

Advent: Magicka Rising

A fantasy RPG by Paul Roberts.

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Introduction.

Advent: Magicka Rising (later referred to as just Advent) is in essence Pokemon with swords, magic and the ability to beat monsters into a bloody pulp, should they prove to be disobedient. For a long time (since I was around eight) the idea of running around with a team of monsters that answer to your beck and call was one that appealed to me greatly, as it would to any little boy, and Pokemon gave me just that. When I began becoming interested in pen and papers rpgs the desire to convert the Pokemon game into such a thing arose within me and now, after five years, I am actually starting to put pen to paper (of finger to key, as it were.)

Of course the happy-go-lucky game play style of Pokemon seemed a little too shallow and far too light hearted for anything I would want to play. So Advent game along, pokemon's evil twin.

The game, in creation, became something more than this, even still, and I hope that players and Storytellers will use it to create epic tales.

All you need to play Advent is this manual (though others may help as only 18 monsters are included in this book) some pens and paper, friends and a set of polyhedral dice (D4,D6,D8,D10,D12 & D20).

Any future rules, monster or equipment supplements will be found on this website and will, of course, be of free download.

Rules.

The following pages (up until setting) describe all the rules needed for play. Character creation, system and combat, magic and the racial rules should all be adhered to for game balance. The environmental rules and advanced rules are not necessary to game play, but add more options.

Character Creation.

Making a character is simple, easy and quick. The system leaves nothing to random so that all starting characters can be seen as equal. A in depth and interested character can be made and ready to play in less than ten steps and half an hour.

1.Name and concept: The first thing your character needs is a name. This can be anything, though your GM may deny names that denote titles or certain ethnicity if your character does not belong to this group, or if such groups don't exist in your game. Concept is slightly harder but is important to giving you direction with the rest of your character's creation. Concept is simply two or three words that denote your character's abilities, personality and profession. Your concept can range from combat-shy scholar to veteran mercenary and many ideas in between.

2.You must now assign your priorities. By assigning priorities to different aspects of your character you are stating how many points you wish to spend in different areas, giving you different attributes and abilities. You must assign each group to a letter ranging from A-F, only able to assign each letter once.

The bonuses for priorities in different areas are shown in the table below, with descriptions on the below that.

	A	B	C	D	E	F
Attributes	30	25	20	20	15	10
Skills	30	25	20	20	15	10
Race	Troll/Dracoth	Elf/Orc	Goblin/ Gnome	Goblin/Gnome	Human	Human
Magic	Magician	Warlock	Channeler	-	-	-
Monster	1 strong	1 Moderate	1 Weak	-	-	-
Resource	500	300	200	100	50	25

Attributes: This is the amount of points you have to spend among the six attributes that govern your character's capabilities, these are: strength, stamina, agility, intelligence, wisdom and charisma. See Attributes sub chapter for more information.

Skills: This is the amount of points you have to spend among your skills, your character can have as many skills as he can afford and there are a multitude to choose from. See Skills chapter for more information.

Race: All races, except human, have some special abilities, resistances and skill affinities. When split by a / choose one or other of the races. See Races chapter for more information.

Magic: This is the spell casting abilities that your character has, there is no way to improve this trait after character creation so carefully decide whether or not you wish to be a spell caster and to what level. See Magic chapter for more information.

Monster: This is whether or not you start the game with one or more fully tamed monsters. Characters who do not take this at the beginning of the game will have to catch monsters later and then train them. A monster gained at the start of the game does not count to your total character's monster limit. See Monsters chapter for more information.

Resource: This is the amount of Rhunba your character has to spare at the start of the game. It can be used to buy equipment at the start of the game, hoarded & invested.

3.Element: Your character's element is important, it states which monsters, spells and some items that you might have affinities for. It is doubly important as it may inhibit the learning or casting of some spells. There are six elements to choose from; water, fire, air, earth, dark and light odic. Water is opposite to fire, air is opposite to earth and light odic is opposite to dark odic. The following bonuses apply once you have chosen your element.

If you can choose starting monster, your monster may not be of opposed element.

- +1 to taming rolls of monster with the same element/ -1 to taming rolls of monsters with opposed element.
- +1 to hit and damage rolls against opposed element.
- 25% resistance to elemental damage of your element/ 25% weakness to elemental damage of opposed element
- Can instantly sense any enchantments/curses of an item with the same element attunement.
- -2 to countermagic rolls against opposed element
- Each element also gives you a +1 bonus to two attributes.

Water: Agility and Charisma.

Fire: Stamina and Strength

Air: Agility and Wisdom

Earth: Stamina and Intelligence

Light Odic: Stamina and Wisdom

Dark Odic: Strength and Intelligence

4.Race: Once you have selected your race, record any information about abilities for that race in the racial abilities column of the character sheet.

5.Monsters: Record the stats of your chosen monster on your Companion sheet.

6. Magic: See the magic chapter for more information. Gives you access to the Arcane skill.

7.Attributes: All attributes start at 0 and you must spend points to raise them. This is done on a 1 attribute point for each level an attributes is raised. No attribute may be raised above 6 in this manner. Once you have assigned points increase your appropriate attributes for your element and raise, attributes may go above six at this stage.

8.Skills: Buy skills in the same manner as you do attributes, except that no skill may be raised above five at this stage.

9.Resources: Final go to the equipment section of this manual and buy and equipment you want your character to start with. The rest of the money you may keep on your person or you may roll to invest if you have the Finance skill (see the skills chapter.)

10. Finally record your character's health, energy, melee damage and mana. The formulae for these can be found in the Attributes sub chapter.

Attributes.

Each of the six attributes control a different aspect of your character. All of the attributes have several skills which they aid the use of. Some attributes also add to your character's starting stats of health, energy and mana.

Strength: This attribute sums up your character's muscle power and controls many aspects of combat.

Stamina: This is how much damage and exertion your character can endure. It controls health and energy as well as being used for fighting disease and poison.

Agility: this is a combination of your character's speed and dexterity. It controls energy as well as many 'rogue' skills.

Intelligence: As strength is a character's muscle power, intelligence is a character's brain power. It controls the more academic skills in the game.

Wisdom: With intelligence being the strength of the mind willpower is more of a combination of its stamina and agility. High willpower gives you strong mental resistance as well good magic capabilities.

Charisma; This is your character's charm, appearance and wit. Used for all social skills and many aspects of capturing and training monsters.

Health: This is how much damage your character can take before losing consciousness. To find your health score simply multiply your stamina by five.

Energy: This is how much your character can do in a turn without exhausting themselves. To find your energy score add stamina and agility together.

Mana: This is how much magical energy your character can summon from within. It is found by doubling your wisdom score and adding half your intelligence score (rounded up.)

Melee damage bonus: All races have D4 damage dice but your strength also adds to your damage. Your melee damage bonus is equal to half your strength score (rounded down.)

Example Characters

These below characters have been created using the standard character creation system and are fully playable.

They will not have had their resources spent, unless they have a speciality resource. In the case if a character owning a monster, the monster is not chosen for you. The only other aspect for you to decide for your character is element.

If you do not wish to have the hassle of creating your own character, want to quickly start a game or even need something to use as a template, these characters are perfect.

Thief.

Race: Goblin

Priorities

A: Skills

B: Attributes

C: Monster

D: Resource

E: Race (Goblin)

F: Magic

Attributes: Strength 2 Stamina 4 Agility 6 Intelligence 3 Wisdom 5 Charisma 5

Health: 20 Energy: 6 Mana: 11 Unarmed Damage: D4+1 Melee Damage Bonus: +1 Carry: 20

Skills: Acrobatics 3 Athletics 2 Blade (Light) 4 Bow 3 Dodge 5 Fast Talk 3 Resolve 2 Sleight of Hand 4 Sneak 5

Racial Bonuses: Skill Affinities Sneak +1 and Scribe +1. Small +1 to hit/ +1 dodge. Goblin Snot (once per day)

Racial Negatives: Skill negatives Intimidate -1, small -1 melee damage.

Warrior

Race: Orc

Priorities

A: Skills

B: Race

C: Attributes

D: Resource

E: Monster

F: Magic

Attributes: Strength 6 Stamina 5 Agility 3 Intelligence 1 Wisdom 2 Charisma 3

Health: 25 Energy: 8 Mana: 5 Unarmed Damage: D4+3 Melee Damage Bonus: +3 Carry: 60

Skills: Alertness 2 Athletics 3 Axe (heavy) 5 Blade (light) 3 Brawl 4 Dodge 2 Polearm 2 Resolve 4 Shield 2

Racial Bonuses: Strength +1, skill affinity resolve +1, skill affinity brawl +1, Gorge.

Racial Negatives: Intelligence -1, Oathmaker.

Trainer

Race: Elf

Priorities

A: Monster

B: Race

C:Skills

D:Attributes

E:Resource

F:Magic

Attributes: Strength 2 Stamina 2 Agility 3 Intelligence 3 Wisdom 4 Charisma 6

Health: 10 Energy: 5 Mana: 11 Unarmed Damage: D4+1 Melee Damage Bonus: +1 Carry: 20

Skills: Anthropology 2 Bow 3 Charm/Intimidate (players choice) 4 Dodge 3 Entreat 4 Leadership 5 Train 4

Bonuses: Skill Affinity Arcane +2, Rapture (once per day.)

Penalties: Fickle.

Magician

Race: Gnome

Priorities

A: Magic

B:Attributes

C:Skills

D: Race

E:Resource

F:Monster

Attributes: Strength 2 Stamina 3 Agility 4 Intelligence 6 Wisdom 6 Charisma 4

Health: 10 Energy: 7 Mana: 23 Unarmed Damage: D4 +1 Melee Damage Bonus: +1 Carry: 20

Skills: Alchemy 3 Arcane 4 Anthropology 2 Crossbow 2 Dodge 2 Ethersense 3 Lore 4

Bonuses: Skill affinity Alchemy +1, skill affinity Arcane +1, Small +1 to hit/ +1 dodge.

Penalties: Skill negatives Intimidate -1, Small -1 melee damage.

Imperial Scholar.

Race: Human

Priorities

A: Attributes

B: Magic

C: Skills

D: Resource

E:Monster

F:Race

Attributes: Strength 4 Stamina 4 Agility 6 Intelligence 6 Wisdom 6 Charisma 4

Health: 20 Energy: 8 Mana: 18 Unarmed damage: d4 +2 Melee Damage Bonus: +2 Carry: 40

Skills: Alchemy 2 Arcane 4 Blade (Light) 2 Charm 2 Dodge 3 First Aid 2 Intimidate 4 Medicine 2 Security 1

Resources: Rank (Imperial Scholar) 20 Rhunba.

Race

The races in Advent play important role whether your, or any character's in your party, play a minority race or not. Obviously playing a non-human race raises racial issues more than if your playing a human, but as a human you must decide whether or not your character's has any racial discrimination and if so, what are they?

Asides from character background, races provide a wealth of fun and interesting variables to any character and playing a non-human race can make up for the forfeiting of other bonuses such as high skills or attributes. In the long run playing certain races can negate these negatives because of quick advancement due to skill affinities and the extra abilities your race affords you might mean you survive long enough to make use of these affinities.

Below are the descriptions of the six non human races available for play in Lotsamon. We assume we don't need to describe humans because 99.99% of people who play this game will be human or close enough that it doesn't make any real difference.

Goblins

Assumed by most of the other races to be small snivelling snot buckets. Despised by all members of upstanding society goblins rarely fall into any high paying profession, unless the source of the money is legally dubious. Goblins are physically and socially weak characters but have a great deal of cunning and are often good with their hands.

Bonuses: Skill affinity Sneak +1, skill affinity Scribe +1, Small +1 to hit/ +1 dodge. Goblin Snot.

Penalties: Skill Negatives Leadership -1, Small -1 melee damage.

Descriptions.

Goblin Snot: Due to the overwhelming bulbous nature of the goblins nose it produce a large amount of snot. Goblins can use this as an advantage. Once per day a goblin character can gather one dose of Goblin Snot to be used immediately (unless the character has a suitable container.) Goblin Snot has the following properties. Sticky: Goblin Snot may be used to temporarily hold two items together for D4 hours, after which time the snot dries and the items fall apart.

This may also use to in a trap of as a projectile (light), a person with snot on the face has a -1 to all actions and -2 to any social action. It takes a full turn to remove snot from your face.

Stereotypes.

Humans: Those humies think that they are so great, they may have built the Empire but it doesn't mean they should keep us out.

Gnomes: They may be small like us, but that is where are similarities end. They are praised by the Empire, we are despised.

Orcs: Our brothers in subjugation, they are just big enough to deal with.

Elves: Pansy know nothings.

Dracoth: Large and lumbering beasts, you couldn't get anything through their thick hides.

Trolls: Idiots, all of them. But at least they can be nice idiots.

Gnomes

Artificers and wizards gnomes are as suited to wandering the globe as they are holed up with little bits of machinery. Gnomes have been described as the most intelligent and magical of the races and this is not far from the truth. Although elves have better capabilities for learning magic than gnomes, gnomes have a higher pool of natural mana and can cast many spells without resting.

Bonuses: Skill affinity Alchemy +1, skill affinity Arcane +1, Small +1 to hit/ +1 dodge, +5 mana.

Penalties: Skill negatives Intimidate -1, Small -1 melee damage.

Stereotypes.

Humans: Too dull. They may be inventors and magicians like us, but so rarely do you find one who is both at the same time.

Goblins: Ugly snivelling people, they skulk around our workshops with that jealous look in their eyes.

Orcs: They serve their purpose as soldiers. If they are told what to do they won't bother us.

Elves: They call themselves the lords of magic, hah! They are too busy looking after their bodies to properly follow pursuit of the mind.

Dracoth: We are wary of them, they have bodies like snakes, perhaps their so-called nobility follows similar lines.

Trolls: I wonder why I see so many humans working in the fields when they could easily confuse the Trolls into doing the work.

Orcs

Without Orcs the world would be a boring place, they are loud, brash and offensive. Their bulging muscles and long boar-like teeth make them ferocious to look at and make most think twice about most challenges. Despite their negative stigma, orcs do have a kind of honour, once they have sworn an oath they must not break it, the trick is to get the orcs to swear the oath in the first place.

Bonuses: Strength +1, skill affinity resolve +1, skill affinity brawl +1, Gorge.

Penalties: Intelligence -1, Oathmaker.

Descriptions.

Gorge: The tusks sprouting from an orcs jaw are more than just for show, an orc may make a gorge attack at a -4 penalty (using brawl). Should this attack succeed the orc does D8 + strength damage, rather than D4.

Oathmaker: Orcs take the oaths they make very seriously. Once an orc has promised to do something he must do it. Failure to do the task in the allotted time means the orc suffers a -1 penalty to all physical actions for D4 weeks.

Stereotypes.

Humans: They may rule the Empire, but if we orcs needed to, we could snap their Emperor in half.

Goblins: The Empire has given it to them rough and they don't cope as well as we do.

Gnomes: They produce the weapons we use, not bad for littluns.

Elves: They call us barbarians? They treat people like dolls, at least we have honour.

Dracoth: Beings of great passion born in lands of such coldness, they are worthy of our respect.

Trolls: We feel sorry for them, the Empire treats them worse than us.

Elves

The elven people are graceful and beautiful. Relying on charm and wit rather than fists and swords the average elf leads a life the socialite and scholar. Adventuring elves, called wilds by their more settled kin, find that these social talents are put to good use when taming monsters and casting spells.

Bonuses: Charisma +1, Skill Affinity Arcane +2, Rapture.

Penalties: Stamina – 1, Fickle.

Descriptions.

Rapture: A elven character can use this ability once per day to use their graces and beauty to get a +2 bonus to and charisma based roll.

Fickle: Elves are well known for their ability to quickly dismiss something and place their attention elsewhere. When training of commanding any monster except for their most recent catch elves suffer a -1 penalty on an odd roll of a D6. Only roll this once per monster per day.

Stereotypes.

Humans: Not bad looking, I suppose. We'll let them do the fiddly bits of running the Empire.

Goblins: Smelly little buggers, they make the streets look dirty.

Gnomes: They may have more magic in their little ickle fingers than I have in my whole body, but at least I know how to use it.

Orcs: They have an appealing strength in them, if you like to sleep with the common people.

Dracoth: Appealing company, they have such a peculiar way of thinking.

Trolls: Holding company with them is like stinking your life in a compost heap.

Troll

The stone people known as trolls are slow and lumbering. What they lack in dexterity and intelligence they more than make up for with strength and their ability to command hordes of earth type monsters.

Bonuses: Strength +1, Endurance +2, Elemental Command (Earth), Stony skin +1 Natural Armour.

Penalties: Intelligence -1, Fire Weakness.

Descriptions.

Elemental Command (Earth): Trolls feel a kinship with other beast of the earth. They gain +1 to any charisma rolls when involved with monsters of the earth type and spells of the earth type cost one less mana to cast (to a minimum of one). They may also tame an extra earth type monster above their charisma limit (i.e. a Troll with charisma 4 may have 3 monsters so long as one of them is an earth type.) These bonuses stack with any elemental bonuses you have.

Fire Weakness: There are two ways of getting the advantage over a troll, by outsmarting it or throwing fire at it. Troll take an extra D4 points of damage from any fire damage. They may not choose fire as their starting element.

Stereotypes.

Humans: Never let a human know your Troll.

Goblins: As big as us in mind, if we had minds as big as theirs.

Gnomes: Their bolts or magic and metal hurt. Keep away from the small ones.

Orcs: Green and glum.

Elves: Their words don't hurt my thick skin.

Dracoth: For years we shared our homelands and they did not even help us fight for them.

