforce that they do not do it again, either by talking to them or their guardians.

In legal terms the insurance that the society has is pretty comprehensive and covers us if a minor (who is classed as a non member) and any other non member is hurt during the course of an F&H event and is a separate issue than our constitution stating that no under 16's may become a member. It is more for practicality/safety and censorship (as adult themes are covered at F&H events) that we enforce non-members be removed from IC areas.

At the fest

The same principles as running a day event will apply to running a special or fest. But here are a few good tips;

Site

Try to organise with the warden to arrive early for the Referees and crew. Half a day or the night before players arrive is a good guide. Set up the IC areas first so if you are/do run late than the players will have an IC area to keep themselves amused in.

Keep the site clean! If you constantly clean and keep organised (or have some crew do it for you) it will make the task easier by the end of the fest.

Safety Brief

Before the event starts have a safety brief, telling people where to assemble if there is a fire, where to go or who to see in case of a medical incident, ensure that you and the Referee team know the route to the local A&E hospital.

State what the IC and OoC areas are (possibly mark the OoC area with tape if appropriate) and what ground rules there are for the fest.

Administration

Make sure you have contact details (and a method of calling people) for the Senior Referees and central officers. You never know what may happen at the fest, and they are there for support and advice if you need it. If you have petty cash, make sure its kept safe! Also at the start of the weekend, make sure it's a good split of different notes and coins. It's most likely that players will come to you with £10 and £20 that they have just got from the cash machine before they get to the fest!

Crew and Referees

Split your crew into three groups, adventure crew (those that crew missions), camp crew (those that crew camp encounters) and a crew to do administration (cleaning, cooking, odd jobs etc) or rest. Assign a Referee for each role and swap crew members around in the groups when they want a change or get tired.

Reward your crew, tensions will rise, arguments may be had, just remember your crew are volunteers and the glue that will keep the fest together. Ensure they are fed and watered and that they enjoy themselves just as much as the players.

Plot

Be prepared! Be flexible! Not everything will go to plan and when it does go wrong, instead of panicking take a step back and discuss with your Referees/crew on how to resolve the problem. Don't neglect other groups when you run something special, like a Thief's mission, keep plot flowing and constant. Have a number of sub-plots and red herrings and more importantly, some things for those not out on an adventure to think about, remember keep players busy!

Tidy up

This is the worst bit about any event, ensure you do it well as not to cause troubles with the site wardens. Ask crew and players to dedicate an hour or so in helping to clean up, every little bit will help. Don't leave the site in a state and remember it is your responsibility to leave the site in a better condition than when you were given it!

2 - Liaison Officer: Practical Advice

It is important to keep a branch motivated and healthy this can be a challenge at times and a lot of work for what is supposed to be a voluntary role.

Each branch will need to have a Liaison Officer (LO), this does not need to be a Referee but it is recommended, as some of the duties a LO will have to perform is make judgement calls on rules disputes and update branch members on their advances in their Guilds/Churches etc.

LOs are elected from their branch members (who have at least had one year's society membership). Perform these elections at regular intervals (once every year or every second year), as this will ensure the branch is represented by those who are willing to perform the role and not by those who feel they have to. Although there is no set procedure on how to elect a LO try to make it as formal and fair as possible, otherwise this may undermine and cause contention for a newly appointed LO.

Liaison Officer Duties

Minimum requirements

A LO must perform the following tasks;

- To ensure that the Branch has a distinct club/society bank account and maintain the upkeep of that account, including the submission of account details to the Society Treasurer;
- To maintain a full list of Branch property and ensure that such property is kept in suitable condition;
- To ensure the efficient administration of Branch memberships, including the collection of membership forms and fees, and checking that conditions of membership are met. All membership applications, with fees, must be sent promptly to the Secretary;
- To notify the Secretary of any membership transferrals;
- To facilitate communication between the Branch and Fools & Heroes Central, in particular the notification of any changes in contact details and the return of any record systems introduced (for example, character returns or asset records);
- To fulfil all obligations as stated in the Society's Disciplinary and Complaints policy statements.
- To ensure that a minimum of one Branch meeting is held in each membership year;
- To provide the Secretary with accurate details on proposed Branch events, including information regarding venue and running times each month;
- To take overall responsibility for events run within and by his Branch;
- To ensure that minimum standards, as set by the Executive Committee and/or detailed in the Players' Guide, are met by those members attending events organised by his Branch;
- To communicate the business of the Executive Committee to Branch members;
- To consult with Branch members regarding the business of the Executive Committee and represent their majority view on specific issues;
- To attend a minimum of one meeting of the Executive Committee in each membership year;
- To circulate to Branch members any documentation provided by Fools & Heroes Central for that purpose (for example, the Norham Herald or equivalent, election manifestos and voting forms) or by other Branches (for example, fest application packs). Where a deadline applies, the Liaison Officer is responsible for ensuring that all reasonable steps are taken to afford Branch members the opportunity to meet that deadline;
- To maintain an up-to-date set of contact details for Branch members, a copy of which should be sent to the Secretary;
- where one exists, to ensure that the Branch website contains no material which could be considered offensive, and that everything on the site adheres to the published web guidelines;
- in the event that the Branch be declared lapsed or officially inactive by the Executive Committee, the Liaison Officer must forward all equipment purchased with Branch or Society funds, plus any remaining Branch funds, to the Society Treasurer. Failure to comply will be deemed theft of Society property, with the Liaison Officer held responsible;
- To ensure that upon his resignation:

- the Secretary is notified immediately and supplied with contact details for his successor;
- all Branch documentation is passed on to his successor;
- Ensure that the list of signatories to the Branch account is updated with the Bank and the Society Treasurer.

- To undertake any other duties as allocated by the Executive Committee.

In practice the LO needs to perform additional roles to keep the branch healthy, some of the above points and additional roles are explained but are not limited to the following;

Recruitment

It is important to keep a healthy flow of new players coming into the branch, encourage existing members to bring along friends, head down to the local hobby shops or gaming clubs asking to place flyers and posters in their windows and/or if you have a university close by chances are they will have a role-playing club setup already, inquire with the local student union and try and make contact with them.

Branch Returns

An important aspect of the national system is character returns, this helps to regulate money within a branch and on a national scale. It helps to identify those who cheat and aids in the handing out of important IC positions. When you first become LO ask the CC or secretary for a branch return form. Fill this form out for each player in your branch (they should have sent their returns to you by the end of the month) and send it to the CC by the 10th of the new month. Be firm strict and fair with any member who fails to send in a return i.e. no return means no advance. If you constantly bail your members out then they will become apathetic in handing in their next return. Remember though to send your branch return in by the 10th as if you fail to do so on a regular basis it will cause tension between you, Central and ultimately your own members.

Representation

The LO will need to represent their branches members views, this could be defending a branch member against a disciplinary action, or voting on society changes at an executive committee. Ensure you constantly discuss points of interest with your members to solicit their views as their will be times you need to make decisions without direct input from your branch. Having these discussions helps you to have a general understanding on what your members may vote for. Use your own discretion but remember you are there to represent your members even if at times they may conflict with your own opinions.

Disciplinary

LOs may have to take part in disciplinary actions as well, remember no one likes to do this, so if you feel uncomfortable then you won't be alone. Talk to others in your branch, especially experienced members to ensure that matters are dealt with in a firm but fair way, always remind members that if they do not like a decision against them they do have a right of appeal.

Interaction and communication

Ensure there is communication within the branch, that the LO is talking with their Referees and members, and each group are talking in amongst each other and with each other. 9/10 of all grievances come from a lack or breakdown in communication. Insist that the players go through the LO for any communications with Central, and insist that the LO is the first port of call for any query. Hold regular Referee and branch meetings so that everyone's point is put across. Members will respect their opinion being heard even if the LO does not act upon them.

Referee meetings should be held regularly, once per month is a good recommendation, this will be a good time to inform the Referees with any updates from Central and to get Referees to bounce ideas off each other. Referee meetings are a good time to get Referees to talk about their plots and how to weave them in with other plots run by other Referees, it is also a good time to set the overall plot direction of the branch and to discuss the organising of who will be running events in the next month or two. This is also an ideal time to discuss if the branch wants to run and special events including possibly a fest.

Branch meetings should be held semi regularly, once every couple of months or a few weeks before each executive committee should suffice. Use this time to inform the branch of any special events, or updates from Central. Branch

meetings are a great time to discuss current issues and resolve myths and rumours.

Behind every successful branch is an excellent team of Referees, LO and experienced members. Working together well as a team is a key to a successful and enjoyable branch.

Research

LO's are the first point of contact for players with central and rest of the executive council. It should be the LO's responsibility, in conjunction with their branch referees to ensure that player research is scrutinised for its benefits and detriments to the game before sending to the senior referees.

Miscellaneous

Ensure that the LO has a healthy supply of IC permits and IC money to give out to players!