

PART ONE: INTRODUCTION

Welcome to the world of Fantasy Role-Playing Game (FRP's)! What is an FRP? Simply put, an FRP is a game of make believe, much like the games of Cowboys and Indians or Cops and Robbers you may have played as a child. For those of you that are new to role-playing games, read on! If you already have some experience with gaming, you can skip this part and go right to **Section 2: Creating a Character.**

In this game, you will play the role of a medieval hero, much like Merlin, King Arthur or even Conan. This game does not require a game board; all the materials you need are listed below. It is a game played in the imagination, in which you become an ancient hero, playing up that person's personality, goals and beliefs.

This book is divided into eight parts, organized for simplicity.

Part One, which you are reading now, is the **INTRODUCTION**. It explains some general info about the game, and has a short glossary of terms for new players.

Part Two, **CHARACTERS**, describes how to create a character for use in this fantasy game.

Part Three, **SKILLS AND POWERS**, lists and describes the various skills and special powers available to the characters.

Part Four, **SPELLS**, lists both magical spells and miracles for use by mages and priests.

Part Five, **EQUIPMENT**, contains the equipment available to the PC's.
Part Six, **COMBAT**, contains the rules for hostile encounters.

Part Seven, **GM INFORMATION**, contains more rules for use by the Gamemaster and tips on how to GM an adventure.

Part Eight, **WORLD BACKGROUND**, contains a general history of the world and some info on specific areas.

The "rules" contained in this book are made to be broken. The GM should feel free to change or delete any "rule" in this booklet to suit his/her needs and likes.

One last note about dice - throughout this book, you will see terms such as 2d6 or 1d10. What this means: the second number - the number of sides the die to use should have; the first number - the number of this type of dice to

use. For example, "5d6" means roll five 6-sided dice and add the numbers, and 3d8 means roll three 8-sided dice and add the numbers.

HOW TO PLAY

In order to begin playing, you will need several things:

- 1) Two or more players
- 2) a Gamemaster
- 3) Pencil and paper
- 4) Dice: 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided (two or more of each type is helpful - dice can be obtained at most hobby stores, through mail-order, and from many bookstores)
- 5) a place to play
- 6) and last but certainly not least, lots of imagination

TECHNICAL TERMS

One thing that scares many new gamers away are some of the terms used by old-timers. Below some of the most common ones are listed out.

ADVENTURE - An adventure is something the Gamemaster (or referee) prepares for the characters to test their wits, luck and problem-solving abilities.

ALIGNMENT - Term describing briefly what a character believes in. A very general personality definition.

ATTRIBUTE - An attribute is a word and a number used to describe your character. Examples include Strength, Intelligence, and Endurance.

CAMPAIGN - A series of adventures taking place on the same world and using the same characters.

CHARACTER - Often referred to as "PC" - Player Character. This is the person you pretend to be, or control in an adventure.

DICE - Used to determine the success of certain actions, including striking a foe, or attempting to pick a lock.

ENCOUNTER - Meeting between the PC's and an NPC (non-player character).

EXPERIENCE LEVEL - How powerful a character is. All characters start out a level 1.

EXPERIENCE POINTS (XP) - How close to the next experience level a character is. Awards given for good roleplaying and overcoming challenges.

All characters start out with 0 experience points.

FRP - Fantasy Role-Playing game

GAMEMASTER (GM) - Person designing and running an adventure/campaign.

HTH - Short for hand to hand combat.

INITIATIVE - Determines who strikes first in combat.

LR - Short for long range combat.

NON-PLAYER CHARACTER (NPC) - Character or monster controlled by the GM.

PERCENTILE DICE - Used to generate a number from 01-100. Two 10-sided dice are used; one indicates the tens digit, the other the ones digit.

SAVINGS THROW - Chance to avoid some kind of harm.

STATISTIC (STAT) - Same as attribute.

PART TWO: CHARACTERS

Creating a Character

Step One: Determine attributes. There are six attributes that determine the various aspects of your character. They are:

Strength (STR) - Raw, brute power. Increases the amount of damage done in hand-to-hand combat.

Intelligence (INT) - Used for some skills and for spellcasting.

Dexterity (DEX) - Coordination. Chance to hit LR.

Reflexes (REF) - Basic nimbleness. Chance to hit in HTH.

Endurance (END) - Overall health.

Charm (CH) - Combination of looks and natural leadership.

Psi Power (PP) - overall strength of psionic power.

To determine what your stats are, roll percentile six times, rerolling any stats of 25 or less. Assign these scores to the first six stats, placing them where you like. Now roll percentile again. This roll is your PP.

Step Two: Look through the sections on Character Races and Occupations, and select the race and occupation that most appeals to you. Modify your attributes according to the table after the section on character races.

Step Three: Determine your Life Points. This is done by rolling 1d10. This is the amount of damage your character can take before becoming unconscious. Add an additional 1d6 at levels 2, 5, 7, 9 and 13. Determine Spell Points (SP) if applicable.

Step Four: Determine the amount of money you start out with. This amount is listed under the various classes.

Step Five: Buy any equipment, armor and weaponry you want/need and can afford. These lists are in **Part Five: Equipment**.

Step Six: Check the Savings Throws section in **Part Six: Combat** and write these down.

Step Seven: Determine your character's random power and choose skills. See **Part Three: Skills and Powers**.

Step Eight: Your character now needs a name and a personality.

This is where you really get to have fun. Some people write pages on a background for their character, some just write a few sentences. Some notes on what your character is like are also helpful; such things as what he/she likes and dislikes, fears, odd habits, etc.

Character Races

In this world, there are six races, and due to differences (size, anatomy, etc.) each race has different strong/weak points.

Humans are the dominant race in this world, and are average in all stats. Humans are friendly toward Dwarves, elves and most sprites.

Elves in this world make up a fairly small percentage of the total population and are very formidable, due in part to their quickwittedness. They are also very nimble, probably due to their tall and slender build, making them fearsome foes or powerful allies. Elves prefer the company of humans and sprites, being distant cousins to the latter. While most elves live in very civilized, elegant tree villages, there are rumored to be several small barbaric tribes roaming in the southern part of the world.