Dracoth: Descendants of the mighty dragons, the Dracoth pride themselves on being noble and strong. Their talents lie with the command of fire and their scaly skin provides armour many opponents find difficult to pierce.

Bonuses: +1 Strength, +1 Charisma, +1 Intelligence, Elemental Command (Fire), Scaly skin +2 natural armour.

Penalties: -1 Dexterity, Cold blooded, Water Weakness.

Descriptions.

Elemental Command (Fire): Dracoth hold a certain wild charm about them and this attracts other creatures of fire to them. They gain +1 to any charisma rolls when involved with monsters of the fire type and spells of the fire type cost one less mana to cast (to a minimum of one). They may also tame an extra earth type monster above their charisma limit.

Cold Blooded: The blood of a Dracoth is the blood of lizards and because of this Dracoth are slow when there is not enough heat to keep their bodies and blood warm. Dracoth suffer a -3 penalty to energy at times when the sun, or another source of heat is not present.

Water Weakness: Dracoth are creatures of fire and as such water is offensive to them. Dracoth take an extra D4 damage from any water attack. They may not take water as their element.

Stereotypes.

Humans: We did not fight them for our lands. Perhaps one day they will learn from our example.

Goblins: It is too cold for them in our cities, so we retain some purity.

Gnomes: They magic and science for everything, perhaps they could bring warmth to the cold of the mountains.

Orcs: We are more akin than they may realise, respect and honour flows in their veins.

Elves: Who are they to tell what to do? They scorn us for our strange ways, they do not even know what it is like to sleep in a cold bed.

Trolls: Let them grumble about repression, it is our homes that are being used as the war front.

Skills

Amaen stalked through the alleyways of Torn. His form moved smoothly through the shadows, black cape fluttering silently at his back. He pulled it close and tied it at his front. If the Orc had looked back he surely would have noticed the flickering of the shadows.

The snow made it hard for him to follow his prey, its opaque nature denied him the knowledge of twigs and discarded rubbish, so far only the soft crunch of the snow under his thin leather shoes belied his presence, but it was only a matter of time before something snapped under his feet. He placed his feet slowly, one in front of the other. He had learnt a technique many years ago for such a situation. In every step he practised silent walking, placing the outside arch of his foot down first and then rolling the rest over slowly, it took time but the slow lowering of pressure reduced the sound he created, as well as allowing him to scout for potential give aways.

Sounds of a busy street lightly pricked his ears through his concentration. Amaen had been operating in this area for over a decade and he knew that in a few minutes the Orc would find his way back to the crowd and disappear into safety. Amaen had only a few more moments of opportunity, he began to creep faster, wishing to close the gap between himself and his target.

As he got closer he could more clearly define the Orcs shape and clothing. He wore a large coat, obviously disguising some armour worn beneath it. Amaen knew fighters guild characters like the back of his hand. He also knew that they favoured armour that was lighter on the side of their sword arm, allowing more freedom of movement. Closer examination showed that the orc as a saber sheathed on his right side, making him left handed. Any strikes Amaen had to make would go to the left shoulder and under the ribs.

The orc in front of him stopped for a moment and tilted his head, as if listening. Amaen recognised the position, the look of someone who is about to turn around and ruin his ploy. The orc would have been better alive than dead, but circumstances denied Amaen this luxury. He maintained a steady stare at the orc, glancing only momentarily down at the snow covered ground, not wishing to lose the focus he had spent so long obtaining.

In one smooth movement Amaen dropped to one knee and clasped the two knives lodged in sheaths along his thighs. His long hands felt the familiar coolness of the metal handles, his boney yet lithe fingers wrapping around the hilts, squeezing them gently. As his knee hit the ground it crunched against the corpse of a small bird. The bones cracked and snapped loudly, the vile sound causing the orc to spin around violently.

Twin blades flew through the air.

Amaen did not remember aiming, or even throwing the knives. He saw the results, one knife in the neck, the other in the thigh. High and low, he knew that practise was needed if he was to ever make it into the big league gangs. All he remembered was lifting the key he needed from the corpse and the ditching it the river at midnight.

He shivered, hands and face blue. This is not the life he would of chosen, such is the case for many of his ilk.

He returned home, or at least what passed for his home, and was greeted by goblin brethren.

Getting the key was the easy part, boasting about it to a satisfactory level would be difficult.

There are many skills that your character can become adept at. Each is divided into one of six categories (representing the attribute they use.) The skills in this section are firstly divided by category and then alphabetically. Each skill has a brief description of what it is used for.

Strength.

Axe (Heavy)

This is the ability to wield heavy axe weapons. These weapons tend to be slow, but devastating.

Axe (Light)

This is the ability to wield light axe weapons. Although lighter than other axes they are known for dealing gratuitous damage.

Blade (Heavy)

This is the ability to wield heavy bladed weapons. These weapons tend to be damaging but adaptable.

Blade (Light)

This is the ability to wield light bladed weapons. Although these weapons may not be particularly damaging, they are usually fast and adaptable.

Brawl

This is the ability to fight with hand and foot. When not using weapons it is difficult to deal much damage to an opponent, but this skill allows a character to be a weapon when there isn't one to hand.

Club (Heavy)

This is the ability to fight with large, blunt weapons. These weapons are incredibly slow to wield but the results are more than bloody.

Club (Light)

This is the ability to wield light, blunt weapons. These weapons are slower to use than light swords but are able to do more damage.

Polearm

This is the ability to wield long, often prodded, weapons. These weapons may not be effective as bladed weapons, but often have range or quick striking abilities.

Thrown (Heavy)

This is the ability to chuck large, heavy and unwieldy weapons. These attacks tend not to go far, but to harm what they hit.

Stamina

Athletics

Running, swimming or even rowing, these all fall under the purview of the athletics. Whenever doing some kind of physical action that doesn't fall under another skill, you can be damn sure that athletics is the skill to use.

Craft (Armour)

This skill covers all aspects of armour production such as tanning, smithing and even repairs. It is important to keep armour in good shape and being able to repair or produce your own is a boon to any character.

Craft (Weapon)

This skill covers all aspects of weapon production such as stringing, smithies and even repairs. It is important to keep weapons in good shape and being able to repair or produce your own is a boon to any character.

Immune

This skill is less of a skill but more of a person's body's ability to defend itself against illness and disease.

Resistance

This skill, once again, is not so much a skill but the body's ability to defend itself against foreign toxins such as alcohol or poison.

Resolve

This skill represents your body's threshold as well as your capabilities to hold onto your emotions (such as bravery.) Used whenever your character might lose consciousness.

Shield

This skill allows a character to effectively defend themselves in battle. Shields are the most efficient form of avoiding damage and wielding one is a boon to any character.

Wrestle

This skill is used when attempting to throw, pin or strangle an opponent. The use of the wrestle skill is difficult, but those with good abilities can kill or subdue in moments.

Agility

Acrobatics

This is the skill of jumping, rolling and performing other gymnastic skills. Acrobatics is used in strenuous jump checks, rolling out of high falls and even keeping your balance in a fight.

Bow

Whether your character wishes to use a short bow or a field bow this is the skill that you will roll.

Camouflage

The ability to disguise yourself in shadows or to keep still in foliage. The skill is rolled against a character attempting to detect you when you are hiding in a difficult to see location.

Crossbow

This is the ability to wield crossbow's of any size and type. A character firing a crossbow uses this skill to see whether they hit.

Dodge

This is a character's ability to move out of the way of melee strikes. It involves ducking, shifting and side stepping.

Security

This is the skill of picking locks on doors and chests. It is, however, also used in the detecting and disabling of traps, as well as the setting such attacks.

Sleight of Hand

This skill is used to perform unnoticed tricks with your hands, whether it is pick pocketing a person, bringing a dagger into your hand in secret or merely performing street magic.

Sneak

This is the ability of skulking around in the shadows unnoticed. Where as camouflage describes keeping still and staying sentinel, this is this skills used for stalking people, whether in alleyways or in crowds.

Thrown (Light)

This is the ability to throw weapons that are light and aerodynamic. These weapons can be thrown far and with deadly accuracy.

Intelligence

Alchemy

This is the skill of manipulating chemicals to create explosive, adhesive, acidic or any other special properties. Use of these chemicals could be dangerous in the hands of an untrained individual and should a character wish to use such chemicals they will require this skill.

Anthropology

This skill is the study of animals and monsters. Through the use of this skill a character may identify a monster or animal they have not seen before, as well as detailing their statistics (average) and special capabilities.

Arcane (only available to spell casters)

This is a character's magical understanding. With this skill a character is able to manipulate magical energies into spells and enchantments.

Craft (artistry)

This is a character's skill in creating great works of art. This could be through any artistic medium such as drawing, painting, sculpture or carving.

Finance

This is a character's skill in manipulating and looking after finances and trade. Can also be used in haggling.

Invention

This is a character's ability to built and design technical artefacts such as catapults, trebuchet and repeater crossbows.

Medicine

This is a character's ability to perform large surgery such as repairing arteries, resetting bones and also amputations.

Navigation

This is a character's ability to either find their way by maps, geographical landmarks or the stars.

Research

This is a rather specific skill used in the finding of information. It comes under charisma if a character is using it in a social setting rather than through scrolls and tomes.

Train*

This skill is used in teaching monsters, animals or people concepts and skills you have developed yourself. This skill uses very specific rules and you should refer to the Taming and Training Chapter.

Wisdom

Alertness

This skill is used to detect hidden objects or characters. It is used in opposition to any type of stealth skill or to notice small changes in environment (i.e it doubles as a search skill.)

Empathy

This skill is used to determine another persons true motives. It can be used to combat a persons bluff roll or keep a persons current mood in check.

Ethersense

This skill allows a character to detect the use of magic and identify spells. The longer time between the detection and the casting, the harder the spells course, effect and power becomes.

First Aid

This skill is used in treating minor wounds. Incredibly important to quickly reduce damage after a battle.

Herbology

This is the skill of making potions or poisons from plants that can be found through out the Empire. It is difficult to acquire such items and a character who can make them could either utilize them or even sell them on.

Lore

This skill is used in the identification and learning of spells as well as in the identification of more traditional lore, such as folk tales and history.

Scribe

This is not merely the skill of writing (which in itself is rare) but also the ability to forge materials and translate old languages.

Tracking

This skill is used to follow the paths made by people, vehicles or animals/monsters. The difficulty of the roll depends on the age of the tracks, recent weather and whether or not the tracked are trying to cover their trail.

Charisma.

Bluff

This skill is used to convince a person of a straight faced lie. These lies include statements about items costing more than their worth, bragging about achievements that you never made (or are exaggerating to a huge level) or even making up false alibis for crime investigations.

Charm

This skill is used in the taming of monsters but is also utilized in social engineering. Whenever your character is trying to provoke a favourable reaction from someone (allegiance, information, flirting or just friendship) use this skill.

Disguise

This skill is the art of pretending you are someone you are not. When wearing a disguise and trying to convince others that who you are pretending to be is who you really are.

Entreat

This is this skill used for winning people over to your side. Unlike charm which is meant to provoke a favourable reaction, entreat is used to achieve immediate results (like influencing an NPC to attack someone, physically or otherwise.)

Fast Talk

This skill is used to circumnavigate a topic or confuse an individual into believing you. This could include using over technical jargon to confuse a person into letting you do something, or quickly stating your authority so that it is more than it seems to gain entrance to a restricted area.

Intimidate

This skill is used for getting your way via the use of physical threats. Often more easy to influence people using this skill than it is to use charm, but those it is used upon will grow to resent you and your forceful ways.

Leadership

This skill allows you to command singular characters and whole platoons in battle as well as being used to talk to large mobs when attempting to incite some action, such as loyalty or rebellion.

Perform

This skill allows you to entertain groups of people effectively. Often used for making quick money, calming a persons mood or as a distraction whilst one of your friends picks the pockets of unsuspecting observers.

Train*

This skill is used in teaching monsters, animals or people concepts and skills you have developed yourself. This skill uses very specific rules and you should refer to the Taming and Training Chapter.

*The character takes an average of these two attributes to determine their overall Train skill.

Experience and Levelling

Beside each skill, spell and attribute on the character sheet there are ten little boxes. These boxes represent how much experience your character has towards these traits.

Awarding Experience

Experience comes at the end of a session and is determined by the storyteller. However the following the following guidelines should be considered.

Difficulty of session	Quick Advancement	Average Advancement	Slow Advancement
1 hour easy session	10xp each	7xp each	5xp each
1 hour average session	12xp each	9xp each	7xp each
1 hour arduous session	15xp each	12xp each	10xp each

Spending Experience.

You may only spend experience on skills/spells that you have used in the session. You may assign a maximum of five experience to a single skill or spell. Once a skill/spell has received 10xp it levels up (+1 point) and its xp is reset.

For every skill that you raise a level, its corresponding attribute gains either 1 or 2 xp (1xp for slow or normal games, 2 for fast games.)

Gaining new skills.

If a character has used a new skill (he is warrior, but was attempting to hide for example) They may spend experience in that skill. A skill only needs 5xp to advance to level 1 but this advancement does not aid its attribute.

Skill Affinities.

Some characters may have skill affinities due to their race. Skills at affinity +1 require only 8 xp to level up. At +2 they only require 7 xp.

Skills with negatives require 10 + the negative attribute in xp to level up.

Monster Experience.

Monster's under character control get a number of experience equal to the experience their master gets divided by the number of monster he has +1.

Example.

At the end of a long hard session a trainer has 20xp.
He has three monsters. Running through the formula (3 monsters +1=4) $20/4=5$. Thus each monster gets five experience.

Of course with a correct training roll a monster may gain more experience (see taming and training.)

A monster may spend experience in the same way as a character, but may only invest in skills he already has.

However this may be disproportionate to a monsters use. The Storyteller can decide to move some xp to a monster who was used extensively and completely abolish the xp of a monster who wasn't used at all. This is, of course, storyteller discretion, but no monster should advance quicker than their master, merely for the sake of game balance.

System.

The Lotsamon system is based roughly around that of DnD's D20 system. I say 'roughly based' as there are a few changes, specifically to the combat and magic system (see the previous chapter) that long time players of the D20 system will have to adjust to. For everyone else the rules are simple and easy to follow, using the same system for almost every roll.

To make any roll follow these simple steps.

1. Identify which skill the action will be using and its corresponding attribute.
2. Add the skill level and attribute score together to get a total score called the Skill Bonus.
3. Identify any special abilities or circumstances that may add/subtract from your Skill Bonus and alter it accordingly.
4. The Storyteller will then state what the opponents Skill Bonus or the Difficulty Level of the action is (if no opponent is involved.)
5. Both you and storyteller roll 1D20 each and add on individual Skill Bonuses or Difficulty Level.
6. If you get the higher score you succeed!

As you can see these rules are pretty simple, allowing for quick and easy rolling. Besides from combat modifiers (see the combat section below) there are two more rules to take into account, Circumstance and Overwhelming Rolls.

Circumstance.

There are many circumstances that may affect your skill bonus. Any action may gain a maximum of either a -5 penalty or +5 bonus to the Skill Bonus. Circumstances could include time (a character who may take his time on a roll will get bonuses whereas a character who has less than the normal time to complete an action will have penalties.) Noise levels when sneaking (lots of noise = bonus! Complete silence = penalty.) and so on. It is up to the storyteller to make judgements about whether or not an action should receive any modifications due to circumstance. N.B spending extra mana on a spell counts as a circumstance bonus.

Overwhelming Rolls.

There are two types of Overwhelming Rolls, Overwhelming Success and Overwhelming failure. Overwhelming Success means that your character performs optimally on his action, achieving great results. An Overwhelming success occurs when a character rolls double the score of the opposition/difficulty.

Overwhelming Failure means your character has royally cocked up, not just failing but making circumstances worse than they originally were. An Overwhelming Failure occurs when a character rolls under a quarter the score of the opposition/difficulty.

Combat

The rules for combat are based entirely on the above system. The only true extra rule is on energy. Take in the following considerations when running a combat.

1. Turn order: Characters all make an alertness roll. Characters who roll higher get to make actions earlier in a turn. A player may wait and forfeit their order to see how other characters act. A waiting character may interject after any other character has finished acting. If all characters wait, then the round finishes and time simply passes by.
2. Energy: The use of energy in combat details how much you can do in a turn without being fatigued. Every action requires energy. See the table below for energy usage. If a character uses more than his allotted energy in a turn he takes the excess in fatigue damage to their health and lower their next turns energy by one. See the actions page (below) for details on energy costs.
3. Overwhelming success in combat: If you achieve an overwhelming success in a combat roll you may roll an extra D6 damage.
4. Overwhelming Failure in combat: If you rolls an overwhelming failure in combat your turn ends instantly. If using a melee weapon you may drop it (storyteller's discretion)
5. Damage: After a character has his another you roll damage. The damage dice is equal to your weapons damage dice + your damage bonus (if melee) if not using a weapon you only get your damage bonus + unarmed damage. After rolling deduct the opponents armour score from the damage to get the total subtracted from the opponents health.
6. Blocking, Parrying and Dodging. A defending character can choose to block, dodge or parry. Each uses its own skill score (parry uses the weapon skill of the defenders weapon. However a character cannot parry or dodge a ranged attack, they may not block or parry a area affect spell, catapult or other massive area affect.
7. After an melee attack you must ready you weapon (adjust grip and positioning) in preparation for you next attack. It is an advantage to fight with multiple light weapons as you only have to ready once every two attacks.

Standard Actions

There are various actions that characters can make in a turn. In the table below are a list of common actions and their costs. Should an action have special rules, they can be found below.

There are all manner of actions that a character may want to (or have to) make in a combat situation. Below is a list of actions and the energy needed to perform.

<i>Action</i>	<i>Cost</i>
Move 1 space (5 feet)	1 energy
Sneak move (must be crouching) 1 space	2 energy
Ready held melee weapons.	1 energy
Attack (brawl)	3 energy
Attack (ranged)	4 energy
Attack (melee)	See weapon energy cost (equipment chapter)
Reload	1 bow, 2 crossbow
Cast a spell	Mana cost X2
Dodge	1
Block	See shield energy cost (equipment chapter)
Parry	Half energy cost of weapon
Stand from prone	4
Stand from crouch	2
Crouch	1
Prone	1
Issue Command, few words.	1
Reroll monster charm/intimidate roll	3
Jump	2 per space (maximum space = agility attribute)
Attempt a grapple	5

Benefits for positions.

Prone: -3 for opponents attack. -2 for your melee attacks, -3 for ranged, +2 to sneak. Movement takes 3 energy per space. Can only use imbuelement spells.

Crouched: -2 for opponents attack. -1 for your melee attacks, -2 for ranged +1 to sneak. Movement takes 2 energy per space.

Jumping

May only be performed from standing. After stating a jump attempt make an acrobatics roll (difficulty D20 + 2 + the number of spaces you are jumping.) Success means you land where you wished, failure means you fall down halfway, sustaining at least 1 point of damage.

If you jump into a space adjacent to an enemy and roll an overwhelming success on your acrobatics roll you may make a free brawling knockdown attack.

Advanced Combat.

Once you have a hang on simple combat, it is some times more fun to play a game where you have more control over your character's actions. Advanced Combat adds three extra rules to the combat system, targeting, focusing and attrition, as well as adding more complicated movements (charging, barging and sneak attacks!)

Focusing.

Focusing represents your character taking time out in order to focus his thoughts, calm his body and act more smoothly. Focusing takes an entire turn but confers the following bonuses for the next two turns.

Actions take one less energy to perform.

You gain a +2 bonus on all actions.

You gain +1 defence against one target.

Targeting.

It is easy to make a generic hit against an opponent, but sometimes you want to be a bit more specific. Your enemy too fast for your liking? Shoot, stab or kick him in the leg. Do enough damage and he wont be able to use it.

If you make a targeted attack it takes more energy and your attack is less likely to hit. The following body parts are examples of what modifiers there are and what happens if you hit.

All targeted actions cost 1 more energy than a normal attack with the same weapon (this can be countered with Focus of course!)

The Head: -4 to hit. Successful hit forces the opponent to make a resolve roll or be knocked unconscious for D4 turns. On an overwhelming success Head Trauma is caused. Head Trauma causes the character to suffer -1 on all rolls until they receive suitably medical assistance.

The Eyes: -6 to hit. Successful hit causes an extra D4 damage and causes blindness. Target suffers -4 to all actions involving sight. For bludgeoning damage the target may be blind only until medical treatment is administered (they have 1 hour - the amount of damage caused in minutes, to receive said treatment.) Piercing or slashing is permanent.

Stomach: -5 to hit. Successful hit causes an extra D2 damage and automatically starts Attrition.

Arm (either): -3 to hit. Successful hit has a 25% chance of breaking or disabling the arm. Roll a D12, on a roll of 10, 11 or 12 the limb is put out of use. Two handed weapons cannot be used, if the character has to swap hand for weapon they suffer -1 to their rolls. Any action that requires balance suffers a -1 penalty to the roll.

Leg (either): -3 to hit. Successful hit automatically knocks the opponent over. Also roll for breaking in the same way used for arm. If a leg breaks the opponent cannot get up on his own and suffers -2 to all actions involving movement or balance and moving in anyway requires an additional 2 energy.

Attrition.

Attrition is the continuation of damage after a wound is inflicted. A character suffers attrition if targeted at certain areas of the body or if he takes more than a third of his health in damage from one attack. Attrition deals one point of damage each turn, at its beginning and gains an extra point if the target suffers a similar attack again.

Barging and Knockdowns

It is sometimes beneficial for characters in combat to attempt to knock their opposition away or to the floor. There is one set of rules to cover both of these actions, though knocking the opponent away is called 'barging' and forcing them to the ground is called 'knockdown.'

To attempt either of these actions you make a normal attack against your opponent, though they may not make a parry attempt. If you succeed on the roll you do not deal any damage but barge them away or knock them down. If the aggressor rolls an overwhelming success, his opposition is also staggered. Staggered characters suffer D4 energy loss on their next turn.

Barging causes enemies to be knocked back a number of spaces equal to half your strength, this can cause them to be forced into fires, chasms or even traps. You may use a shield for a barge attempt and gain a bonus to the roll as if you were blocking with that shield.

Knocked down opponents are pushed one space back and are forced into prone. A character who is being knocked down may attempt an acrobatics roll, for one energy, to attempt to instantly roll back to their feet. This roll uses acrobatics and is against D20 + the difference between the previous roll.

Charging into combat.

Although your character's energy score may limit the amount of actions your character can perform in a turn, it is possible to push yourself in the first few turns of a combat, without taking damage for overexerting yourself.

A charge must be made in the first two turns of an initiated combat and only if your character is equipped with a melee weapon, or unarmed. You must first declare a charge at the very beginning of your turn. You then count the number of squares away the charging opponent is. If they are under double the distance your character can move in a turn, you can make a charge attempt.

To attempt a charge you simply make an athletics roll (D20 +5 + the number of spaces over your energy you are running) and spend all of your energy points.

If the roll succeeds you make contact with your foe and may make a free melee attack (without using a technique) with a +4 bonus to hit and a +2 bonus damage.

If the roll fails, on the other hand, you only run three quarters of the way and end your turn, suffering the fatigue damage as per if you had overspend your energy.

Grappling

To grapple an opponent make an opposed wrestle roll when you would be able to make a brawl attack (the opponent uses strength rather than stamina.) If you win you may either make a pin or a throw.

A pinned opponent may not make any attacks, but may force a wrestle reroll so that they are pinning you on their turn. In your next turn you may begin choking the opponent. Choke attacks require a successful wrestle roll (losing this roll does not mean you become pinned) and spend your entire turn. A choked opponent takes D4 fatigue and if they are choked for a number of turns exceeding their stamina, they die from suffocation.

If you wish to throw your opponent you may chuck them in any direction number of spaces equal to half your strength (half this for larger opponents, double for smaller) and they take D2 damage for every two squares you throw them.

Sneaking in combat

Characters may wish to sneak about in combat in order to gain an advantage over their opponents. The following rules can be used in order to convey the benefits of attacking a foe who is unaware of your presence.

Attacker gains an overwhelming success when they roll 1.5 times the opposition roll, rather than double.

Attackers using light blade weapons or ranged weapons negate their oppositions armour.

All attackers gain +2 damage.

Defender has a -5 penalty to defence.

Health and Healing

Over the course of a few games, characters are inevitably going to either become fatigued or wounded. This small chapter deals with the three types of damage available in the game, fatigue, wounds and attrition. Each has its own method of healing and will be addressed separately. It also then describes the different states a character can be in, Dazed, unconscious and dead.

Fatigue.

Fatigue damage represents characters bodies being overworked, starved or harmed in a way that doesn't leave physical marks. A character can simply heal fatigue damage by taking 8 hours rest and eating one rations worth of food. So long as the character is not suffering from fatigue damage at the time (this method of healing doesn't work if the character is freezing, for example) all fatigue damage is removed. A character does not heal wounds naturally if he has any fatigue damage.

A character will die from exhaustion if they reach -10 health due to fatigue.

Wounds.

Wounds represent damage taking by swords, clubs, fists or any other manner of attacks that does not cause longlasting damage (i.e attrition.) Characters heal wounds at a rate of 1/2 their stamina per day with at least 8 hours rest, food and drink and no heavy physical tasks. A character may convert half of any newly sustained wounds into fatigue damage if another character succeeds a first aid on them. This roll is rolled against D20 + the total damage the character has received.

A character will die from their wounds should their health drop to -5.

Attrition.

Attrition represent serious damage to organs and internal bleeding. This damage will continue to hurt a character until they receive proper medical attention. A character must make a Medicine roll to attempt to stop attrition damage cumulating. The difficulty of this roll is D20 + (the amount of attrition damage taken X 2.) Should the roll succeed, the damage is converted into normal wounds.

A character will die from bloodloss/organ failure should their health drop to -3 when suffering attrition.

States.

Unconsciousness.

This state is reached when a character drops to 0 health. When this happens a character must make a Resolve roll, the difficulty equal to D20 +10 +1 for every point of fatigue damage. If the character succeeds, they merely become Dazed.

If the character fails their roll, they are knocked unconscious. This makes them prone and unable to make any action (even defensive.) This state lasts until the character has at least 1 Health.

Dazed.

This state occurs when a normal person would be knocked unconscious. The character manages to stake awake to continue fighting, if doggedly. Dazed characters half their energy scores and suffer -4 on all rolls.

Dead.

This happens when a character reaches either -3 health (if sustaining attrition), -5 health (if suffering from wounds), or -10 health (if they are suffering from only wounds and fatigue, and half of this damage is fatigue.)

A dead character cannot do anything. Ever. Make a new character.

Magic

Ornil's robes dripped with sweat that poured from his face. His hands were clammy and his mouth dry, barely able to rasp forth the last words of the casting. His eyes frantically flitted around the four magus in a square around him. He knew that without their magical support, he would not have the mana needed to complete the ritual and resurrect Marskis, but still he realized the threat of assassination in his weakened state was great.

The magic grew stronger, its pull at his soul became greater. He saw the frowns of the magus around them and knew they themselves would soon run out of the mana to give to him. He felt the trickle of their power weaken until it came to him only as a light breeze. They wanted him to eke as much out of what they had left. They were idiots, in five more minutes the ritual would be completed, they should give everything unto him in these vital stages.

His head began to throb.

The whole of the tower had been closed off for a week as the ritual was started. In that time only magus had been in and out, providing Ornil with mana and supporting his body's dietary needs. A week is a long time without real food or water and Ornil's body screamed hatred at him for it.

It will be worth it. My dragon riders are the key to this war, I must join them on Marskis.

Immediately after the thought had flitted through his head he regretted it. The dreams of blood and glory flooded him, shaking his concentration and racking his already depraved mind. The magus warned him that such use of Odic magic could do him great harm. Regardless, they taught their Emperor the secrets of death itself.

The magic crumbled from him, he felt its strong pull leave him. His despair emanated from his mouth. The magus fell, all mana drawn from them to the point in which it took from their souls. Odic magic is very dangerous indeed.

Guards flooded the room as the Emperor's starved body hit the floor, as did the suspended body of Marskis. The deafening thud of the great dragons form was drowned out by the dry coughing of the Emperor. Blood stained the floor, the Emperor's blood.

In two weeks time he would try again.

Magic will play an integral role to all adventurers lives. They will either cast it or be subject to it and create or wield enchanted items.

This section is split into several sectors. The first explains the three different magic user types (Magician, Warlock and Channeler.) The second deals with the learning of new spells, and the advancement of old ones. Finally the third deals with the magic system itself.

Types of magic user.

Channeler.

The channeler is magically weak, only a cut above any other mundane character. His magical abilities cannot extend beyond his own shell and he may only learn spells that effect himself only. If a spell could effect oneself as well as others it may be used, but only in correspondence to themselves. Channelers can, however, use counter magic making them able to defend from stronger magus.

Warlock.

The warlock can focus his powers beyond himself. Like a channeler they may learn self affecting spells, but may also now use spells that work outside of themselves as well, giving them a wealth of offensive and character benefitting spells. They may also use counter magic.

Magician.

The magician is able to summon enough magical strength to be able to pour magic into items, creating powerful enchanted items. This means he is able to create items that fully emulate the capabilities of monster special abilities through his enchantments, a whip could lashing out with elemental force against a foes. A well versed magician is a dangerous foe indeed, as he can carry any number of enchanted items with him into battle, augment his own abilities and strike from afar with spells and counter magic of course.

Learning new spells.

All character's who can cast spells can do so from birth. The caster starts with a number of spells depending on their abilities, see the starting spells section for more detail.

Learning new spells is more complicated, it involves dice. Each ability can be learned by watching other characters or monsters using them. Each ability has a minimum arcane level, if your arcane is equal to or higher than the ability's level then you may attempt to learn it as a spell.

There are two ways to learn a spell, passively or actively. Passive spell learning is easier but takes at least twice as long, whereas active learning can be done in one action, but is harder to perform.

Passive

To learn a spell you must first witness a character/monster using the spell/ability, then you make an Arcane roll, the difficulty depends on the ability level. You may make one lore roll per day. If the roll succeeds you gain 5 experience points to that spell (so you may put the spell in your book at level 0) You must then does this a second time, on a different day, and if the roll succeeds you gain the spell at level 1. The spell may know be cast normally. It is important to note that spells only advance to level 1, you either know them or you don't.

Active

An active learner may make no actions until an ability is used. He must use each turn observing all of the participants. If a character is attacked, he may dodge or parry but will then have to make a resolve check to continue the observation (difficulty 20 + any damage done.) If the character makes no attempt to defend themselves the difficulty is only 10 + damage done. Once a character or monster uses a spell/ability then the player may make an arcane roll. The roll is made at a difficulty

ten points higher than if you were passively learning. If the roll succeeds, however, the character has learned the spell there and then, able to use it after the combat/situation is resolved.

Casting Spells.

Magic works like the use of any other skill, you roll your intelligence and arcane and have to beat an opponents resistance (D20 + the spells difficulty if there is no opponent.) To work out the resistance of magic the opposing character simply rolls D20 and adds their wisdom + lore. If they are also a spell caster they may attempt counter magic, but this will come later.

Once a spell roll succeeds the spell is cast and takes place as the spells description. All spells also require mana expenditure and deduct your energy for a turn. Each spell has a mana cost and the amount of energy the spell uses is equal to the mana cost multiplied by three. Some spells may allow you to pour in extra mana for a more powerful effect, but this will also increase the energy needed to cast a spell. With all spells the character may pay upto half their leftover mana if he wishes for a +2 bonus to the roll/per point of mana spent. All mana must be paid before a roll is made.

Countermagic.

a character who can use counter magic may also spend mana in the same way as the caster can to gain a +2 bonus to their roll but may also only spend half their current mana in this way.

Enchanting.

Enchanting is one of the major benefits of being a spell caster. Any item maybe enchanted if the spell can be applied to it. The following effects can be applied to different items.

Attribute or skill increases: May be applied to melee weapons, clothing, armour, jewellery.

Damage on hit: May be applied to melee weapons or gauntlets (only works when brawling)

Ranged Damage: Ranged weapons.

Other effects: See spell specifics.

To create an enchanted item the character who is doing the enchantment must either be present at the making of the item, or making it themselves. During this process the caster must cast the spell into the item twice, at the beginning of the creative process and at the end. If you strengthen the spells with mana, then the items receives the strengthened effects. Each of these casting is made at +10 than the normal difficulty, or +5 if the caster is making the items themselves. At the end of the ritual the caster must then permanently invest the minimum mana cost +1 into the item. This mana is lost until the item is destroyed, or away from the creators touch for a year and a day (if stolen the item must touch its true owners blood within this time or be destroyed.) If the item was given freely, but still away for this time, it merely loses its mystical properties.

The created item now permanently grants the spells bonuses to the wearer, if the spell is offensive and cast on a weapon, it is activated on a roll of 4-6 on a D6 when it successfully hits an enemy (or the arrows/bolts from said weapon.)

Training and Taming!

Training, Commanding and Catching Monsters.

Without proper command and training a master's monsters will run wild, disobeying orders and rebelling, maybe even running away. For a trainer to effectively use his monsters he must either gain their trust or quell them into utter submission.

All monsters have similar attributes to their masters. Of the different attributes there are two that are important to a trainer. Rebelliousness and Tamelessness. Both these attributes deal with all aspects of training.

Catching.

Before a character can do anything with a monster he must first capture it (unless he already starts with a monster.) To do this a trainer must identify the monster he is trying to catch and make an Entreat attempt. Before the character can make this roll he must have either trapped or knocked it to near death (a character may hold back to bring a monster down to 1 health if wishing to attempt a catch) This roll is opposed by the monsters Instinct and Rebelliousness traits and if it fails a trainer may no attempt to catch that monster for a day.

Once caught the monster now gains the tamelessness trait and this is equal to their Rebelliousness +2. In effect this trait is actually the opposite of tamelessness and a trainer must endeavour to lower the trait, rather than raise it. Upon catching the trainer may make their first intimidate or charm roll instantly, see the Training section for more details.

Commanding.

A well tamed monster works purely as if the player had another character. However at the beginning of combat the character must make either a leadership or intimidate roll against the monsters instinct + tamelessness trait. The character is most likely to fail at this action. If he succeeds he has full control over the beast. If not the storyteller controls it. The beast will not make any aggressive action against the character or his companions (unless he overwhelmingly fails his intimidate roll) and will defend itself. The character may give commands and it is up to the storyteller to what extent these are followed.

Example: Edward has recently caught an emberling and its current tamelessness is 7 (with 1 point of Instinct, bringing its bonus to 8.) He enters a combat and attempts a leadership roll (Edward is a kind soul) to try and bring his erstwhile sprite under his command. Edward rolls a 10 for a final result of 15, while the Emberling rolls 8 giving it a result of 16. Edward has failed the roll, but only just. In the combat Edward commands his monster to use its Spark ability on an enemy. As he only narrowly failed his leadership roll, the storyteller decides that the emberling will do exactly as commanded. However, if Edward had failed more significantly perhaps the storyteller would make the Emberling utilize a normal attack rather than its special ability, or even stark faced refuse to make any action.