Dwarves are a very populous race, second only to humans. They prefer to live and work in elaborate subterranean complexes, and are very friendly towards humans. They don't particularly care for elves, having fought a long war with them ages ago. The other races they tend not to have any preferences about. Dwarves are very sturdy, having high endurance and a fairly high strength.

Ogres are huge wandering giants, usually gathering in nomadic tribes. They rarely associate with other races, and hate all races but trolls, whom they are indifferent toward. They are possessed of tremendous strength, but are slow due to their large size.

Trolls are either the distant cousins of ogres or are merely neanderthals.

They too are very large, being only slightly smaller and weaker than ogres, but they are faster. Trolls hate all races but ogres and dwarves, whom they deal somewhat favorably with. They are mostly loners, tending to live alone or with a mate in a single cave all their lives.

Sprites are small faerie-like winged creatures. They are often thought of as the guardians of the forests, and tend to dwell there all their lives. They like being around humans and elves, but are often tricksters, playing minor but annoying pranks on anybody they can find. Once they find a suitable "victim", they will usually stick to that person, playing a great amount of ticks on him and him alone. If this being can manage to put up with the sprite, and even find humor in what they do, the sprite will often befriend that person. Anybody being able to put up with a sprite for more than 24 hours, however, is a rare occurrence. They rarely are seen too far from their precious forests, and their wrath on anybody harming their trees is indeed cruel. Their small size and flying ability makes them very nimble, but also very weak. They are considered by many humans to be cute, and receive good reactions from them. They are also underestimated, something which these creatures of nature don't particularly mind.

Prosek are an ancient race of very powerful, very evil beings. They look almost identical to elves, except they have bright crimson eyes, which often appear to be glowing. Most humans and other races can't tell the difference between a prosek and an elf. Dwarves, however, can identify a prosek upon sight. The prosek race is all but forgotten, as there are VERY few of them left. What exactly happened to them, nobody knows, but there are several theories. Due to the rarity of the prosek, there should be no more than one of these characters for every four or five PCs.

Racial Adjustments

	INT	STR	DEX	REF	END	CH
Human	0	0	0	0	0	0
Elf	+5	-15	+10	+5	-15	+10
Dwarf	-5	+10	-10	+5	+15	-5
Ogre	-10	+20	-5	-10	+10	-15
Troll	-10	+15	-5	+5	+5	-15
Prosek	+5	+5	+5	+5	+5	-20
Sprite	+10	-30	+15	+10	-15	+10

CH modifier for Prosek only applies in situations where others know PC is a Prosek

Attribute Modifiers

Score

		0-29	30-79	80-89	90+
INT	-1 SP/lvl	nil	+1 SP/lvl	+2 SP/lvl	
STR	-1 HTH damage	nil	+1 damage	+2 damage	
DEX	nil	nil	nil	nil	
REF	-5 AR	nil	+5 AR	+10 AR	
END	-1 LP/lvl	nil	+1 LP/lvl	+2 LP/lvl	
CH	nil	nil	nil	nil	
PP	nil	nil	nil	nil	

Character Occupations

As a character in this harsh world, you have to make a living. That is where occupations come into play. In this world there are six ways for a PC to survive: as mages, priests, warriors, knights, bowmen, rogues, or as trackers (or bounty hunters).

These seven occupations are listed out in more detail on the following pages.

Mages

Mages are devoted to the study of magic. Magic is VERY rare in this world, and consequentially, so are mages. Though there are very few of these sorcerers, they are often very powerful, and a powerful mage is known all over the land, and usually feared. When first starting out, they are not too powerful, but as they gain experience, they grow more and more so every day. They can wear any armor, but as they are not trained in its use, anything heavier than chain mail reduces their movement rate by one-half, and stealth is nearly impossible (-50%). They can also use any weapons, but can only take skills in those weapons listed below.

Attribute Requirement: INT (75%)

Primary Skills: Spellcasting, Read/Write Native Language, Speak two additional languages, basic spells

Secondary Skills: General (6), Rogue (2), Tracker (2), Combat (2)
 Combat skills are limited to: Blunt, Knives, Short Swords, Staves, Cross bow, Sling, Small shield

Basic Spells: These are spells that all wizards are taught as apprentices, as

most are necessary to the trade.

They are:

Read magic, sense magical aura, globe of light, cloud of darkness, and levitate small objects. All these spells are low-level and complete descriptions can be found in **Part Four: Spells**.

As mages go up in level, they gain more and more magical power. This is represented by a spell point system. Beginning mages start out with 1d6 spell points. This is modified by intelligence as follows:

INT score	Modification
0 - 29	-1 SP/lvl
30 - 79	nil
80 - 89	+1 SP/lvl
90 +	+2 SP/lvl

Each time a mage gains a level, he/she rolls 1d6 and adds this to his/her spell points. The modification is included each time.

To cast a spell, spell points are expended. The cost for each spell is as follows:

Spell cost = (spell level) x 3

The number of spells a mage can know is almost unlimited. For information on spells, see **Part Four: Spells**.

In addition to being able to cast spells, mages gain certain innate advantages as they go up in level. At level 4, all mages automatically have a 25% chance to detect a magical aura simply by passing by one. At level 7, they can use 2 physical attacks per melee round (choice of HTH or LR). Starting at 8th level, rather than gaining 1d6 spell points per level, they gain 1d8 (plus INT modifiers).

The only way to regain spell points is by resting. Eight hours of sleep will allow the mage to regain all spell points. Less than that restores 1d4 per hour.

Mages start out with a book (paper), quill, ink and 175 royals.

Mages gain one extra combat skill at third, sixth, and ninth level. They gain one extra general, rogue, or tracker skill at every new level.