Training.

A monster gains skill experience differently to than other characters (see experience and levelling) and has separate experience from its master. Training covers three things, the lowering of a monsters tameness score, the ascribing of extra experience and the teaching of entirely new skills.

Lowering tameness. At the end of every story (or chapter if the storyteller has only planned a short game) a character may make either a charm or intimidate roll against the monsters rebelliousness trait only (no instinct this time!) If the character succeed the monsters tameness trait is lowered. If using charm it is lowered by one point only, but intimidating characters may lower it by two whole points. The problem with intimidation, however, is that monsters are never truly loyal to their masters and each time intimidation is used the monsters rebelliousness trait goes up by one. Also a character may not use intimidation to lower a tameness trait below 4.

Teaching new skills. Most monsters only have natural skills such as natural weapons, dodge and resolve. However monster maybe taught entirely new skills by their master. At the same time as a character make the roll for lowering a monsters tameness he may make a train roll. This is, once again, opposed by a monsters rebelliousness only. If successfully the character may give one skill level to a monster in any skill the character has over 5 points in (even train!) if the character has an overwhelming success, he may give two skill levels. However a character may not train a skill if a monster already has half his current skill level in that skill.

A trainer may also make a teaching roll (use same skill as training) in order to give up a portion of his experience to a monster. The amount of experience he wishes to give makes the task more difficult. For every 1 point of experience above the first, the character has a -1 penalty to his roll. If the character succeeds the monster gains this experience. Overwhelming success means that the character retains half the experience but the monster still gets full benefit. Failure means that the trainer retains half of the experience but the rest is lost. overwhelming failure means that all experience is lost. You may make one such roll at the end of the session.

Settings block

The following pages all contain information about the Empire, starting with its history, the way it is run, the religions within it and finally the physical geography of the lands that make the Empire what it is.

History of the Tyris Empire.

2500 years ago: The first Dragon comes into being.

1000 years ago: The Warlord Anayus Tyris emerges as a powerful leader in the Great Plains.

990 years ago: Tyris makes alliances with four of the seven other warlords of the plains. With their combined might they vanquish the remaining three. Tyris declares himself King of the Great Plains.

989 years ago: The four warlords are each promised dominion of one of the surrounding lands, Tyris begins plans on expanding his realm.

960 years ago: Tyris moves his armies south, using the rivers to quickly and effectively mobilize his troops.

956 years ago: The southern plains and marshes swear allegiance to Tyris. He instates Myrana Ap-Tiblli, an elf, as governor of the south, ignoring Firskad's, the orc warlord, desire to rule his homeland.

950 years ago: During a campaign in the foothills of the west Tyris is slain. Myrana takes up his mantle, changing her second name to Ap-Tyris in his honour.

900 years ago: Myrana assainates the remaining Warlords and, using their armies, finishes the resistance in the west, bringing the predominately Gnomish lands under her sway.

800 years ago: Myrana realizes that her eastern border is still open, this is currently not a problem, due to it being the homeland of the elves and as such they have existed amiably. Myrana, however, recognises that her life is soon to run out, regardless of her races longevity. She orders the Elven King Ap-Coras to submit his lands to her empire. Ap-Coras refuses and the 400 year war for the eastern forests begin.

700 years ago: Myrana dies of an unrecorded cause. A human general named Marcus Garallin is elected ruler.

600 years ago: The first elemental comes into being.

500 years ago: The Garallin line dies out, ending with Edward Garallin III. Civil war erupts between his two nephews, Geron and Bathom.

485 years ago: After fifteen years of infighting Gerom and Bathom decide on joint rulership. During their feud, much headway into the west was lost and the Empires attention now turns back to the west.

470 years ago: During a battle with the elves, Gerom murders Bathom, stabbing him in the back with a stolen elven blade.

452 years ago: Gerom dies of heart failure. An orc crime boss, Morshan, makes a coup on the imperial government, declaring himself dictator.

400 years ago: Due to Morshan's ruthless tactics the last guerrilla resistance in the west is extinguished, along with half the forest in flames.

399 years ago: An elven revolution occurs, many outraged by the way Morshan conducted the war. Morshan poisons himself before the rebels break into his room at the palace. His corpse is disembowelled and left at the edge of the forest as a sacrifice. The Empire is ruled as a democracy from now on.

399 years ago: The day after Morhsan's suicide, the first Oni comes into being.

300 years ago: a troll army comes from the northern mountains. During the war Tobias Redfell is elected as a temporary Emperor until the war is finished.

295 years ago: The trollish advance is beaten back. Tobias states the need to conquer the northern mountains in order to stop the event repeating itself.

280 years ago: The last Trollish warlord submits to Tobias. An allegiance is made with the Dracoth who also share the mountains.

279 years ago: Tobias is asked to stand down, he refuses and violent uproariousness takes place. Tobias quickly and efficiently puts it down. He declares himself King Tobias Tyris the first.

275 years ago: The first Batu comes into being.

270 years ago: The Dracoth king Btan dies in his sleep. Without any heir the Dracoth people turn to the Empire for protection. Tobias becomes their lord.

100 years ago: Odd, insect faced raiders from past the northern mountains begin to attack outlying settlements. After over a hundred years of peace the Empires army is barely enough to defend the settlements, let alone retaliate.

50 years ago: The six great dragons come from past the ocean of south. The current emperor Karsis, captures them each personally. Monster population is increasing, monsters are no longer a phenomenon but rather a prominent part of the Empire.

30 years ago: Karsis declares his grand campaign in the north. He states that the mountains must not be the Empires boundaries, but the world must fall under its yoke.

1 year ago: Karsis dies along with his favoured dragon mount, Marskis, the dark elemental dragon of odic.

5 months ago: Karsis's son, Ornil, becomes Emperor.

1 week ago: Ornil conducts the resurrection of Marskis.
(The current year is 950 AA (After Anayus))

Social Hierarchy

The Empire is covered in layers of red tape, orders being filtered down through many people and organizations. Despite the amount of over organisation the Empire seems to run smoothly, even if the occasional merchant barge of gold goes missing in one Duke's or another's realm. Below is a brief hierarchy tree, descriptions of the social castes within the game and various notable societies.

Those in importance.

The Emperor: Controls all matters of state, directs the general direction of the realms, the army and trade. He is also the Duke of Karsill.

The Five Dukes: Each of the Dukes conducts a high degree of management within his own realm (one Duke for each.) They are allowed a large degree of free will, but will be reprimanded if they stray to far from the Emperors desires.

Marshall: Marshall organize the law enforcement on a realm wide scale. Each Marshall answer only to his Duke, the Emperor or the unanimous commands of the four dukes not of his realm. The Marshall acts as each of the Dukes right hand man, laying down the law, or at least passing it down to subordinates.

Mayors: Each City, town or village has a mayor. Mayors control all aspects of their jurisdiction, except for the presence of law enforcement. Thus Mayors control economic input and output, to a degree that they may allow or disallow the trade of certain merchants. Mayors also decide how taxes are spent within his jurisdiction. The Duke of each realm is also mayor of its capital.

Deputy Marshals: As the Mayor acts as a miniature Duke in an area, Deputy Marshals do the same for Marshals. A Deputy marshall has free command of the law forces in a small area.

Watchman: These are the lowest rung of law enforcement, and often the ones who do the most work. Watchman may freely arrest any citizen, but must present reasonable evidence with 24 hours or allow the prisoner to go free.

Castes. (In order of social standing)

Lords: This caste is fairly exclusive in that it only extends the Emperor, his Dukes and their Marshals. All are expected to obey Lords and it is a serious crime to harass one in any way.

Knights: This caste refers to all who work for the Empire in more unconventional manners. Before the arousal of magic knights, from which the caste derives its name, where the only members of this caste. Now, however, the caste extends itself to Imperial Scholars and Keepers as well.

Nobility: This caste is made up of land or business owners. The nobility are allowed to keep large tracks of land or whole villages of property so long as they pay the appropriately high taxes.

Enforcement: Under this caste are all members of law enforcement and the army. This caste is one of the largest and, as most within it are armed and trained, have much of the Empires powers within their hands.

Merchant: The merchant class is for any man who has enough money to own their own property and act within their own employ. A step above other common castes, merchants enjoy some of the luxuries of the nobility, whilst not suffering such a high price for it.

Common: Commoners work the lands of the nobility or in the industries of the big cities. They are paid decent wage (enough to pay the rent on their houses and perhaps feed them to a sufficient degree.) and may leave their jobs at any time for any other job. The only way a commoner can advance in caste would be to become an apprentice to a Lord, Noble, Knight or Merchant.

Murck: Murck's are the lowest of the low. They are criminals who have committed murder. The price for such a crime is to lose their own lives. Common practice is for the state to offer these peoples lives for a relatively low price and should they be bought they become, in effect, slaves. Should their lives not be bought, however, they will be executed one fortnight after their trial.

The Courts.

Once a citizen of the Empire has been charged with an offence (note that none citizens are exempt from the following courtesy) they are given the right to fair(ish) trial. Depending on the rank of the offender and the severity of the crime, the offender will have to present themselves at one of various judicatory bodies.

There are four courts, each explained below.

The Common Court.

Judicatory Body: The Mayor of the area acts as the judge. The towns Deputy Marshall and 4 watchmen (not the arrestor) act as jury.

Crimes: Petty Theft (any item under the price of 25 Gold is considered petty) Minor Assault (accidental or provoked aka patron of a bar brawl.)

Maximum Rank: watchman

The Major Court.

Judicatory Body: The Duke of the realm acts as judge. 4 Deputy Marshals and the mayor of the town in which the crime was perpetrated act as jury.

Crimes: Theft (any amount over 25 Gold) Assault, Rape, Murder, Treason against local government.

Maximum Rank: Knight.

The Imperial Court.

Judicatory Body: The General commanding that section of the army acts as judge. 4 Officers (not including the offenders commanding officer) and 1 knight act as the jury.

Crimes: Defecting, Disobeying a direct order, assaulting an officer, aiding the enemy.

Maximum Rank: Only applicable to soldiers and officers in the army.

The Lord's Court.

Judicatory Body: The Emperor acts as judge. The four other Dukes act as a jury, there is not deemed the need for a fifth member in this jury.

Crimes: Grand Theft (items over 500 gold), attacking a Government official, high treason, inciting rebellion, trading of government secrets to an opposing party.

Maximum rank: All but the emperor and his Dukes.

It is important to note that the Dukes answer only to the Emperor, should a duke conduct a crime, he is immediately stripped of all titles and then tried in the appropriate court. The Emperor is, of course, answerable only to the mob (especially if it is an angry one.)

Social Societies.

Order of the Protective Heart: This society is a underground group of humans who have supposedly been fostering the secret family line of the Anayus Tyrus since he became Emperor, waiting for a time when it would be right for the family line to reclaim their rightful place as the lords of the realm. They cite their origins as the original and closet bodyguards of the Emperor and work towards what they consider the first Emperor's vision for the Empire. They are, of course, condemned by the Emperor and any one holding ties to them are to be executed. They are known to each other by the emerald rings that they all wear on their left index fingers.

Harbinger Knights: These are the Emperors personal entourage of soldiers, trained to protect him at all costs. True to their name the Harbingers clear the way in front of the Emperor and their presence denotes that of the Emperors. They wear full plate and all wield bastard swords. Over their armour they wear capes of thin green cloth with an embroidered golden crown on the back.

The Founders Courtesans: This is a group of self named prophet women who believe that the Founder has left a little piece of himself inside every living thing and that to properly understand the Founder they must first physically connect with as much of the creators living creations. Although they have a reputation as harlots, the Courtesans actually only select those who have risen to great status for their rituals, believing that these men and women have been more imbued than others. There is a Courtesan house in almost every major city (except those of the Dracoth) and can be recognized by the silver hammer engraved over their doors.

The Ethorians: Those who belong to this sect call themselves magical pioneers, the rest of the magical society mock them for their wild ideas. The Ethorians deal with dangerous magics, predominately Dark Odic and their current research is aimed towards creating semi permanent portals into the Ether which they believe will not only revolutionize the understanding of magic but also the way the entire Empires trade and transport routes.

The Acadamus: This sect is a strictly scientifically group who scorn the wonders of magic as the mere seduction of unknown forces. The Acadamus pride themselves on making large technological and historical advancements but also harbour a darker nature. Known to little but this sect contains within its ranks men and women denoted as Purifiers, who seek to stop impure learning and work to assassinate high ranking magus.

The Geography of the Empire.

The Tyris Empire is made up of five once independent realms. These were systematically conquered by the Empire and are now all within its dominion. Because the lands have been controlled by the Empire for so long the peoples are largely mixed and racial heritage is no longer a big deal. However all realms serve as a homeland for one or more races, except for the middle plains, the heart of the empire, which acts as a melting pot for a multitude of races.

The following pages contain a description of each of the five realms, including the general geography, the capital of each realm and other places of interest.

Karsill (The Great Plains)

Karsill is more often referred to as the Middle Realm or the Great Plains. Indeed its official name is only truly used in ceremonies and scholars books, having lost a true need for a separate name since the Empire began.

The Great Plains is situated in the middle of the four other realms and is made mainly of flat grassland, with a few small hills and copses of trees dotted across its landscape. Due to its flat nature you can stand in the Tower of the Six Lords, in the capital city of Tyrin, and see into the surrounding realms, even past the south and into the Ocean of Souls, with only a few cities to obscure your view. Across the lands herders let their animals roam, though now many hire monster catchers to guard themselves and their animals. To the south, before the Oran river splits into its many deltas and travels into the Orc and Goblin tribal lands, the rivers fertile banks are the home of Karsill's main corn and wheat fields. Along the river there are many small watermills which also have docking stations for the supply barges, at these points the grain is ground down before moving onto the capital.

The Oran river itself runs from the northern mountains and down through the middle of the realm. The river has a slow current and works as a water highway between the south and the north of the Empire. It passes through the city of Tyrin, which was built on the three banks as the river splits at this point into the Oran and Latchla rivers. The Oran continues due south whilst the Latchla veers off to the west, worming its way through the small hills of the Gnomish heartlands and into the estuary each feeds the Border Sea. There are a few other, small rivers, that come from the north, some running into the Oran, others travelling east and west.

The middle realm's weather is often characterised as boring. Indeed it is incredibly temperate, meaning it's climate is not too different from the warm south or the cold north to make it uncomfortable to its denizens. During the season of growth Karsill experience heavy, slightly warm, showers for days at a time as the warm southern winds push clouds from the heated Ocean of Souls. During the peak of this season, the Storm of the Founder occurs. Always happening within the week of the solstice, the great storm lasts for one day and one night only, beginning at dawn one day and ending at dawn the next. It is said that this is a symbol from the Founder for the people of Karsill to begin storing food, to prepare for the coming season of recedence.

During the recedence rain is scarce even though the sky is dark. The land becomes cold and frigid and without the warm air, clouds are not pushed high enough to break. Because of this the clouds break over the mountains to the north, causing the rivers of the realms to enlarge and spill their banks. The mass flooding that occurs does much damage to nearby cities, but the people consider it necessary as it makes the land fertile for the coming season of growth.

Places of interest in Karsill.

Tyrin

The Empire's capitol city is home to all the races of the lands, although it's permanent inhabitants are mainly human and gnomes, a great deal of traffic comes from the orcs, elves and dracoth. Set just south of the centre of the Karsill in the crux of the Oran and Latchla rivers, the city is divided into three main parts, with a small island at the centre.

The southernmost bank holds the dock and merchant quarters of the city, the area punctuated by its 'vibrant' activities, loud noises and foul smell (unless of course a vessel carrying elven perfume has just come into port.) These docks are the centre of commerce for all the realms, buyers and sellers loading and unloading vessels, only to have the goods move five metres before a stall is set up. The docks themselves are built upon a floating platform, that touches the earth during the season of growth, but during the floods of the recedence float, leaving the boats and stalls unharmed. Further up the river, closer to the crux, more expensive shops (with actual buildings!) can be found. All though not all the stores sell savoury wares, most keep up appearances, if only to appease the guard.

The eastern bank is taken up mostly by housing. The streets on this bank are covered in squalor and muck. The people who live on this side of the river are poor and dying souls. The rent is cheap here but affords no luxury and only the desperate find themselves on this side of the bank. It is a sad fact, however, that over 80% of the cities population make their residence there.

The western bank is the wealthy and entertainment quarter. There are many manors on the east bank and the marbled streets are walked upon by laughing elves and stern, noble, dracoth. This is the city at its finest, with the Grand Library and Imperial Arena it truly is the heart of the Empires culture. Here a man, or woman, can make their residence for a year and never be forced to see the same piece of entertainment twice, if they went out every evening. Indeed the city boasts some twenty theatres and concert halls of which eighteen are on the west bank (The Stray Dogs theatre is on the east and the Caracas auditorium is on the south bank.)

Finally the centre isle is home to the Tower of the Six Lords, where the original six warlords met to survey their realm. All though the Tower is open to the public, who wish to view the expanse of the empire, the top most floor has been converted to the Emperors private chambers. However twice a year the whole tower is closed down as the Emperor and his four chancellors (one for each realm other than Karsill) meet to discuss matters of the Empire. The tower itself is a remarkable building, all though only made of grey faced stone the tower was built to stand the test of time. It extends nearly to the heavens, a whole thirty floors, each floor alternating balconies that face north and south or east and west.

Each of the islands is wide enough to take half a day to walk around, except for the middle which only has ten metres of spare land around the towers base.

All of the quarters have levies built to stop the street flooding during the recedence.

The Founder's Hammer.

The Empire states that the middle plains are the middle of the whole world. They base this on a single piece of evidence. The Founder's Hammer. The Founder's Hammer is a huge monolith, larger than the biggest dragon, that stands at the exact centre of Karsill. This monolith is covered in deep red runes, that are embedded a quarter of a foot within it's surface. Although none have fully been able to translate the language of the runes, a series of mines in the north seem to have similar runes, found by the elven archaeologist Mio. Half way up the monolith there is a large circular hole, many

believe that this hole once housed the shaft of the hammer and thusly that the hammer was used in the creation of the world. According to common lore, the Founder, happy with his work on the world, returned to where he first pounded out the flat plains from the ether and laid down his hammer.

Karden's Fort.

On the eastern border the Fort of Karden sits on a small hill, the first of the eastern foothills and marks the originally boundary between the two lands. Since the empire expanded over the east the fort has fallen into disuse and disrepair. Indeed none have visited it for many years and stories are abound about some great Oni who lives there, feeding of the despair of those who fought and died in the surrounding lands.

The North Wall.

After the Empire had pushed back the Trollish advances they built a large wall which spanned from the eastern foothills through to the western woods, with an outpost once every half days ride. The old towers are once again being manned, as this is the Empire back up line, should they lose the northern mountains.

The Ashen wall.

Morshan walked to the edge of the western forest, the elven realm, and order the chopping down and burning of trees in a line across the border, ten trees deep. Once this had been finished he shouted into the Forest telling the elves that any who cross that line would be dead within a minute, to this end he had a row of archers constantly positioned ready to fire at any elves who dared pass. As Morshan rode back to the capital all the archers were slaughtered, littered among their bodies many elves with multiple arrow wounds each. The land was stained with ash and blood and a dark row runs the barrier between the two lands, even to this day.

Madoen (The sodden marshes.)

Madoen is often referred to as the southern realm or the Sodden Marshes. It sits at the southernmost tip of the Empire and its triangular shape points to the Ocean of Souls and supposedly the end of the world.

As its title suggests, most of the land is pitted with many bogs and swamps that are fed from its multiple waterways. These water ways are a curse and a boon to the Madoens. Because of them they enjoy quick and easily negotiable trade and transport routes, as well as providing them with rich lands in which they can grow many water based crops such as rice. The curse is that there is very little land available for buildings and most of this floods during the recedence this land becomes completely unsuitable due to the large scale flooding.

The land itself is almost completely flat and should one stand on any of the few hills within the land, they would be able to see its length and breadth. Although the land is covered in small mangrove swamps, it is possible to see past and over them into the Ocean of Souls and the hundreds of estuaries that precede it.

The Empire's main river, the Oran, splits towards the northern border of this land in to many smaller, but still powerful, rivers that intertwine, expand and recede in a complex river system. This system changes every year with the floods and all though most of the waterways stay in similar positions it is not an uncommon occurrence for some smaller villages to be lost to the Empire for

months.

Places of interest within Madoen.

Canusia.

Canusia is the capital city of Madoen and sits on the largest plain of dry land that there is in this realm. Even so, the entire city is built on stilts at least half a meter off of the ground, in case the recedence ever does bring floods that would otherwise drown this great city. Canusia is the smallest of all the capital cities, even though it has enjoyed the benefits of being part the Empire nearly as long as Karsill itself.

The city is often mockingly called The Rice Paper City, due to its thin wooden buildings. These buildings are not wooden due to the poorness of the realm, indeed Canusia is the second richest capital (next to Tyrin) because of its monopolization of the rice trade. The wood merely comes from the twin facts that stone is hard to come by in the south and that stone would be undoubtedly too heavy for the wooden supports to take.

Unlike Tyrin, Canusia is not divided into any definite quarters. The poor live alongside the rich (though not in too close a proximity) and the cities theatres, brothels, hospitals and administrative buildings are dotted across the wooden city in what seems like random placement. This is often put down to the fact that the first settlers build wherever they could and when money came important, this city was already built to such a degree that all the wealth in the realm could not separate the different areas of town.

Besides from merchants and the occasional Imperial messenger, few people visit the south and even fewer people make the effort to navigate the water ways to Madoen's centre and the capital city. This is partly due to it lack of interesting building or attraction. Indeed the city had only one real attraction and that is the Font of Eternal Purity. This small, wooden bowl sits on a plinth in the middle of the city and is said to purify any water that graces it's polished surface. The Font is used in many rituals throughout the year, including the blessing of the first child born in the city each year.

Oranthia.

It is believed by many that the river Oran gained its name from the once great city of Oranthia. Oranthia once sat on an island in the middle of the Oran river, as Tyrin does now. But sunk after a great flood over five hundred years ago. Most of the information on Oranthia was destroyed four hundred years ago during the elven revolution and all that is known about it now is that it was once the capital of Madoen.

Regardless of its perhaps glorious past, Oranthia now sits at the bottom of a lagoon, somewhere along the rivers course and the wooden walls of its buildings rot and make homes for the many shoals of fishes that travel the course of the river.

Corassin (The Great Forest)

Corassin is often referred to as the Great Forest. Since before civilization the forest has sprawled across this land, becoming the home of various animal species and eventually the elves. Since the rise of the nations, the trees of the forest have marked the border between Corassin and Karsill.

Corassin is a proud realm whose populace is limited almost exclusively to the elves. Most other races find the tree top buildings and the obscure socialities of the realm incredibly unnerving and only a small number have managed to adapt to the elven way of life and it seems that Corassin will never become the melting pot that the other realms are.

Corassin is made entirely of thick forest, so dense that one cannot walk in a straight line for more than a metre. This has made the creation of cities and towns very difficult and the elves have learned to build their houses within the trees, using ladders and gangways as walkways. This often confuses travellers who do not have the tendency to look up whilst they are walking and may walk underneath numerous villages before hearing the giggling of elven children.

The Great Forest is pitted, however, with small circular groves in which no trees grow and the ground is covered in soft grass like it is in the meadows of the plains. It is said that these are holy places, marked out by the Founder, in which one can connect with the world. To support this fact the elves point to the many occurrences in which animals travel towards groves to die, perhaps to become part of the Founder's plan again.

Corassin not only shares its border with Karsill but also ends before the foothills of Bakaten to the north. Its southern border is muddled as the forest becomes one with the mangrove swamps of Madoen but is rarely disputed as there are no settlements along this border. To its east the Forest extends all the way to the edge of the land. Travelling east is a steady slope in Corassin and by the end of the realm the forest is perched on high cliffs the the Ocean of Souls batter against.

Places of interest in Corassin.

Gippa.

Gippa is a large metropolis in the trees. Its wooden gangways stretch for miles and the layout is disorientating even for those that live there. Unlike the capitals of the other realms, Gippa is not the trade centre of Corassin as most merchant would become lost in the forest for weeks before they managed to the city.

Gippa's main attraction is to scholars. Gippa is the magical nerve centre for the Empire and the best magicians study there, amongst the trees, due to the forests abundance in mana and monsters. The Wooden Academy is based in Gippa and trains young Imperial Scholars in the magical arts as well as the martial arts. The Wooden Academy is the biggest building in all of Corassin, indeed it is bigger than most of the villages in the realm. The Academy is based in a great oak tree, said to be the first to grow upon this land, and its dead bark has been hollowed out into the halls of study and residence for the Academy. On its huge branches young scholars practice combat techniques, the limited space forcing them to learn balance and coordination. The most intuitive part of the university is its utilization of the oaks massive xylem as an elevator. Pulleys at the top of the tree are powered by the wind and lift the students to higher levels of the Academy.

The rest of Gippa radiates from the Academy, with the buildings moving in concentric circles around it. The entirety of the city was built to supply the academy with homes for hunters and

gatherers. A Scholar who does not finish their training within the academy may not retake until they have served two years tending to the academy's needs as a hunter or even a cleaner.

Morshan's Grove.

At the point which the elves dropped Morshan's rotting corpse a ring of black trees sprouted and grew to full height in less than five years. These trees are ashen in colour and are leafless as if they had died from being set alight. From this Grove all manner of dark energies permeate and the ring of dead trees is slowly expanding. The trees immediately adjacent to an ashen tree begin developing dark patches, they grow and connect until after about ten years it is completely consumed and dies. Imperial Scholars are desperately studying ways to combat this phenomenon, though most are consumed by madness before learning the grove's secrets.

Vopa

Vopa is the first elven city after the border with Karsill. Larger than the capital, though completely based in the trees, Vopa is Corassin's main merchant town. Most traders from other areas of the Empire rarely walk beyond this city as the majority of trade within the realm is internal, with imports moving deeper and exports slowly making their way to the forest's edge.

Vopa itself has few attractions apart from its markets. It has recently tried to make an overhaul of itself into a more cultural city (by order of the Duchess Ap Mitana) and has an influx of theatres, inns and music halls. The developments have only been recently finished, and the results not yet seen.

Hangarin Falls.

Where the Hangarin river meets the edge of the cliffs midway down the eastern edge of the realm it pours off the edge and into the Ocean of Souls below. The energy that emanates from this place is immense so much so that the air ripples with mana that is of the water element.

Sprites and elementals often gather around this point and to get to the river's edge is often quite a battle, but the benefits can be worth it. Any item dipped into the cusp of the river has a 50% (evens on a D10*) chance of being imbued by the water element. For weapons this means extra damage against those of the fire element and for armour better protection against the water element.

Bonah

Bonah is a small gnomish village half a day's walk north of Gippa. Bonah's history is unknown even to its residents. All of the gnomes living there seem to be like any other gnomes in the west, building little machines and practising magic. Bonah is set in a small grove and many believe that perhaps a group of dying gnomes were guided by the Founder to it and then given a second chance. All who visit only ever come out with vague memories of the place and nothing definitive ever seems to happen there. To all it is a mystery and will probably remain that way for many centuries to come.

*Hey Storyteller's, for a fun twist make the roll in secret, then get the players to make an Ethersense roll, if they succeed tell them the truth, if they fail tell them it succeeded regardless of the actual result! By the way, one dip per day!

Bakaten (The Twin Realm)

Bakaten is lovingly named The Twin Realm. This is because it serves as the home for two races, the trolls and the dracoth. The way the realm is governed is unique in that it has one human Duke (Duke Gordis) who is advised by a dracothian minister and a trollish minister (both of whom are elected by the people, not appointed by the state.) This unique rulership has given rise to the land to grow in two rather distinct ways. The northern and southern part of the mountains are owned by the barbaric trollish people.

Standing on the peaks of the many mountains you can see how the trolls still maintain their nomadic way of life, with small camps roaming the thin trails and paths. If you then turn north and west you can see the two great dracoth cities sitting on plateaus that face each other, a huge gorge in between them which is too large to be covered by any bridge. Although in terms of distance they would only be a half days walk from each other, travellers from one city to the next will normally take 3 -5 days as they must walk through the winding paths and valleys of the mountains.

Apart from the peaks and gorges, there is little of much geographical interest in this realm. Apart from the fact that deep within its heart the great rivers of the Empire emanate and rush down the mountainsides towards the southern realms. Around these rivers are small farming communities which make the most of the thin grass that grows in the river valleys with livestock, nominally goats but also often yaks.

The further north you go, and therefore the higher you go, the colder the realm gets. By the time you are two days walk into the mountains you will begin to notice sludge on the ground and a light sprinkling of snow around you. Another days walk and you are in a frostbitten wonder lands. By this time you are past what most trolls would call home and are into the realm of the dracoth. Although it seems odd that a race of such fire and passion could survive in the harsh and cold environment but most Dracoth talk of walking the mountains as cool and refreshing, bringing a calm peace to what would otherwise be raging and violent blood.

Places of interest in Bakaten.

Hru'agi

Hru'agi is the only known trollish town in existence. In the native tongue it means 'unnatural rest' and it shows how the trolls do not enjoy spending extended periods of time in any one place. The reason the town was set up was when the trolls joined the Empire. They realised that to survive with their rulers, they would have to build a point of contact with merchants and diplomats, or their traditions would be taken over by settlers.

Visitors to Hru'agi's crude little buildings will notice two things. Firstly there are no houses of residence for the Trolls, they live in their caravans on the edge of the town. All of the buildings are merchant houses, smithies, embassies or inns. Secondly, every time you attend the town, a different group of trolls will seem to be running it. This is because trolls do not wish to stay still in the town for too long and each caravan only stays as long as it has to before the next one arrives to take control of the town.

B'turn Tribe

The B'turn tribe of Trolls is perhaps the most famous. They live deep within the cave systems of the mountains and have done so since the Empire was formed. The tribe is estimated to be between twenty and thirty members and around 60% male. They travel about underneath the mountains, occasionally making themselves known to the miners pursuing the iron seams that stretch deep into the earth. The tribes mysteriousness comes from their ability to move so quickly about the mountains. What would be a whole weeks journey for a well seasoned mountaineer the tribe can do

in under four days. Their mobility has kept them out of the way of the Empire and many wonder whether they owe their allegiance to the Emperor or not. The recent war has sparked more sightings of this tribe (identifiable by the red tribal markings on their backs) as every fortnight or so a number of them roll into an army encampment, silently carrying the bodies of the Empires enemies. Scholars suspect that the tribe are not attacking the foe out of any loyalty, but rather to preserve their own underground way of life.

Umbranox and Taraif

These are the twin cities. They are reflections of each other, Umbranox acts as the Dracoth bastion of culture and is the first city any traveller from the Empire will find in the north. Umbranox is a city full of theatre and entertainment, though Dracothian tastes are mostly what one would call acquired. Umbranox also serves as the nerve centre as for all administration in Bakaten.

Taraif lies across the chasm from Umbranox and is the last city the Empire owns. As the frontier city Taraif is home to a large number of soldiers and other military officials. Because of this many non-Dracothian forms of entertainment have developed to support these soldiers, including brothels and large and loud taverns.

Morning Storm.

Morning Storm is the name given to the great fire that rages at the very north of the realm. It gets its name from the unearthly glow that it imparts to the sky at dawn. The fire has been alight since mining operations dug under the mountains in that area. After half a week of mining, a huge seam of coal caught alight, the ensuing inferno killing all the miners. After about one month of smoke emanating from the mine entrance fire burst forth from the ground above the mines. It is estimated that there is enough coal down in the mines to burn for at least another decade.

Abooca (The Shortlands)

Abooca is home of the gnomes and from that fact comes its nickname as the Shortlands. Its racial heritage for the name is also coupled with its geography. The lands of Abooca is made of over a hundred rolling hills with wind that echoes around its small valleys. The villages of the gnomes are small and often nestled between two or more large hills.

Because of the realms hilly nature of the realm very few rivers or streams make their way through the west. the gnomes are known for their technical ingenuity and utilize the winds to run pulleys that bring up buckets of water to the villages from a half a days walk away. The skies are filled with thin lines that are constantly moving. Many visit the lands just to see the peculiarity of the gnomish inventions.

Most are fooled by the small villages of the gnomish lands and their quaintness. Technical abilities or no, the other races of the realm still believe that the 'little folk' are incapable of defending themselves or forging their own way within the Empire. Most people, however, do not get as far as Abooca's western coast, where the land gently falls away into the Border Sea. Here is where the ironclad city rests off of the shore. The Carabal is the source of the gnomish land's power and this is what few people understand.

The Carabal.

The Ironclad is so named by the material that not only supports it from falling to the waves, but also that covers it's inhabitants from the cold, biting waves. The city itself is incredibly small, as it would be with the stature of the gnomish people. It's landward bow is covered in ballista, which makes the city very independent indeed. The Carabal is the source of all technical innovations that the Empire has come to rely on and the gnomish Duke Pitu and this makes him the most powerful political power in the empire (next to the Emperor himself.) The Ironclad is known to be a safe haven for any who can fit in it. None who are not gnomish have ever gotten further than its antechamber and the cold guest rooms that make up the first part of the city ship.

The Speaking Valley.

This valley is in the heart of the Shortlands and is its largest. People standing in the middle of the valley have sworn that they can hear a soft, feminine, voice that flutters about their ears almost as lightly as the winds. The valley itself is innately magical and many Scholars believe that it the high etheric pressure in the area that cause people to here the voice and that it is of little or no significance. Still, many gnomes make their way to the valley every year with new technological equipment designed to aid the users hearing.

Graveyard.

The Graveyard is the largest gathering of corpses any where in the Empire. Within it's soils lie the bodies of over a thousand gnomes who died against the Empire when Abooca was fighting for it's independence. A person could spent a week in the graveyard and not pay proper respect to the number of fallen. Daily the mist that surrounds the Graveyard grows thicker and it is a breeding ground for Dark Odic monsters. It is believed that at it's centre the gnomish general Atocc lies, where is body fell after being shot in the neck. The Graveyard was built around his body, but his flesh was left to rot, the Empires sign that it would not tolerate resistance. Folk lore states that should the bones be given a proper burial, the monsters that call this place home would soon dissipate. The Emperor has made it illegal to follow such a course of action and not even Duke Pitu can resist the ruling.

Appendixes.

In this final part of the book you will find all information about equipment, techniques, monsters and spells. They have been gathered here for quick and easy reference.

Equipment.

All characters need equipment, whether it be the warrior's sword or the entertainer's flute. It would be nice to assume that everyone can have what they want in life, each individual being given everything they would need to succeed in their chosen path of life. Sadly the case is not so. For a character to get anything out of his stay on earth he must earn it, steal it, find it or buy it.

Currency.

The current currency comes in gold Rhunba. These are small squares of metal with a hole in the middle, the size and shape of the hole denoting whether the coin is worth 1, 5, 10 or 50 Rhunba. One and five Rhunba gold coins have circles in the middle, a big circle for one and a small circle for five, tens have a triangle and fifty Rhunba coins have no hole at all. Lucky peasants will earn around 300 Rhunba a year and you can live for a fortnight on ten Rhunba.