Priests

Priests are characters thoroughly devoted to a god or a number of gods, and try to spread their religion to others, often roaming the continent to do so. For their services in obtaining worshippers, their god grants them the use of miracles, either minor or major, depending on their piety (in this case, their level). Unlike mages, priests don't learn or memorize their miracles. Instead, they simply pray to their god for the miracle they want, and it either happens or it doesn't. There are however, lists of available miracles, and priests do have a limit to the number of major and minor miracles their god will grant them per day. Of course, gods do occasionally grant an extra miracle or two in time of need, but the over-requesting of miracles often angers the gods, something which few mortals would dare to do. Players

choosing the Priest occupation should consult **Part Eight: World Background**, and choose a specific deity. Priests can use any weapon and wear any armor with no penalties.

Attribute requirements: INT (45%), CH (55%)

Primary skills: Theology, Read/Write native language, Speak two additional languages, clerical ability.

Secondary skills: General (7), Rogue (1), Tracker (1), Combat (3)

Clerical Ability: Priests have several special abilities in addition to the performing of miracles.

Heal - any priest, good or evil, can heal someone (not themselves) simply by placing his/her hands upon the victim's wounds. This can be done once daily, and restores 1d6 points of damage.

Turn Dead - the priest simply wields his holy symbol, mutters a few chants, and any 'undead' (such as zombies, living skeletons, etc.) turn and flee until out of sight of the symbol and the priest. The chance to turn undead is 15% at level one. This number goes up 10% every other level (ie, a 1st level priest would have a 15% chance to turn, as would a 2nd level priest. At 3rd level, the chance would be 25%, at 5th it would be 35%, etc.). For Vampires and those undead without physical bodies (ghosts, wraiths, banshees, etc.) this chance is decreased by 15%

		Miracles Per Day					
		Minor	Major			Level 1	1
			0				
		2	0				
		3	0				
		4	0			5	5
6	6	1		7	7	2	
8	8	2		9	9	3	
10	10	3		11	11	4	
12	12	4					

At 5th level, priests gain the use of two heals per day. At 6th level, they get two physical attacks per melee round (choice of HTH or LR), and at 9th level, they have an innate sense evil (or good, if priest is evil) at 30%

Priests start out with a candle, paper (20 pages), ink, a quill and 175 royals.

Priests gain one extra combat skill at levels three, five, and seven. They gain one general, rogue, or tracker skill at every new level.

Warriors

Warriors are your run-of-the mill sword-for-hire. They can be anything from Conan the Barbarian to Hercules to the suave, sophisticated Three Musketeers. They sell their muscle for fame and fortune. They can be loyal to a land, volunteering to fight wars for that kingdom, they can be mercenaries, fighting for whoever pays them the most, possibly even switching sides in the middle of a battle, or they can be freelance, wandering adventurer types. Whatever they are is completely up to the player. Warriors can use any weapons and wear any armor, and usually prefer the heavier ones.

Attribute requirements: STR (50%), REF (55%), END (40%)

Primary skills: Shield (small or large)

Secondary skills: General (3), Rogue (2), Tracker (1), Combat (6)

Level 2 2 attacks per melee (HTH)

5 Critical hit does (x3) damage (HTH only)

6 3 attacks per melee (HTH)

12 Critical hit does (x4) damage (HTH only)

Warriors start out with a large sack and 180 royals.

Warriors gain two additional combat skills at levels two, five, and seven. They gain one additional general, rogue, or tracker skill at levels three, six, and nine.

Knights

Knights are the embodiment of all that is good and righteous in the world. They are among the finest fighting forces in the world, and seek truth and justice for all. All knights serve or served under a liege at one time (could be anything from a king to a baron), and are of noble birth. A knight strives daily to live up to the code of chivalry: loyalty, valor, honor, and courtesy. Unless a knight breaks these solemn vows, a knight is a knight forever. They

are very adept at horseback riding and the use of a lance, which is often proved in jousting contests. They prefer heavy weaponry and armor. They are not only physically fit, but have well-trained minds. Knights can use any weapon and wear any armor, preferring plate mail and a lance, with a long sword as a side weapon.

Attribute requirements: STR (55%), INT (50%), REF (60%), END (50%)

Primary skills: Horseback riding, large shield, lance

Secondary skills: General (4), Rogue (1), Tracker (1), Combat (7)

Heal - much like a priest, a knight can heal the wounded (not him/herself) once per day. A knight's heal, however, restores 1d4 rather than 1d6.

Level 2 2 attacks per melee (HTH)

5 3 attacks per melee (HTH)

7 2 heals per day

9 Critical hit does (x3) damage

Knights start out with a large sack, a small sack and 190 royals.

Knights gain one additional combat skill at levels two, five and seven. They gain one additional general, rogue, or tracker skill at each new level.

Yeomen

Yeomen are archers often hired as mercenaries to serve in armies, taking out as many of the enemy as is possible at long range, so foot soldiers can take out the remaining and stand a better chance at winning. Most are experts with long bows, but some use short bows or crossbows. They are very

dexterous, and not only are they good at long range combat, but are often highly trained hand-to-hand soldiers. Most are mercenaries or adventurers seeking fame, but a few are permanent members of armies. Yeomen can wear any armor and use any weapon.

Attribute requirements: DEX (65%), END (55%), STR (50%)

Primary skills: bow (any)

Secondary skills: General (3), Rogue (1), Tracker (2), Combat (7)

Level 3 2 attacks w/bow

5 2 attacks w/HTH weapon

8 3 attacks w/bow

Yeomen start out with a large sack and 195 royals.

Yeomen gain one additional combat skill at levels two, three and nine. They gain one extra general, rogue, or tracker skill at levels three, five, and seven.

Rogues

Rogues are, as the name implies, generally shady beings. Rogues can range from common thieves, to catburglars, to assassins known the world over, to those with good-intentions, much as Robin Hood. Whatever they may be, they are fugitives from the law and don't openly announce their profession. Most claim simply to be mercenaries. Rogues are very nimble and fast, and often fairly strong, depending on their exact line of work. Rogues can use any weapon, but prefer the shorter ones as they are easier to use in emergency situations (ie, being grabbed from behind while in a dark room robbing someone blind). They can also wear any armor, but anything heavier than studded leather makes noise and reduces certain rogue skills (pickpockets, etc).