Food is cheap in the imperial heartlands, with many grains coming from the flat plains at its centre. Most people live a largely vegetarian life due to meat's slight expense, the rising in monster population has meant that there is more meat around, but it is harder to get at.

The prices of militaristic goods have sky rocketed in the last two decades. Blacksmiths and miners have become wealthy men with almost all iron and weapons supplying the Imperial Army and its vendetta against the violent Northerners. Another contributor to the price of weaponry is the metals used to produce such items come from the disputed mountain territories of the north, and prices can change wildly from day to day, as mines are lost and gained.

Although most mounts used by the army are trained monsters, traditional horses are still being filtered off to supply new scouts and knights. Horses breed slowly and should a person have a mount he must be wealthy... or sneaky.

Clothing is made mostly of dyed cotton. Clothes represent wealth and status in society, the latter by colour and the former by cut. There are many different styles favoured by the gentry in the main cities. Purple denotes those of the Royal line, even though this is relatively small due to its history, while reds and blues may be owned by courtesans and diplomats. Minor land owners may wear green, if only to distinguish themselves from the peasantry who wear brown or dirty white. It is deemed unseemly to wear a colour outside your rank and if you seem to be wearing such colours in order to mock the higher ranks, you may be arrested. Cut is a more a symbol of wealth, as previously mentioned, the styles of the cities are constantly changing and only the most wealthy are able to keep up. Most peasants settle for a simple shift and leggings.

Other symbols of status are jewellery. Emerald is considered to be the Royal colour, as it is fabled that they are the colour of the first Emperor Tyrus' eyes and when he died all the precious stones in his chamber turned emerald to mourn him. The most common piece of jewellery is the bronze ear stud. The peasants bestow these upon their children when they come of age to be married, the piercing of the ears with a hot needle is often seen as a rite of passage. When a person gets married

it expected that their suitor would give them a more expensive stud. The size and the amount of ornamenting represents the wealth of those that gave it and the stone used donates the status of the family the female is being married into. Indeed many people do not wear rings as a symbol of marriage, as the studs are so expensive and noticeable.

Weapons.

In the dangerous world of Lotsamon all characters should have a weapon or two at hand, should the need arrive. Below is a list of all the weapons that the smiths of the realms know how to produce. They are first ordered by whether they are melee or ranged weapons and then by type, size and damage order.

Each weapon has its name, minimum strength, energy cost and damage. Ranged weapons also have range.

All light weapons may be used whilst riding a mount (requires a ride roll in conjunction with the attack roll.) Heavy weapons may not be used and only the marked polearms may be used.

Melee weapons.

If a character does not have the minimum strength to wield this weapon it costs one extra energy to attack for every point of difference between the characters strength and the minimum strength.

Below is a table detailing all of the weapons, organized as previously stated.

Axes (Heavy)	Min Strength	Energy Cost	Damage	Rhunba cost
Full Axe	5	6	D8*	12
Executioner	6	6	2D4*	13
Battle Axe	7	7	D10*	15
Axes (Light)				
Hatchet	2	4	D4*	7
Hand Axe	3	4	2D2*	8
Half Axe	4	5	D6*	9
Blade (Heavy)				
Butcherer	4	5	D8*	12
Broadsword	4	5	2D4	11
Bastardsword	5	6	D10	13
Greatsword	6	6	D6D4	14

Blade (Light)	Min Strength	Energy Cost	Damage	Rhunba cost	
Knife	1	3	D4	3	
Dagger	1	3	2D2	4	
Saber	2	4	D6	5	
Saw	3	4	D6*	8	
Brawl					
Weighted Gauntlets	2	3	+1**	2	
Spiked Gauntlets	2	3	+2**	3	
Club (Heavy)					
Mace	4	6	2D4	9	
Morningstar	4	6	D10	11	
Sledge	5	7	D6D4	12	
Warhammer	6	7	D12	16	
Club (Light)					
Club	1	4	2D2	4	
Cudgel	2	5	D6	5	
Flail	3	5^	D6+1	6	
Polearms					
Any ranges are melee ranges					
	Min Strength	Energy Cost	Damage	Range	Rhunba cost
Full Spear ^	3	4	D6	1	7
Half Spear	2	3	2D2	-	4
Javelin	1	3	D4-1	-	3
Lance ^	8	8	3D4	2	19
Pitchfork ^	1	3	D2	-	1
Poleaxe	5	5	2D4	-	9
Staff	3	4^	D6	-	5

* This weapon also reduces an armour's protection score by one point on an even roll of a D6

** This weapon adds to a character's unarmed damage.

^ A player may make a second attack with this weapon instantly, without readying, after their first.

^^ These polearms may be used in conjunction with a mount.

Ranged Weapons.

If a character does not have the minimum strength needed for a ranged weapon they do not have the strength to load the weapon and cannot use it. A character using a crossbow may have someone else load it for them, then fire it, if they have strength equal to the minimum strength -1.

Bows	Min Strength	Energy Cost	Damage	Range	Rhunba cost
Composite Bow	6	4	D8*	25	16
Shortbow	4	4	D4	15	6
Horsebow ^	3	4	D2	10	6
Longbow	5	4	D6	20	10
Arrows	-	-	-	-	1 for 10 arrows.
Crossbows					
Handbow ^	2	4	D4	10	10
Heavy Crossbow	5	4	D8	20	26
Light Crossbow	3	4	D6	15	20
Miniature Ballista *	7	4	D12	30	30
Bolts	-	-	-	-	1 for 5 bolts

^ These weapons may be used whilst mounted.

- Miniature Ballista are so large that they take 15 energy to set up (this may be done over multiple turns) and 5 energy to dismantle again (if they need to be moved.) The strength shown is the strength needed to set up and dismantle such a weapon. The MB requires 6 strength to reload and 5 to operate.

Thrown Weapons.

Thrown weapons show their range as a multiplier. Multiply your strength by this number to get your range with this weapon. The multiplier is halved if you do not have the minimum strength.

Thrown Weapons (Heavy)	Min Strength	Energy Cost	Damage	Range	Rhunba cost
Full Spear	4	4	D6	X2	7
Hatchet	3	3	D4	X1	7
Shot	6	5	D8	X1	8
Thrown weapons (Light)					
Half Spear	3	3	2D2	3	4
Javelin	2	3	D4	3	3
Knives	2	3	D4	3	3
Rocks	1	3	1	2	Free

Armour and Shields

Characters may be excellent fighters, able to parry, dodge and block their way out of most damage, but they will get hit and armour helps allot in stopping you getting hurt (too badly.)

Armour has a protection score, PS, this score shows how much damage this armour removes from each attack. Armour does not reduce damage from head shots but have +1 PS against targeted torso attacks. Helmets may be worn to also protect the head, but must be worn separately, helmets do not have any energy cost.

Armour also has a Energy Cost, this cost is reduced from your total energy. Wearing armour is tiring but almost always worthwhile. Helmets have a Alertness penalty, the negative score equals the penalty on alertness rolls a character has whilst wearing this helmet.

Armour	PS	Energy Cost	Rhunba cost
Leather	3	0	9
Chain	4*	1	13
Scale	5	2	17
Half Plate	6	3	21
Full Plate	7	4	25

Helmets	PS	Alertness Penalty	Rhunba cost
Leather Cap	1	0	2
Copper Helm	2	-1	5
Bronze Helm	3	-2	8
Pot Helmet	4	-4	10

* This armour only offers 2 PS against bolts and arrows.

Shields.

Each shield has a block bonus and an Energy Cost. As a character will only be defending in an opponents round they must use energy from either their previous round (if they had any left over) or use energy from their next round.

Shields	Block bonus	Energy Cost	Rhunba cost
Small Shield	1	1	5
Footman's Shield	2	2	8
Cavalry Shield	3	3	12
Tower Shield	4*	4	18

*A tower shield may use their entire round to gain automatic defence from one direction at +6.

Speciality Resources.

This is a list of special resources that a character may only purchase with his starting resource points or earn through arduous in game tasks. Each item has a description and a cost.

Taming Permit.

Description: All citizens in the realm may own a single monster for purposes of farming, riding or another labour task. Should a citizen wish to train multiple monsters for combatant purposes they must purchase a license. An officer of the Empire may ask to see a license of a person accompanied by multiple monsters at any time and may immediately arrest any persons failing to come up with needed permits. A level 2 permit is required to enter monsters in an imperial arena.

Costs: Level 1 permit (1-3 monsters) 40 Gold. Level 2 permit (4-5 monsters) 100 Gold. Level 3 permit (6-9 monsters) 200 Gold. Level 4 permit (10+ monsters) Only available to imperial commanders.

Rank.

Description: The average citizen has few rights or privileges. A ranked officer in the imperial army or bureaucracy has more leverage in the courts of the realm. Each rank has a different cost. Built into each of the ranks is an automatic Level 1 Taming Permit. For more information on the specific ranks, refer to the chapter on Hierarchy.

Costs: Watchman 75 Gold, Soldier 100 Gold, Officer 200 Gold, Knight 300 Gold, Deputy Marshall (of a small village/town) 400 Gold, Imperial Scholar 80 Gold, Keeper 250 Gold.

Military Training

Description: A character with this Speciality has received formal military training (even if they are not in the army at the moment.) This training has gleaned them the experience necessary for complicated techniques and manoeuvres.

Costs: 80 Gold (one technique or manoeuvre) 150 Gold (one technique and manoeuvre) 250 Gold (two techniques and one manoeuvre or two manoeuvres and one technique.)

Property.

Description: It is nice to have a place to call home. A house in one of the cities which is safe and free to stay in.

Costs: Small house (3 rooms) 200 Gold. Medium House (5 rooms) 330 Gold. Large House (7 rooms) 460 Gold. Extra rooms +60 Gold

Inn.

Description: Inns allow a character and their party to have a free place to sleep, but also provide income for the owning character. Inns, however, also cost money to run as the character will need to hire cooks, waitresses and cleaners (assuming the character isn't intending to run the establishment on their own) as well as buying in food and drink. The costs below state the starting cost, the monthly income Die (roll once a month to see how full your coffers are) and the monthly outgoings.

Costs: Small establishment (10 patrons, 4 sleepers) 350 Gold, Monthly Income D6 X10, Monthly Outgoings 25 Gold.

Moderate establishment (15 patrons, 6 sleepers) 500 Gold, Monthly Income D8 X10, Monthly Outgoings 35 Gold.

Guild.

Description: A Guild is a small (or large building) in which adventurers of a certain ilk gather. Guild members pay a membership fee per month, but the guild master is expected to find prosperous missions for their members, organize the guild to aid members who are in trouble and provide speciality guild equipment. A guild start with half members and it is up to the guildmaster to recruit more guild members.

Costs:

Gathering (5 members, not including characters) 200 Gold, membership fee 10 Gold per month, Guildmaster responsibilities low.

Coterie (10 Members, not including characters) 350 Gold, membership fee 20 Gold per month, Guildmaster responsibilities moderate.

Cabal/Chantry/Keeping (15 members, not including characters) 450 gold, membership fee 35 gold per month, Guildmaster responsibilities high.

Artefact.

Description: Artefacts are enchanted items which a character does not need to pay support mana to. Each artefact has its own cost and abilities and there are a few items listed below.

Bloodthirster blade.

Cost: 150 Gold

Light Blade, Min Str 2, Energy Cost 4 Damage D6.

Specialities: Once drawn the blade must taste blood before being able to be put sheathed again. The first strike that this blade bestows damage upon a person automatically causes attrition.

Nimbleknife.

Cost: 100 Gold

Light Blade, Min Str 1, Energy Cost 3, Damage D4.

Specialities: Bestows an extra D2 damage on a sneak attack, adds +5 to hit on a sneak attack.

Elemental Ring.

Cost 400 Gold.

Ring.

Specialities: Gives the bonuses of a character having a certain element (may stack with current) but does not bestow negatives. Player must choose element on character creation.

Repeater Crossbow.

Cost 100 Gold (light) or 150 Gold (Heavy).

Has the attributes of the base crossbow.

Specialities: The crossbow has a box shaped addition at the top. Not at all magical this artefact is of gnomish origin. It allows the character to fire 5 bolts before having to reload. The reload cost, however, becomes 3 energy.

Ranks

Below are the descriptions and privileges of all the ranks available to PCs and their responsibilities/privileges.

Watchman: Watchman dish out the law on a personal scale, hunting down criminals and arresting them. As an officer of the law a character would be expected to spend at least nine hours a day 'on duty' either following up leads of crimes or generally keeping the peace. Watchman are able to make arrests and attack dangerous or suspicious characters who resist arrest. A watchman may also forcefully search a person at will, but requires a warrant from their Deputy Marshall to search a person's home.

Soldier: Soldiers have all the privileges of a Watchman. A soldier is expected to obey all orders and work with the army or a Duke/Marshall. Soldiers have food and accommodation provided for them but must provide their own equipment (to start with.)

Officer: An officer is a step above your average soldier. He may issue commands to lower ranking soldiers (not watchmen.) An officer displaying cowardice or disobeying an order, however, will be treated with great severity.

Knight: Knights act outside of the regular army. They have all the privileges of an officer (though they may not override another officer's commands) Knights must obey a Duke's orders but may ignore a mayor's or army officer's orders. Knights may make arrests against Officers, given substantial evidence. A Knight is provided with a war horse (non monster) mount.

Deputy Marshall: As a Deputy Marshall a character may make arrests of any person (of lesser standing than a Duke) within his jurisdiction and may command the watchmen under his jurisdiction. Deputy Marshalls are expected to carry out all responsibilities of a watchman as well as report to the Marshall of his realm on a regular basis.

Imperial Scholar: An Imperial Scholar is a magical scientist for the Empire. A Scholar is expected to go to great lengths to uncover new monster species and spells, then write up their findings for the Imperial Archives. Imperial Scholars may demand access to any building or location if they feel it has magical relevance. They do not have the power of arrest or any other powers. An Imperial Scholar is, however, entitled to neutralize any person or monster who seems to be of magical detriment to the Empire. Unless the threat is imminent an Imperial Scholar must inform local authorities before taking what would otherwise be illegal and such neutralization should take place in private.

Keeper: There are only a handful of Keepers and they work, to a large degree, outside the boundaries of law. A keeper may take any action in order to increase the empire's magical wealth and scientific knowledge. They may confiscate magical equipment and monsters, as well as attack any who resist such actions. If a Keeper is flagrant with their privileges, however, an enquiry may be spawned.

Techniques and Manoeuvres

Over time a character can learn from his combat experiences, realising that there are certain ways a person can stand, react or even just look that can give them an edge in battle. This knowledge not only applies to a single character, but also a way in which a group can move.

Special combat abilities come in two groups, techniques and manoeuvres. Techniques are special combat abilities that a character has learnt to use in order to vanquish their foes. Manoeuvres represent tactics that a commander has learnt in order to make the most of different situations.

A character may start with these abilities if they take Officer Training as a starting speciality resource. If a character does not take this at character creation they may develop their skills later in the game.

For a character to develop a new technique he must invest experience points into it, just like the use of a skill. If you wish to learn a technique simply write it in the techniques section of the character sheet by an empty XP bar. A character may invest in a technique as he would any other skill, but techniques require twenty five experience points to learn.

Manoeuvres develop differently. Every time you level up your leadership skill, you may invest an xp point (free) into a manoeuvre. Manoeuvres only require five xp to be learnt.

Techniques.

Disarm.

Description: Rather than attacking to deal damage, you attack directly at an opponents weapon or weapon hand, in order to attempt to force them to drop the weapon.

It costs an extra two points of energy to make a disarm attack and the defender gains +2 to any parry attempt against it, you must use a melee weapon. Should your attack hit it deals only one point of damage, on an overwhelming success deals two points and breaks the opponents hand. You then make an opposed stats check. If a character is using a heavy weapon or a polearm they roll strength, if a character is using a light weapon they roll agility. If your roll beats theirs then you have successfully disarmed them.

Eagle Stance.

Description: A character in this stance holds their blade or axe two handed above their head, legs apart, knees and elbows bent. The stance allows them to quickly bring down their weapon in a defensive parry.

It costs one energy point to move into this stance. Once in the character can only make parry actions, should a character in this stance move, they lose its benefits.

The benefits of the stance are that parrying requires one less energy than normal and characters gain a +2 bonus to their weapon skill (for purposes of parrying.)

Riposte.

Description: A character parries with their saber and then twists their blade past their enemies defences into an attack.

Before you make a defensive parry roll you must declare that you are making a Riposte attempt. This attempt adds 1 energy cost to the parry and -1 to your roll. Should the parry succeed, however, you may make an automatic (free) attack against your opponent. They may only make a dodge defence (unless they are fighting with two weapons at which point they may defend with the weapon they did not use to attack) at suffer a -2 penalty to their defensive roll. Ripostes are only light attacks, using purely skill and not force, and thus do not gain your melee damage bonus.

Whirlwind strike.

Description: It is sometimes difficult to make offensive manoeuvres when fighting against multiple opponents. Most of your energy would be involved in defending and to effectively attack all opponents you would have to begin taking fatigue damage. With this technique you attack all opponents immediately surrounding you by spinning yourself quickly in a full circle. This attack requires the normal amount of energy for your attack +1 for every two people you will be striking. Your attack is made at -4 to hit but you do full damage.

Manoeuvres

Wedge.

Description: Calling a wedge bands characters together, combining their strength and being able to drive through lines of enemies.