Attribute requirements: REF (60%), STR (45%)

Primary skills: Stealth, knives, backstab

Secondary skills: General (3), Rogue (5), Tracker (2), Combat (3)

Thieves' Guilds

Thieves in this world are many and widespread, and Thieves' Guilds have been created throughout the continent to ensure "equal employment" opportunities. Membership in these guilds is mandatory, and being a known thief and not belonging to a guild often brings unusual disappearances. Practicing in areas controlled by a guild the thief does not belong to, even if he belongs to thirty others, carries the same consequences. Membership in these guilds is often very expensive, but most consider it worth it, as they not only provide shelter and assistance if being pursued by the long arm of the law, but offer services such as fencing and "job placement"

Fencing - stolen items can usually be sold to the guild for 30-50 percent of current market value, depending on scarcity.

Employment - usually, when someone wants someone else assassinated, or wants an item stolen, they deal through the guild, not through individuals. The guild then assigns someone (possibly two or more, depending on the danger and complexity of the job) to carry out the request. The member completing this task gets anywhere from 20-50 percent, once again depending on the specific task. A basic price list of deeds appears below.

Thefts

from commoners, merchants	100
from minor church, low level clergyman	200-400
from low-level mage	500-700
from minor royalty (earl, baron)	600-900
from large church, high level clergyman	1000-1500
from major royalty	2000-3000
from high level mage	5000-7000
from King, Emperor, etc.	10000-15000

Assassinations

of commoners, merchants	300
of minor church official, low level priest	600-800
of low-level mage	1500-2500
of minor royalty	4000-5500
of major church official, high level priest	7000-10000
of major royalty	12000-15000
of high level mage	30000-50000
of King, Emperor, etc.	60000-90000

For simple assaults, not assassinations, the price is about 1/3 as much.

Level 5 2 attacks per melee (choice of HTH or LR)

7 Backstab (x3)

12 Backstab (x4)

Rogues start out with a small sack, a large sack, a dagger and 175 royals.

Rogues gain one extra combat skill at levels two, three, and five. They gain one additional general, rogue, or tracker skill at each new level.

Tracker (Bounty Hunter)

Trackers are hunters and scouts, being quite adept at both. Like the yeoman, they are skilled with both long range and hand-to-hand weapons. Depending on alignment, they may be trained assassins. Most good trackers are able to survive in several environments, and all are knowledgeable when it comes to nature and her creatures. They may sell their services to armies, or simply be adventurers. They are capable of tracking human and animal prey. Trackers can use any weapon, preferring bows, and wear any armor, preferring chain mail or less, as anything heavier makes too much noise to hunt or stalk effectively.

Attribute requirements: STR (45%), INT (55%), DEX (60%)

Primary skills: Track, survival (any)

Secondary skills: General (3), Rogue (1), Tracker (5), Combat (4)
Level 7 2 attacks per melee (LR)

Trackers start out with a small sack, a small pouch and 170 royals.

Trackers gain one additional combat skill at levels two, five, and seven. They gain one extra general, rogue, or tracker skill at each new level.

Experience Points

At the end of each adventure, or at the end of each session, whichever the GM chooses, experience points are awarded. Experience points help the characters grow in power and serve as rewards for good playing. In order for a character to go up in power, or levels, he/she must earn experience. How quickly a character gains levels is diagrammed below.

Occupation

Level	Mage	Priest	Warrior	Knight	Rogue	Tracker
1	0	0	0	0	0	2
1500	1300	1400				
3	3500	4000	2400	3000	2600	2800
8750	4400	5800	4900	5450	5	14000
12000	10400	11200	6	20000	22000	15600
17200	7	28000	30000	23600	26000	24400
38000	40000	33600	36000	34400	35200	9
52000	45600	48000	46400	47200	10	64000
59600	62000	60400	61200			

As you can probably see, the experience for levels after 5 merely adds 6000, then 8000, then 10000, then 12000, then 14000, and so on.

Awarding Experience

The following is a table with some outlines to aid the GM in awarding experience points.

Points What for?

- 25 Performing a skill, using a spell or miracle
- 50 Performing a skill that saves a life
- 50 Performing a miracle to further a priest's piety
or aid his/her god/goddess
- 50-75 Defeating a level one (fairly minor) menace
- 100-150 Defeating a level two (fairly threatening) menace
- 200-300 Defeating a level three (very threatening) menace
- 75 Clever idea, complete failure

100	Clever idea, slight failure
150	Clever idea, success
200	Clever idea, great success
250	First new and interesting use of a skill/spell/miracle
150-250	Mild self-sacrifice (some personal risk)
300-500	Great self-sacrifice (risk of death)
300-800	Good roleplaying/playing in character/having fun bonus

It is strongly recommended that no PC advance more than one level per session/adventure.

Aside from experience points being used to increase power, they have one other function: to raise attributes. 1,000 XP can be "saved up", to be spent increasing one attribute by 1 point. This may seem useless, and it sometimes is, but the following example will illustrate how useful it can be.

Jarrad, a 1st level rogue with 0 experience earns 1450 XP from an adventure he just completed. This is enough to bring him up to 2nd level. He looks over his character sheet and notices that his REF is 95, giving him a +5 bonus on his HTH. If he had a 96, just one point more, he could have a +10. Jarrad decides to deduct 1000 XP from his earned total and raise that stat, giving him the extra bonus.

Clearly, this can have its advantages. However, it also has one drawback. The 1,000 XP used to raise the stat is gone. In the above example, Jarrad could have gone up a level, but used 1,000 XP to raise a stat. Now he only has 450 XP, which is not enough for level 2. Furthermore, this option can only be used once per character per level. Jarrad could raise his REF, or any other score by one more point for another 1,000 XP, but not until he reaches level 2.

All stats except Charm and Psi Power can be raised.

PART THREE: SKILLS AND POWERS

This section describes the various skill, or various areas of knowledge and/or ability. Following the **Skills** section is a section called **Powers**. This section details the various psionic powers that all characters inherently have.

Skills

The skills usable in this game are divided into three main categories: General skills, Rogue skills, and Tracker skills. Combat skills are in **Part Six: Combat**. Several skills fit into more than one category. For the exact number of skills and any limitations on skills that can be learned, check the appropriate class description in **Part Two: Characters**.

The skill level per skill is listed in parentheses immediately after the skill name. Certain skills can be used without having the training required to perform them with any efficiency. This is the **default level**, and is indicated in parentheses following the skill level. For example:

ACROBATICS (REF-40) (REF-60) [Description of skill here]

would mean that the acrobatics skill could be used if the player rolled higher than their REF score (-40%) on percentile dice. If the character didn't have this skill, the roll could still be attempted, but at a -60% penalty (add 60 to their skill roll). Another example:

VENTRILOQUISM (INT-60) (NONE) [Skill description]

would mean that in order to perform this skill, the player would have to roll under their INT score, adding 60 to their roll. If this skill were not possessed, it could not be used at all.

GENERAL SKILLS

ACROBATICS (REF-50) (REF-80) A successful roll allows the PC to perform various acrobatic stunts, such as rolls, dodges, flips, etc. The successful use of this skill can add 10 to the user's AR for that melee round only, but the user can't attack for the remainder of that round or the next.

ANCIENT HISTORY (INT-45) (INT-70) Allows the PC to recall various bits of knowledge about the ancient (1000 years +) history of the world and various areas. The greater the success, the more the PC learns. For history, see **Part Eight: World Background**.

ARMOURY (INT-40) (INT-60) Success allows the user to repair damage to armor, and create new suits of armor, if provided with the proper tools and materials. Margin of success determines of what quality the armor is.

ASTRONOMY (INT-50) (INT-80) This skill allows the PC to recognize various constellations, often times useful in some magic, witchcraft, etc.

BARD (CH-40) (CH-60) Allows the user to tell stories, sing, and generally entertain effectively.

BLACKSMITH (INT-45) (INT-65) This skill lets the PC attempt to repair and forge new weapons of metal, and recognize the quality of a weapon. Forging requires the proper tools.

CARPENTRY (INT-35) (INT-50) Allows the PC to create items out of wood, such as benches, boxes, and even houses. The materials must be supplied, and the harder and more extensive the project, the greater the penalty that should be applied. Margin of success or failure of the roll determines the quality of the finished product.

COOKING (INT-35) (INT-50) This skill lets the user prepare both attractive and tasty dishes of various sorts.

DETECT LIES (INT-50) (INT-80) Success allows the PC to determine if the victim is telling the truth or not. This roll should be made by the GM. Failure either means that the PC can't tell if the victim is lying, or the GM simply lies to the player.

FIRST AID (INT-45) (INT-70) This skill allows the user to stop bleeding effectively, perform basic medical procedures (CPR, mouth-to-mouth, etc). Doesn't restore Life Points, but can save a drowning victim and prevent further LP loss due to blood loss.

HORSEBACK RIDING (DEX-40) (DEX-60) Allows the user to successfully stay mounted on a horse (pony, pegasus, etc) and handle the animal with some skill. A roll is not necessary for simply riding at a slow walk.

IDENTIFY PLANTS (INT-45) (INT-70) Success allows the PC to determine the name of a certain plant, and what it's possible uses are, along with habitat and other information. Failure results in the PC either not knowing, or recalling the wrong information.

JEWELER (INT-50) (INT-80) Allows the user to identify gems and other precious metals by name and assess their value. This skill can also be used to cut gemstones.

LIP READING (INT-45) (INT-70) Allows the PC to understand what another is saying without actually hearing that person. The person's lips must be clearly visible and be no farther than about 20 feet away. Furthermore, the language being used must be spoken by the PC.

MATHEMATICS (INT-55) (INT-70) This skill allows the user to perform various basic and complex mathematical calculations. The higher the user's skill level is, the more complex the calculations that can be attempted.

MIMIC (INT-45) (INT-65) Success lets the PC imitate another being (including sounding like and acting like that person). Can be used in conjunction with disguise.

NAVIGATION (SEA) (INT-60) (NONE) Allows one to be able to steer a water vessel, plot paths on maps, and locate approximate position.

PLAY INSTRUMENT (INT-60) (NONE) Allows the PC to play a particular musical instrument and play it well enough to entertain.

POTTERY (DEX-40) (DEX-60) This skill lets the user create decent looking pottery, be it decorative or purposeful. Margin of success or failure determines the quality of the work.

READ/WRITE (FOREIGN) (INT-60) (NONE) Allows the PC to decipher the writings of another language. PC must first possess the ability to speak this language.

READ/WRITE (NATIVE) (INT-60) (NONE) Only those with this skill can read/write their native language, as literacy is rare in the world of Sumyria.

SPEAK LANGUAGE (FOREIGN) (INT-60) (NONE) Allows the PC to speak a foreign language, but not read or write it. Skill level determines how well the language is understood.

Languages include:

Elvish Prosek
Dwarvish Faeriespeak
Toll Human
Ogre Goblinese
FolkTongue (common)

SPELLCASTING (INT-60) (NONE) Doesn't allow the user to actually cast spells unless he/she is a mage, but allows the user to know of various spellcasting techniques, procedures, uses, etc.

SWIM (DEX-40) (DEX-60) Allows one to stay afloat in water over one's head. The higher the PC's skill level, the better and faster they can move.

THEOLOGY (INT-45) (INT-70) Allows the user to have basic knowledge of the gods and their goals.

TRAP ANIMALS (INT-45) (INT-70) This skill allows the PC to be able to construct traps out of natural and man-made materials and use them effectively.

VENTRILOQUISM (INT-60) (NONE) Successful use of this skill allows the PC to "throw" his/her voice, making what he/she says appear to come from somewhere else. Failure means that it did not work at all, although the PC need not know this.