To attempt to make a wedge you require at least six character all of which are the same size. All characters must then move together in a wedge formation (if a character does not follow the formation in their turn they lose their bonuses, if this brings the wedge to less than six members it breaks.) Although this means some characters may have to move more slowly, the benefits clearly outweigh this. Each character in the wedge gains an effective +1 strength for every other member in the group (so in a six person wedge each member would have a +5 bonus) and gain +1 to all defensive and aggressive rolls (except dodge which they actually get a -4 penalty.)

To call a wedge a character must make a leadership roll. The difficulty is D20 +4 + the number of characters in the formation. The leading character must be at the front of the wedge.

Shield Wall.

Description: Units walk forward with their shields raised, covering themselves at the person beside them.

To call a shield wall you must have at least three participating characters. These characters must march side by side and all be equipped with Footman shields (or a shield of equivalent size.) Each character in the shield wall (except the two outside characters) gain a +5 bonus to their block rolls. The negative to this is that their fighting arms are restrained and they have -3 to all attacks (except with spears which are at -1.)

To call a shield wall a character must make a leadership roll. The difficulty is D20 +7 + the number of characters in the formation. The leading character must form part of the wall.

Turtle.

(requires the shield wall manoeuvre to be learned first.)

Description: Units walk forwards slowly with tower shields at the front. Flank units carry their shield to their outside flank, back units behind them and all middle units above their heads.

To call a Turtle you must have at least nine participating characters, all equipped with tower shields (or shields of equivalent size) These characters must then march together in a square (in the manner described above.) So long as all these characters keep formation they gain +10 bonus to their melee defence and +5 to block against ranged weapons. They may not, however, make any form of attack, without breaking the formation, except for barging with their shields. If one unit makes an attack all units on that side lose the bonus immediately at the rest lose it at the start of their turn (unless the leading character can call a new front wall to be made, should there be enough participating characters (12) in a 3X4 formation.

The calling of a turtle requires a leadership roll against D20 +5 + the number of participating characters.

Spells

All spell casters start with a few spells that they may put to use at the very beginning of the game.

Channelers start with the imbuelement spell of their element and the imbuelement spell of one other element (except their opposite.)

Warlocks start with both spells from their element and the imbuelement spell of one other element (except their opposite.)

Magicians starts with both spells from their element, an imbuelement spell of one other element and one full spell from another element (except their opposite.)

Fire Starting Spells.

Imbuelement

Thermal Vision: Casters using this spell are able to shift their perceptions, allowing them to see heat levels rather than light. This allows them to see whether warm objects are on the other side of walls and the such. A character using this ability can use it instead of normal vision (negating the flaw of blindness if aplicable)

Casting cost: 3

Difficulty: 6

Arcane level: 2

Duration: 5 turns.

Full Spell.

Spark: Casters using this spell summon a small ball of fire into their palm, from here they can use the flame to light flammable objects. The Spark itself can also be used as a thrown weapon, using the light thrown weapons skill.

The spark causes 1 point of damage on a roll of 3-4 on a D4, this damage applies regardless of armour. A character gains a +2 bonus to the attack roll with a spark.

Casting cost: 1

Difficulty: 4

Arcane level: 1

Duration: Instant.

Water starting spells.

Imbuelement.

Rejuvination: The caster of this spell immeadiatly feels as though their entire body has been dipped into cool water. The effect of which is to heal the character spiritually and to some degree, physically. A character under the affect of this spell gains +2 to any resolve checks he may need make (for any reason) and may instantly remove D4 points of fatigue damage.

Casting Cost: 3

Difficulty: 7

Arcane level: 2

Duration: 10 turns.

Full Spell.

Eddy: This spell causes a targets emotions to suddenly swirl about inside them, much like the way a river contains eddies and whorls. The target of this spell must make an immediate resolve check against the caster resolve check. These checks use wisdom instead of stamina. Should the target fail he becomes disorientated for D6 turns. This emotional disorientation causes them to be less sure of their actions, to represent their hesitance their energy is lowered by 1/4 during this time.

Casting Cost: 5

Difficulty: 6

Arcane Level: 3

Duration: Instant

Earth Spells.

Embalmmment.

Grounding: This spell gives that character an innate sense of where he is in correspondence to the earth itself. The spell gives a character a +5 bonus to acrobatics to avoid being knocked down but also have a +5 bonus to any navigation rolls for the duration (unless they are travelling by boat.)

Casting Cost: 3

Difficulty: 6

Arcane Level: 2

Duration: 30 minutes.

Full Spell

Gravitas: This spell causes the target to feel as though they have the weight of the entire land bearing down upon them. Their movement becomes slow and sluggish. If the opposing character loses the roll (they roll Stamina + Resolve) they lose D4 energy for the duration of the spell.

Casting Cost: 4

Difficulty: 7

Arcane Level:3

Duration: 5 turns.

Air Spells.

Embalmmment.

Air Step: This spell enables the caster to leap around with amazing grace and ease. As if weightless they can push themselves of the ground and travel several meters before touching the ground again. Characters may jump twice as far as they would normally be able to and receive a +5 bonus on their acrobatics roll to do so.

casting Cost: 2

Difficulty: 6

Arcane level: 2

Duration: 3 turns.

Full spell

Windstrike: This spell extends attacks from the caster to great distances by a extremely fast and powerful wind towards their enemies. Characters must first cast this spell on a weapon, the next time this weapon is used it gains an effective range of 10 (may be used in conjunction with Whirlwind strike for devastating effects!) This effect lasts far only a short time.

Casting cost: 4

Difficulty: 8

Arcane level: 3

Duration: 3 turns.

Light Odic Spells

Embalmmment.

Translucence: This spell shift the light properties of a persons body into pure magical energy, making them translucent and almost invisible. The affect of the spell is to give a character +5 to any stealth or camouflage roll.

Casting Cost:5

Difficulty: 8

Arcane Level:2

Duration: 15 turns.

Full spell.

Dweamor: The spell weaves its way into a persons mind, giving it images of brightness and beauty. The person or monster affected by this spell becomes more susceptible to any leadership, charm or entreat roll and has -5 when trying to resist them.

Casting cost: 4

Difficulty: 6

Arcane Level: 4

Duration: 5 turns.

Dark Odic Spells

Embalmmment.

Eyes of Night: This spell allows the caster to see in complete darkness as if it was daylight. The character can ignore any negatives occurred because of darkness and may operate as well as normal.

Casting Cost: 4

Difficulty: 6

Arcane Level: 2

Duration: 2 hours.

Full Spell.

Rigor Vistas: This spell is in someway beneficial to those it is cast upon. It slowly kills the body, but uses the energy it gets from this to strengthen it. Every turn this spell is in effect, the character whom it is cast upon loses D4 health but gains either 2 Strength, 2 Stamina or 2 agility (casters choice.) This spell cannot kill a person, but can knock them unconscious.

Casting cost: 4 (and 1 per turn sustained)

Difficulty: 7

Arcane level: 4

Duration: Until it is cancelled or the caster runs out of mana.

Monsters.

An integral part of the game is the monsters. Not every character will want to capture and train monsters, preferring to rely upon their own strengths. Whether they use a monster or not they will have to combat them at some point. The monsters in this chapter are split into their elements and then by its strength. This is to make it easy for a character who has chosen to take a monster to pick their beastie.

Each monster has its attributes and skills listed as well as their element and rebelliousness difficulty. Underneath this the monsters special abilities are listed and a full list of different monster types. For players choosing a starting monster, the first monster in each of the lists is weak, the second moderate and the last strong.

Fire Monsters.

Emberling

Element: Fire

Type: Sprite

Attributes:

Strength 2 Stamina 2 Agility 1 Power 1 Instinct 1 Charisma 2

Health 8 Energy 4 Mana 4 Melee Damage D2+2

Skills:

Natural weapon 2, Dodge 1, Resolve 1.

Abilities: Small, Spark, Light (5m).

Rebelliousness: 5

Description: Emberlings are the most mischievous of the six sprites, dancing merely through glades and starting small forest fires. An emberling stands at about two and a half feet tall and is roughly humanoid in appearance. Its hair stands on end and can range from bright blue to deep red in colour. Their skin, which is always some shade of orange, glows slightly and when large groups of them are together they can be seen for miles around. When in combat an Emberling will throw sparks at an opponent and then scamper away and attack again in the same way. If the fight isn't over by the time they finish they will either run away to come back when they've recuperated, or continue the fight by using their small fangs (this is, more often than not, ineffectual.)

Sulpiur

Element: Fire

Type: Batu

Attributes:

Strength 3 Stamina 3 Agility 2 Power 3 Instinct 2 Charisma 1

Health 12 Energy 6 Mana 6 Melee Damage D4+3

Skills:

Natural weapon 3, Dodge 2, Resolve 2.

Abilities: Spark, Fire Aura, glower.

Rebelliousness: 7

Description: As a Batu, Sulpiur rely heavily on their magical abilities, bolstering its fiery nature to deal maximum damage to its foes. Sulpiur looks like a large dog, who if standing on hind legs would be taller than many men. Its mane is shaggy and it is said that no trainer has ever been able to cut their monsters long ginger locks, without being turned upon instantly. Besides from its size and hair colour, there is one more aspect that distinguishes Sulpiurs from other hounds, their eyes. It is unnerving to look into a Sulpiurs eyes, within them there is always a contempt that is strangely human, as if the Sulpiur regards you as a lower being, even if you are its master.

Grag Wurm

Element: Fire

Type: Dragon

Attributes:

Strength 4 Stamina 4 Agility 3 Power 4 Instinct 3 Charisma 2

Health: 16 Energy 9 Mana 9 Melee Damage D4+4

Skills:

Natural Weapon 4, Dodge 3, Resolve 3, Intimidate 1.

Abilities: Fire Aura, Flaming tongue, Fires Flight. Tough hide +1 natural armour

Rebelliousness 10

Description: The Grag wurm is one of the smallest of all dragons, it is long and grey, with orange tipped spines running the length of its body and down its tail. Its body curls up upon itself, like a cobra poised to strike and it balances on two powerful legs. Without any arms its only attacks are to rake its opponent with its strong feet, or to clamp down upon them with mighty jaws.

Air Monsters

Porporon

Element: Air

Type: Sprite

Attributes:

Strength 1 Stamina 1 Agility 3 Power 3 Instinct 1 Charisma 2

Health: 4 Energy 5 Mana 6 Melee Damage D2+1

Skills: Natural Weapon 1, Dodge 2, Resolve 1.

Abilities: Small, windwalk.

Rebelliousness: 4

Description: Porporon look like a dense fog or vapour, their flesh shifts about and ripples as the leaves of trees do in a light wind. Their skin is a light grey, flecked with white and black. They take the shape that all other sprites take, small and elflike. Many are surprised when they first touch a porporon to find that their bodies are not held together by air and are, in fact, quite solid.

Flytte

Element: Air

Type: Batu

Attributes:

Strength 2 Stamina 2 Agility 4 Power 4 Instinct 2 Charisma 1

Health: 8 Energy: 7 Mana 7 Melee Damage D4+2

Skills: Natural Weapon 2, Dodge 2, Fly 3, Resolve 2

Abilities: Flying, Whiplash, Air Aura.

Rebelliousness: 6

Description: Flytte are the first and most common of the great birds. They gather in high up places, even being known to congregate at the Emperor's Pillar. They look to be like large ravens, whose bodies are about the size of a wolf. Their feathers a black, but silver tipped and when flocks gather it looks to be like a storm cloud. These Batu have been known to ward off hunters from taking more game than is necessary and will not tolerate a keeper who takes more from the skies than they need.

Hurricos

Element: Air

Type: Elemental.

Attributes:

Strength 3 Stamina 2 Agility 5 Power 4 Instinct 3 Charisma 1

Health: 8 Energy: 8 Mana: 8 Melee Damage D4+3

Skills: Natural Weapon 3, Dodge 4, Resolve 3, Camouflage 3.

Abilities: Windwalk, Translucence, Vacuum.

Rebelliousness: 8

Description: If you have ever seen a dustcloud that moves in a manner that seems sentient, you've probably seen a Hurricos. Hurricos flit around the lands in and around deserts, tormenting nomads and driving people from water holes. They are not malevolent but merely psychotic. When confined a Hurricos will move to best fill its container, like a gas. Experiments show that a probably trained Hurricos can be used to power transport if confined in such a manner.

Earth Monsters.

Gravellin

Element: Earth

Type; Sprite

Attributes:

Strength 1 Stamina 2 Agility 1 Power 2 Instinct 1 Charisma 2

Health 8 Energy: 4 Mana 5 Melee Damage D2 +1

Skills:

Natural Weapon 2, Dodge 1, Resolve 3, camouflage 1 (2 in rocky environments)

Abilities: Small, Shard

Rebelliousness: 4

Description: Gravellin fall from the mountains tumbling down from mighty grags and into the foothills. Gravellin are the smallest of the sprites and many would mistake them for a small stone if it weren't for their small glinting eyes which resemble diamonds. When infurled their rocky bodies barely stand just under two feet tall but their limbs are well defined and their bodies. In combat a Gravellin will barge into their foes, using their shard abilities to do extra damage when needed.

Rock Wurm

Element: Earth

Type: Faen

Attributes

Strength 3 Stamina 3 Agility 2 Power 3 Instinct 2 Charisma 1

Health: 12 Energy 6 Mana 6 Melee Damage D4 +3

Skills

Natural Weapon 2 Dodge 2 Resolve 1 Camouflage 1

Abilities: Large, shard, solidify.

Rebelliousness:6

Description: rock wurms are one of the most common worm in the northlands. They grow to be huge bastardizations of their natural cousins, a fully grown rock wurm being twice as long as a human lying on their front. Their skin is a pallid grey, becoming darker at both ends as the skin toughens into almost rocklick consistency. In battle it is these parts of the rock wurm's body that it uses to club the enemy with.

Vanconan

Element: Earth

Type: Dragon

Attributes

Strength 3 Stamina 4 Agility 3 Power 4 Instinct 2 Charisma 2

Health: 16 Energy: 7 Mana: 8 Melee Damage D6+3

Skills

Natural Weapon 3 Dodge 2 Resolve 3 Intimidate 2 camouflage 0 (1 in mountains)

Abilities: Huge, meld, shard, glower.

Rebelliousness: 9

Description: Vanconan's are one of the most fearsome dragon monsters to behold. Their body is the shape of any other dragon, but almost half again the size. A fully grown Vanconan can peer over city walls and can be seen, by a careful eyes, for miles away sleeping on rocky cliffs and mountains. Their skin is almost black all over, but shades of grey form small cracks and lines in the flesh, giving it the impression of a pitted rocky surface. In battle a Vanconan will use its superior weight to crush foes under foot and will snap at larger opponents. When it looks to be on the losing side, a vanconan will retreat and use its meld ability to hide and heal.

Water Monsters.

Kanta

Element: Water

Type: Sprite

Attributes:

Strength 1 Stamina 1 Agility 2 Power 1 Instinct 1 Charisma 3

Health: 4 Energy 4 Mana 5 Melee Damage D2 +1

Skills:

Natural weapon 1, Dodge 2, Resolve 2, camouflage 1

Abilities: Small, Liquidity.

Rebelliousness: 4

Description: The water sprites, Kanta, emanate from the mountain springs of the Northlands. From here they merge with the waters, following its path and spreading to all lands. Because of the nature of the water networks they are particularly prominent in the southern plains. Kanta have bodies that are bottom heavy and stand at about three feet, wisping up to their heads and the shape is reminiscent of a raindrop. Their skin is a light blue, but constantly ebbs and flows with darker colours such as indigo. In battle Kanta run in playfully dancing around their opponents and using the Liquidity ability to avoid damage.

Phlegam

Element: Water

Type: Deiv

Attributes:

Strength 2 Stamina 2 Agility 3 Power 2 Instinct 1 Charisma 3

Health: 8 Energy 6 Mana 7 Melee Damage D4 +2

Skills:

Natural Weapon 1, Thrown weapon 2, Dodge 1, Resolve 3.

Abilities: Liquidity, sludge, odour

Rebelliousness: 6

Description: Phlegam exude themselves from the marshy swamps of the far south, where ill will and mud take form. Phlegams are a ruddy brown colour, and their skin ripples as if constantly fountaining from the centre of its being. Phlegams are low lying and move the massive bulk by

rippling towards their prey. The only notification that this is a living being is when it attacks, either by expanding towards its enemy with a mouth like orifice or by flinging parts of itself violently towards their foe.

Hydral

Element: Water

Type: Dragon

Attributes

Strength 3 Stamina 3 Agility 4 Power 4 Instinct 3 Charisma 3

Health: 12 Energy 7 Mana 10 Melee Damage D6 +3

Abilities: Large, glower, Frigid breath, scales +1 natural armour, amphibious.

Description: Hydrals loom from the murky depths of the ocean, living in watery caves near the coast and imbedded into cliffs. Their huge bodies are reptilian, long necked and short headed. The hydral's body takes up a shimmering indigo colour that makes it almost impossible to see underwater. Their bodies are made for swimming, with webbed feet and powerful tail, to fight one in water is almost suicide. When engaged in battle a hydral will use its powerful jaws and sharp teeth to inflict horrible wounds. When it feels that it is losing a battle it will utilize its freezing cold breath to damage its opponents.

Light Odic Monsters.

Wisp

Element: Light Odic

Type: Sprite

Attributes:

Strength 0 Stamina 2 Agility 5 Power 2 Instinct 0 Charisma 2

Health: 8 Energy 6 Mana 4 Melee Damage D2+1

Skills: Natural Weapon 1 (use power), Dodge 4, camouflage 2.

Abilities: Small, floating, emotionless, Translucence

Rebelliousness: 5

Description: Wisps are the formation of pure mana. In the ether these sprites are born when surges of magical energy ripple throughout the void. These surges leave clumps of mana together and over time they develop will and become more solid (though not entirely.) This added magical weight acts as if they were a raindrop in a cloud and they fall out of the ether into the world. Wisps manifest as points of light, the size of a small pumpkin and flit around playfully. They attack by administering small shocks of pure magic.