ROGUE SKILLS

BACKSTAB (REF-45) (NONE) Success (along with a stealth success) allows the user to sneak up on a victim and attack, doing double damage (possibly 3 or 4 times damage for rogues).

CLIMB WALLS (REF-50) (REF-80) Allows the user to scale walls, cliffs, buildings, etc. with the necessary equipment (rope and grappling hook).

CONCEALMENT (DEX-45) (DEX-70) This skill lets the PC conceal small items (daggers, money, etc.) on their person effectively. If this roll is made, anybody searching the PC gets to make an INT roll (at -50) to detect the item, or, if they also have concealment, they can make a concealment roll, whichever is higher. If this roll is made, the item is found.

DISGUISE (INT-45) (INT-70) Allows the PC to use natural inks, paint, dyes, and props to make themselves look like another.

ESCAPE (DEX-50) (DEX-80) This skill allows one to try and free oneself from bonds such as ropes.

FAST TALK (INT-45) (INT-70) Allows the PC to quickly con someone into believing him/her for a short period of time.

FORGERY (DEX-55) (DEX-90) This skill allows the user to create false documents, money, and other items of value. The margin of success, time spent on forging, and materials available determine the quality of the forgery. Anybody checking for authenticity is allowed a INT check at -50 or a forgery skill check, whichever is higher.

LOCATE/DISARM TRAPS/SECRET DOORS (INT-50) (INT-80) Allows the user to find trap/secret doors, and disarm them if applicable. A trap must first be found, then untrapped (two successful rolls), and disarming traps can only be attempted once per day per trap. A failed check to disarm a trap means either the trap is set off, the user THINKS the trap is disarmed, or the user knows that the trap is still active, at the GM's discretion.

PICK LOCKS (DEX-45) (DEX-70) This allows the PC to attempt to unlock a lock using lockpicks. Failure simply means the lock was not unlocked. Furthermore, a noise may have been made.

PICK POCKETS (DEX-50) (DEX-80) Allows the user to remove small items from another's person, ie purses, daggers, money, etc. A failed attempt results in the PC being discovered.

POISONS (INT-50) (INT-80) This skill allows the user to be able to make poisons and use them appropriately. It also allows the user to identify poisons by smell, color, and any other applicable properties.

SHADOWING (DEX-45) (DEX-65) Allows the PC to follow another being in either an urban or rural setting without being noticed. Hiding, blending in with the crowd and other maneuvers are used to accomplish this.

STEALTH (DEX-40) (DEX-60) This skill allows the PC to hide in shadows and move quietly so as not to be seen. Works in any setting with appropriate cover.

STREETWISE (INT-50) (INT-75) This skill allows the user general knowledge of an area's underworld, society, contacts, how to survive, and other information not publicly known for various reasons.

TRACKER SKILLS

ANIMAL TRAINING (INT-50) (INT-80) This skill allows the PC to be able to train an animal, wild or otherwise, to obey simple commands given by the user. Non-wild animals take about a week to train, with a roll required for each day, and wild animals take about two weeks.

CAMOUFLAGE (INT-35) (INT-50) This allows the user to use various natural dyes and colors to hide in natural surroundings without being seen.

IDENTIFY PLANTS (See Identify Plants under general skills)

IDENTIFY TRACKS (INT-45) (INT-70) This skill allows the PC to identify various tracks made by beasts and men.

NAVIGATION (LAND) (Same as Sea Navigation)

SHADOWING (See Shadowing under Rogue skills)

STEALTH (See stealth under Rogue Skills)

SURVIVAL (INT-45) (INT-65) General knowledge of how to survive in various environs, including finding or making shelter, finding food and water, and other tactics. Knowledge of this skill comes in several areas, each of which count as sperate skills. They are:

Desert	Arctic
Forest	Jungle
Mountains	Plains

TRACK (INT-45) (INT-65) This skill allows the PC to follow a particular being or group of beings using tracks and other methods.

POWERS

All PC's get one random Psi Power. There are six total, none of which are extremely powerful, but they can be useful. The PP (Psi Power) stat determines exactly how powerful a PC's power is. Percentile dice are rolled for this stat, just as with any other.

To determine your Psi Power, roll 1d6 and consult the following chart. A full description of each power follows the chart.

- 1 - Empathy
- 2 - Telekinesis

- 3 - Pyrokinesis
- 4 - Levitate
- 5 - Project Emotion
- 6 - Precognition

EMPATHY allows the PC to sense the victim's general feelings: ie, hate, fear, love, etc. Strength of sense is dependant on power level and margin of success or failure.

TELEKINESIS allows the PC to manipulate inanimate objects with his/her mind, including floating it through the air, spinning it, etc. PP score determines max weight of the item ($1/2$ of PP score = max weight). Furthermore, the higher the PP score, the more control the PC has. For example, someone with a PP of 12 couldn't cause a pebble to float through a key hole, but someone with a PP of 90 probably could. Exact results may vary depending on margin of success or failure, as according to the GM.

PYROKINESIS is the ability to cause things to catch fire. Fire-resistant things (rocks, metal, etc) are not affected. Size and intensity of the fire is dependant on PP score, margin of success or failure, and the GM.

LEVITATE will allow one to float him/herself in the air, to a height of $1/4$ of PC's PP score, PCs with this power can only levitate themselves, and can't move around, except by pushing off of walls or grabbing something and pulling. Maximum time this can be sustained is $1/10$ of PP score in minutes.

PROJECT EMOTION allows the PC to inspire another with a particular feeling (hate, fear, love, etc). Exact strength of this feeling depends on the PC's PP score and the margin of success or failure.

PRECOGNITION allows the PC to 'feel' if something good, bad, or neutral is about to happen. Strength of precognition once again depends on PP score and margin of success or failure.

All powers can be used a maximum of once per day, regardless of occupation and PP score.

PART FOUR: SPELLS AND MIRACLES

All spells and miracles have a range and duration. The range describes how far away the spell can be cast. The duration describes how long the spell lasts. One minute is equal to 2 melee rounds. Saving throws can be made against Spells and Miracles, unless otherwise specified. A mage can cast any spell he knows (has in his spellbook). Methods of gaining spells includes finding scrolls and trading with other mages, although this is very rare indeed. The time it takes to cast a spell is 1 round per level of the spell being casted.

SPELLS

FIRST LEVEL

Charm

Range: 30 feet

Duration: 5 minutes/level

Spell affect one intelligent creature within range. Victim falls under complete control of spellcaster only. Will do anything the spellcaster tells him to, and will answer all questions. If charmed person/thing is told to kill itself, another saving throw is allowed to avoid doing do.

Globe of Darkness

Range: 15 foot radius, up to 60 feet away

Duration: 5 minute/level

This spell creates a sphere of complete and total darkness. Nothing at all can pierce this sphere, including a Darkvision spell.

Globe of Silence

Range: 15 foot radius, up to 60 feet away

Duration: 5 minutes/level

This spell create a sphere of complete and total silence. No sound can leave nor enter the globe. Spellcasting is impossible.

Globe of Sleeping

Range: 10 foot radius, up to 60 feet away

Duration: 5 minutes/level

This spell creates an invisible globe that puts any and all creatures within it instantly asleep, to awake when the globe has expired.

Globe of Light

Range: 15 foot radius, up to 60 feet away

Duration: 5 minutes/level

A sphere of bright light is created instantly. The light is not bright enough to blind.

Protection**Range:** touch**Duration:** 5 minutes/level

This spell magically protects the caster from all physical attacks, giving him/her an AR of 45 for the duration of the spell.

Read Magic**Range:** N/A**Duration:** 3 minutes/level

Allows caster to read magical inscriptions, scrolls, spellbooks, etc.

Scribe Scrolls**Range:** N/A**Duration:** one scroll

This spell allows the caster to translate the magic of one scroll to magic usable in everyday spellbook use.

Sense Magical Aura**Range:** 10 feet**Duration:** 2 minutes/level

This spell causes all magical items and people possessing magical powers within the set radius to glow. The brightness of the glow given off varies according to the power of that item/being. This glow is visible only to the spell caster.

Sense Evil**Range:** 10 feet**Duration:** 2 minutes/level

This spell functions as for Sense Magical Aura, but things of an evil nature glow rather than magic.

Sense Good**Range:** 10 feet**Duration:** 2 minutes/level

Functions as for Sense Magical Aura and Sense good, but things of a good nature glow.

SECOND LEVEL

Feet of the Fly

Range: touch

Duration: 5 minutes/level

Allows the caster or another touched being to climb sheer surfaces, walk on ceilings, and perform other stunts due to their hands and feet sticking to any surfaces they come in contact with.

Globe of Emotion

Range: 15 feet

Duration: 3 minutes/level

This spell creates an invisible sphere of a set radius which instills in all beings one of four basic emotions. Functions much like the project emotion power. The available emotions are:

fear

friendliness

hostility

love

Globe of Invisibility Detection

Range: 10 feet

Duration: 4 minutes/level

Allows everybody within normal vision ranges to see all invisible objects/people within the radius.

Invisibility

Range: touch

Duration: 5 minute/level

Turns caster or any touched being completely invisible for duration above. Any items that person was in direct contact with (skin) at the time being turned invisible will also turn invisible. Anything touched after that will not.

Levitate Self**Range:** self**Duration:** 3 minutes/level

Allows caster or touched being to float up to 20 feet in the air. Person can hover only, not fly. Affected person can push off walls, ceilings, floors, etc to move around.

THIRD LEVEL**Cloud Alignment****Range:** self**Duration:** 7 minutes/level

Caster's alignment appears to be exact opposite of what it actually is if a See Alignment spell is cast. Good goes to Evil, Sainly to Sinister and vice versa.

Flame Strike**Range:** 60 feet**Duration:** instantaneous

A thin cone of flames bursts forth from the caster's palm, increasing geometrically as it increases in reach. At maximum range, cone has a diameter of 30 feet across it's mouth. Any creatures engulfed by the flame take 1d6 + 1 damage per level of the caster.

Flesh to Mist**Range:** touch**Duration:** 4 minutes/level

Turns affected person's body into a vapor-like mist for duration of time. This mist retains original being's intelligence but can't speak. It can pass through cracks, vents, etc. Is immune to all physical attacks.

Fly**Range:** touch**Duration:** 10 minutes/level

Similar to Levitation, but affected being can move of his/her own free will at fairly high speed (twice move rating) at a height limited only by breathable atmosphere.

Globe of Flame**Range:** 10 foot sphere, up to 60 feet away**Duration:** 6 minutes/level

Creates a ball of flaming mass, through which beings cannot pass or even enter without sustaining damage. Damage is 1d8 for every 5 feet a being goes into the sphere.

Globe of Heat**Range:** 15 feet, up to 60 feet away**Duration:** 10 minutes/level

A sphere of very hot air is created, into which if any living beings enter, they suffer 1d6 burn damage.

Globe of Cold**Range:** 15 feet, up to 60 feet away**Duration:** 10 minutes/level

A sphere of very cold air is created. If any being remains in this sphere for more than 10 minutes, major frostbite may be suffered, causing 1d8 damage for every ten minutes, and possible limb loss.

Ice Spear**Range:** 50 feet**Duration:** until melted

A 6 foot long very sharp icicle materializes in the caster's hands, and can be hurled at anybody. No save is allowed, although it can be dodged as per any other weapon. The spear does 2d6 damage, plus 1 extra point per level of the spellcaster.

Levitate Others**Range:** touch**Duration:** 3 minutes/level

As for Levitate, but can only be cast on others.

Mirror**Range:** 25 feet**Duration:** 5 minutes/level

This spell creates a number of mirror images of the spellcaster (1 for every level of the caster). They do exactly what he/she does. If any image is touched, it disappears.