Meriden

Element: Light Odic

Type: Batu

Attributes:

Strength 2 Stamina 3 Agility 4 Power 3 Instinct 1 Charisma 2

Health: 12 Energy: 7 Mana 6 Melee Damage D4+2

Skills: Acrobatics 2, Natural Weapon 2, Dodge 2, Resolve 2

Abilities: Relieve, Bound.

Rebelliousness: 6

Description: Meridens walk in the wake of those in need, the tormented who lie awake at night, the traveller chased by bandits and the orphan who lives without food. Meridens resemble large cats with sleek golden fur. Their eyes are the shape of a humans, however, and they look at the weary with compassionate eyes.

Siren

Element: Light Odic

Type Dragon.

Attributes:

Strength 1 Stamina 2 Agility 5 Power 4 Instinct 1 Charisma 5

Health: 8 Energy: 8 Mana: 8 Melee Damage D4+3

Skills: Charm 3, Natural Weapon 3, Dodge 4, Resolve 3.

Abilities: Enrapture, Soothing Kiss.

Rebelliousness: 7

Description: Sirens are described as the most beautiful of beasts, their snake like bodies separates into an almost human form that would make many lustful, but they use their grace to bring happiness to those around them.

Dark Odic Monsters

Skullig.

Element: Dark Odic

Type: Sprite

Attributes:

Strength 1 Stamina 3 Agility 3 Power 3 Instinct 0 Charisma 1

Health: 12 Energy 6 Mana 4 Melee Damage D2+1

Skills: Natural Weapon 2, Dodge 3.

Abilities: Small, floating, emotionless

Rebelliousness: 6

Description: Skulligs are commonly found in overly crowded graveyards, where few care for their dead and their memories die with them. Skulligs represent death and negativity in its own right and manifest a small, about the size of a medium sized dog's head, skull. The jaw is the most prominent part of the skull as the upper jaw protrudes far further than the lower, revealing sharp bone teeth. Skullig float at around a human's neck height.

Harasaan

Element: Dark Odic

Type: Oni

Attributes:

Strength 2 Stamina 3 Agility 3 Power 5 Instinct 1 Charisma 1

Health: 12 Energy: 6 Mana 7 Melee Damage D4+2

Skills: Natural Weapon 3, Dodge 2, Resolve 3, Stealth 1.

Abilities: Seeping Darkness, Drain, Nocturnal.

Rebelliousness: 7

Description: Harasaan are of the lowest order of demon, released from the ether and drawn to those whose lives have broken. The oni resembles little more than a shadow, large and of a bear like shape, but incredibly firm. These beasts are truly the things of nightmares and they feed slowly of their victims, painlessly during their sleep, leaving them to wake with little more than the feeling of being defiled.

Soul Wyrms.

Element: Dark Odic

Type: Dragon

Attributes:

Strength 3 Stamina 4 Agility 4 Power 4 Instinct 2 Charisma 1

Health: 16 Energy: 8 Mana: 7 Melee Damage D4+3

Skills: Natural Weapon 3, Dodge 4, Intimidate 2, Resolve 3.

Abilities: Scaly Skin +1 natural armour, large, Soul drain.

Rebelliousness: 9

Description: Brought into the world first by a mage who sought to exploit the ether's infinite mana, the Soul Wyrms were drawn to the breach in the ether and the purity of the mana within the mage. A brood of these shimmering dragons escaped and to this day hunt mages of great power, wishing to devour their magical energies. A Soul Wyrms stands almost twice the size of a man and have long, serpent like bodies. Their scales shimmer in metallic greys and dark blues, the true colours of the ether and their eyes catch the light as an obsidian stone would.

Monster Types.

Sprites: These beings come into form where large amounts of elemental energy pools in one place. This energy creates elemental holes in the barrier between this world and the Ether. Through these holes sprites will flow, drawn to the scent of their element. Sprites are deemed the purest embodiments of their element and apart from Odic sprites, all are mischievous and playful.

Oni: The hate eaters. Oni feed on misery and malevolence and thus become beings for bringing these emotions about. An Oni will spawn in areas of great desperation and melancholy, forcing their way through the barrier to taste these emotions. Once on this side of the wall, however, these beings are weaker than they are in the ether and cannot force their way back through.

Batu: Protectors and lovers. Batu are diametrically opposed to Oni. They appear in the same areas, those where hope is lost, but rather than feed of these emotions, Batu attempt to absolve these feelings and create happiness and passion. Batu are also known to guard sites of magical importance.

Elemental: Like sprites these are beings of pure elemental energy. Unlike sprites they do not revel in elemental energy, but require it to sustain them. They come through the same holes that sprites do, but widen them to allow mana from the ether to flow and fuel areas of elemental magic. In this way elemental can be described as magical farmers, cultivating mana to their own tastes.

Dragons: Dragons were once the great guardians of magic, existing to be the platonic ideal of what a monster could be. All are strong and majestic, proud and regal, but their time away from the ether has drained all but the last dregs of their sentience. They become beings who hunt and feed as any other animal does and they no longer command the ether, but long sorrowfully to be allowed back into it.

Faen: Faen were once normal animals like any other. When the holes in the ether widened, the influx of mana affected everything in some manner. Faen are those animals that were most changed, shifting form, growing larger and gaining magical abilities, these monsters resemble the dangers of mana and its manipulation, but also its power.

Special Abilities

All monsters have a range of special abilities. These come in two forms, innate and active. Innate abilities occur naturally and are applicable at all times. Active abilities occur only when the monster desires them to and to use them only requires the expenditure (that's right monster castings succeed automatically) but if their target has the ability to countermagic, and desires to use it, the monster makes its opposed roll using its power + charisma. Monsters can spend mana indiscriminately when facing a counter cast. All monster abilities cost 4 energy for them to use. Beneath each ability are the stats to use if a spell caster learns the ability. If effects are different than in the description then this will also be added to the spellcaster section.

Air Aura.

The ability gives all the monster's physical attack air element damage, this makes them more effective against those with the earth element but less damaging to those with the air element. This ability is often used when monsters are competing for mates, as the lessened damage stops the displays being fatal, but still able to prove who the stronger.

Mana cost (monster): 3

Spellcaster

Imbuement

Casting Cost: 3

Difficulty: 7

Arcane Level: 2

Duration: 5 turns.

The air aura does not extend to your weapons, only brawling attacks. A weapon, however, may be enchanted with an air aura permanently.

Amphibious.

This ability means that this monster is more at home in the water. When able to be completely submersed in water the monster gains +2 energy per turn.

Mana cost: Innate

Spellcaster

Unlearnable.

Armour bonuses.

These give the monster natural armour for reducing damage.

Mana cost: Innate

Spellcaster.

Unlearnable.

Bound

This ability allows the monster to make one incredible jump in any direction. A monster using this ability may make one jump three times as far as they normally could, for only 5 energy.

Mana cost: 4

Spellcaster

Imbuement

Casting cost: 4

Difficulty: 9

Arcane Level: 4

Duration: Instant

Drain

This ability allows the monster to siphon of the health of an enemy. To use this ability it's prey must be unconscious or pinned. When used the victim loses D2 health on the monster regains this much health.

Mana cost: 4

Spellcaster

Full Spellcaster

Casting cost: 4

Difficulty 7

Arcane Level: 4

Duration: Instant

Mages may spend an extra point of mana to add an extra D2 to the drain roll. They may bring the number of dice up to 5D2.

Emotionless.

Monsters with this ability act solely on reason. Because of this they have an extra +4 bonus to resist any type of emotional manipulation (including all taming rolls!)

Mana Cost: Innate

Spellcaster

Unlearnable

Enrapture

Those affected by this spell instantly regard the user as a friend or desirable object (users choice.) The ability affects one person, but an extra point of mana means it affects another, to a maximum of five people.

Mana cost: 5

Spellcaster

full spell.

Casting cost: 5

Difficulty: 9

Arcane level: 5

Duration: five turns.

Fire Aura

The ability gives all the monster's physical attack fire element damage, this makes them more effective against those with the water element but less damaging to those with the fire element. This ability is often used when monsters are competing for mates, as the lessened damage stops the displays being fatal, but still able to prove who the stronger.

Mana cost (monster): 3

Spellcaster

Imbuement

Casting Cost: 3

Difficulty: 7

Arcane Level: 2

Duration: 5 turns.

The fire aura does not extend to your weapons, only brawling attacks. A weapon, however, may be enchanted with an fire aura permanently.

Fires Flight

This ability causes wings of flame to spurt out of the casters back. These wings are fully usable and allow the caster to fly. It costs 2 energy to ascend one metre, but only 1 energy to descend two metres.

Mana cost: 6

Spellcaster

Imbuement.

Casting cost: 6

Difficulty: 12

Arcane Level: 6

Duration: 20 turns.

Flaming tongue.

This ability causes the casters tongue to extend to a huge length and become red hot to all but themselves. The tongue uses brawl (natural weapon) to attack and has a range of 2. The tongue deals D4 fire damage.

Mana cost: 5

Spellcaster

Imbuement

Casting cost: 5

Difficulty: 10

Arcane level: 5

Duration: 5 turns.

Spell casters have -2 to their to hit roll using a flaming tongue.

Floating.

The monster with the ability hovers above the ground. They are immune to pinning and knockdowns. They ignore any effects that affect the ground.

Mana cost: Innate

Spellcaster

Unlearnable.

Frigid Breath.

This ability causes the monster to spew forth freezing cold air from their mouths. The spell damages all within a five square cone (five squares long, five squares wide at the end) for D4 water damage.

Mana cost: 6

Spellcaster

Full spell.

Casting cost: 6

Difficulty: 6

Arcane level: 4

Duration: Instant.

Glower

This ability gives the users eyes a dark and threatening shine. All intimidation rolls the user rolls whilst the spell is in effect gains +4.

Mana cost: 2

Spellcaster.

Imbuement.

Casting cost: 2

Difficulty 5

Arcane level: 2

Duration: 5 turns.

Huge.

Monsters of this size have -2 to dodge and to hit but have +4 damage.

Mana Cost: Innate

Spellcaster.

Unlearnable

Large.

Monsters of this size have -1 to dodge and to hit but have +2 damage.

Mana cost: Innate

Spellcaster

Unlearnable

Liquidity

This spell makes the users skin semi permeable and liquid. It shifts as is needed and moves out of the way of weapons. This ability gives the user +2 to dodge but -2 resistance to poisons or alcohol.

Mana Cost: 4

Spellcaster

Imbuement

Casting cost: 4

Difficulty: 5

Arcane Level: 2

Duration: 10 turns.

Meld.

This ability allows the user to be absorbed by the earth for a number of hours as the caster decides. During this time the character cannot be harmed (unless the earth he is melded with is removed and separated, at which point the lose an number of health points equal to the portion of earth removed and are rejected instantly.) Whilst melded the character heals D10 health per hour. It cannot heal attrition, but does stop the character from taking attrition damage for the time. At the end of the time, the earth forces the body out of itself (the earth that is.)

Mana cost: 8

Spellcaster

Imbuement

casting cost: 8

Difficulty: 12

Arcane Level: 6

Duration: Caster decides.

Nocturnal.

These monsters only operate at full effectively when not in the sunlight. Whilst out in the sun light they have -1 energy, in shadow they have full and at night they have +1.

Mana cost: Innate

Spellcaster

unlearnable.

Odour.

Monsters with this ability have a foul stench that emanates from all of their body. Characters gain a +4 to any attempt to detect these monsters but have -1 on their to hit rolls if making melee attacks.

Mana cost: innate

Spellcaster

Unlearnable

Relieve

This ability allows the user to absolve their target of D4 fatigue damage. It can be cast on anyone the user is touching.

Mana cost: 4

Spellcaster

Full spell.

Casting cost: 4

Difficulty: 6

Arcane level: 3

Duration: instant.

Seeping darkness.

This ability shrouds the user in a circle of shade. It gives a +2 bonus to sneak and camouflage rolls as well as respite from the sun.

Mana cost: 6

Spellcaster.

Full spell.

Casting cost: 6

Difficulty: 8

Arcane level: 4

Duration: 10 turns.

Shard.

This spell causes the users flesh to become hard and shale like. The user can break bits off of their flesh and throw them as if they were knives.

Mana cost: 3

Spellcaster

Imbuement

Casting cost: 3

Difficulty: 6

Arcane level: 2

Duration: 5 turns.

Sludge.

This spell causes the skin of the caster to become a thick mud like sludge that sloughs off of their bodies into puddles on the floor. The sludge can be used as a thrown weapon with range multiplier 2. The effect of a hit is to deal one damage to the target and give them -1 to all rolls unless they spend 3 energy to pull to sludge off of themselves.

Mana cost: 4

Spellcaster.

Imbuement.

Casting cost: 4

Difficulty: 6

Arcane level: 3

Duration: 5 turns.

A character with sludge cast has -4 to all charisma based rolls.

Solidify.

This spell causes the casters skin to become as hard as stone. The caster gains +1 natural armour.

Mana cost: 5

Spellcaster

Imbuement

Casting cost: 5

Difficulty 6

Arcane level: 3

Duration: 10 turns

Soothing kiss

This spell makes the casters lips impart a soothing presence. Any who are kissed by the caster when this ability is being used immediately cease all hostilities. Once cast the user must make a brawl (natural weapons) roll at -4 to administer a kiss. This kiss may be defended as per a usual melee attack.

Mana cost: 4

Spellcaster

Imbuement

casting cost: 4

Difficulty: 5

Arcane level: 3

Duration: 10 turns.

Spark.

This ability summons a small spark that flies towards its target and deals one point of fire damage.

Mana cost: 2

Spellcaster

Full Spellcaster

Casting cost: 1

Difficulty: 4

Arcane level: 1

Duration: Instant

Casters using this spell summon a small ball of fire into their palm, from here they can use the flame to light flammable objects. The Spark itself can also be used as a thrown weapon, using the light thrown weapons skill. The range multiplier is 4

The spark causes 1 point of damage on a roll of 3-4 on a D4, this damage applies regardless of armour. A character gains a +2 bonus to the attack roll with a spark.

Translucence.

This spell shift the light properties of a persons body into pure magical energy, making them translucent and almost invisible. The affect of the spell is to give a character +5 to any stealth or camouflage roll.

Mana cost: 5

spellcaster

Imbuement

Casting Cost: 5

Difficulty: 8

Arcane level: 2

Duration: 15 turns.

Vacuum.

This ability starves a victim of air, causing them to suffocate. This ability deals D8 points of fatigue damage on a successful casting.

Mana Cost: 8

Spellcaster

Full spell.

Casting cost: 8

Difficulty: 10

Arcane Level: 8

Duration: Instant

Whiplash.

This ability strikes an opponent with a blast of strong and sharp air. The spells deals D4 air damage and ignores any armour protection.

Mana cost: 3

Spellcaster

Full spell.

Casting cost: 3

Difficulty 5

Arcane level 3

Duration: Instant.

Windwalk.

This spell allows the caster to walk in all directions. Although not flying, the caster can walk in the air up to the height of five metres.

Mana cost: 4

Spellcaster

Imbuement

Casting cost: 4

Difficulty: 6

Arcane level: 4

Duration: 10 turns.

Advent: Character Sheet.

Character Name: _____ Player Name: _____

Race: _____ Magic Level: _____ Age: _____ Gender: _____ Experience: _____

Attributes

Strength: _____ Experience: _____

Stamina: _____ Experience: _____

Agility: _____ Experience: _____

Intelligence: _____ Experience: _____

Wisdom: _____ Experience: _____

Charisma: _____ Experience: _____

Stats.

Health: Total _____ Fatigue _____ Wounds _____ Attrition _____

Energy: _____ Mana: _____ Damage Bonus: _____

Speciality Resources.

Skills.

Name	Rank	Appropriate Attribute	Name	Rank	Appropriate Attribute
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Combat

Weapon 1

Weapon 2

Armour

Helmet

Ammunition

Extras

Equipment

Spells

[illegible]

Monster Name: _____ Species: _____ Type: _____ Element: _____

Attributes		Stats.	
Strength: _____	Experience: _____	Health: Total _____	Fatigue _____ Wounds _____ Attrition _____
Stamina: _____	Experience: _____	Energy: _____	Mana: _____ Melee damage: _____
Agility: _____	Experience: _____	Rebelliousness: _____	
Instinct: _____	Experience: _____	Special Abilities.	
Power: _____	Experience: _____	_____	
Charisma: _____	Experience: _____	_____	

Skills					
Name	Rank	Appropriate Attribute	Name	Rank	Appropriate Attribute
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Notes:

Monster Name: _____ Species: _____ Type: _____ Element: _____

Attributes		Stats.	
Strength: _____	Experience: _____	Health: Total _____	Fatigue _____ Wounds _____ Attrition _____
Stamina: _____	Experience: _____	Energy: _____	Mana: _____ Melee damage: _____
Agility: _____	Experience: _____	Rebelliousness: _____	
Instinct: _____	Experience: _____	Special Abilities.	
Power: _____	Experience: _____	_____	
Charisma: _____	Experience: _____	_____	

Skills					
Name	Rank	Appropriate Attribute	Name	Rank	Appropriate Attribute
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Notes:

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface. There is no handwriting or other markings on the paper.

Please note that not all character sheet pages are necessary for every character. All sheets may be printed or photocopied for personal use.

If you have any complaints, ideas or comments please email me at: alderneyvamp@hotmail.com

Hope you will enjoy the game.

Paul Roberts.