Protection II

Range: touch

Duration: 5 minutes/level

As for Protection, but raises AR to 65

Reduce

Range: touch

Duration: 7 minutes/level

Causes the caster to shrink to 2d4 inches tall. The change is instantaneous, and only the caster is affected, not any weapons, clothing, etc.

Speed of the Wind

Range: touch

Duration: 10 minutes/level

Causes affected being's move rating to multiplied by 10 for the duration of the spell.

FOURTH LEVEL

Familiar

Range: 30 feet

Duration: permanent

This spell can be cast on any living creature smaller than a common dog, so long as it is within the radius of the spell. This creates a permanent friendship and bond between caster and chosen animal. The animal, no matter how wild or hostile it may have been, will now obey every wish of it's new friend. All verbal and mental commands will be understood and carried out. The caster feels what his/her familiar is feeling, and sees, hears, smells, etc everything his friend does, and vice versa. If one is in danger, the other will know it. If the familiar is killed, the caster suffers heavy mental damage. Some examples of familiars include birds, bats, fish, dogs, cats, lizards, raccoons, and many more. Range of empathic/telepathic abilities is 1000

feet. If either goes out of range, their connection with the other will be cut off completely until they are again within range. The two don't have to be in visual contact. The animal can speak (mentally) like a human, with perhaps an occasional mistake.

Globe of Protection

Range: 10 foot sphere, up to 60 feet away

Duration: 7 minutes/level

This spell is similar to Protection, except rather than protecting only one being, all within the sphere are protected. AR is 45. If any being leaves the sphere, that person is no longer protected, and reentering the sphere will not bring their protection.

Globe of Entrapment

Range: 10 foot sphere, up to 30 feet away

Duration: 5 minutes/level

This spell creates a shimmering sphere through which things can pass into, but not out of, save mist and air. Anything within the radius at the time of casting will be trapped inside for the duration of the spell.

Growth

Range: self

Duration: 7 minutes/level

This spell enlarges the affected being to 10 + 1d6 feet. Strength is increased by 45 for the duration of the spell, all HTH damage is +15, and move is reduced. Items and clothing stay their original size.

Phantasm

Range: 25 feet square, up to 50 feet away

Duration: 3 minutes/level

This spell allows the caster to create any image he/she likes. The image will appear to be real. People can be created, but will not speak. The image is dispelled if touched.

Phantom Friend

Range: self

Duration: 5 minutes/level

This spell summons an invisible being from another dimension. It will obey the spell caster. The being has the following stats:

STR 85
INT 40
DEX 60
REF 80
END 90
CH 30

The being will usually (75%) be good or evil. Very few (5%) are saintly, and the rest are sinister. All but sinister beings will return to their dimension after the spell has expired. Sinister ones will try to stay in the caster's plane to kill.

Wall of Ice

Range: 5 feet of wall/level, up to 30 feet away

Duration: 12 minutes/level

This spell creates a thick (1 foot) wall of solid ice. The ice can be melted, but not hacked through.

FIFTH LEVEL

Globe of Invisibility

Range: 15 foot sphere, up to 60 feet away

Duration: 5 minutes/level

Similar to Invisibility, but rather than affecting only one being/object, everyone within the range of the sphere at the casting time is affected. Sphere is centered around caster, and as long as the beings/objects don't leave the sphere, he/she/it will remain invisible. Upon leaving, that person becomes visible, and reentering the sphere will not change this.

Globe of Protection II

Range: 10 foot sphere, up to 60 feet away

Duration: 7 minutes/level

As for Globe of Protection, but AR is raised to 65.

Shape Change (self)

Range: self

Duration: 25 minutes/level

This spell allows the caster to actually change into another being, be it animal, human, or whatever. The creature must be an actual known creature. Furthermore, the caster does not gain any abilities of his/her new shape. For example, if the caster changes into a fish, he/she can not breathe in water. (Consequently, a fish is not a very good thing to change into.) Birds, cats, dragons, horses, and many more are possible. The caster retains all of his/her original stats, life points, abilities, etc.

Strength

Range: touch

Duration: 6 minutes/level

Affected creature's strength score is doubled for the duration of the spell.

Teleport Self

Range: 10 miles away

Duration: permanent

This spell instantly moves the caster and up to their INT in pounds to a place up to 10 miles away. There are rates of failure, as described below:

Well known place	2% failure
Somewhat known place	20% failure
Place heard/read about	40% failure
Never before heard of place	90% failure

Results of failed teleportation:

0-20 stayed in same place; double spell cost spent

21-80 way off, unknown location

81-90 into a wall, round, etc. (Death)

Wall of Stone

Range: 5 feet of wall/level, up to 30 feet away

Duration: 12 minutes/level

As per Wall of Ice, but can't be melted.

SIXTH LEVEL

Magic Barrier

Range: 5 feet of wall/level, up to 50 feet away

Duration: 10 minutes/level

This spell creates an invisible, impenetrable (from either side) wall. Not even air can pass through it.

Mystic Lock

Range: touch

Duration: permanent

Creates a magical lock on a door's actual lock, making it impervious to lockpicks. Only a Remove Mystical Lock spell can remove this spell, making the door usable.

Shadow Command

Range: 20 feet

Duration: 2 minutes/level

This spell allows the caster to actually bring shadows to life, under his command. They can't be harmed by any physical or psionic attacks. They assume the shape of large (about 7-8 feet tall) creatures with fangs and claws. They are sinister and will do what the caster tells them. When the spell expires, they return to normal shadows. The stats for Shadows are below.

STR 95

INT 35

DEX 50

REF 85

END 75

CH 15

Shape Change (others)

Range: 10 feet

Duration: 15 minutes/level

Functions the same as does Shape Change (self), but can only affect others. Living beings only.

Teleport Others**Range:** 5 miles**Duration:** permanent

Functions as per Teleport Self, but only teleports others. Inanimate objects included.

Wall of Fire**Range:** 5 feet of wall per level, up to 30 feet away**Duration:** 10 minutes/level

Same as Wall of Ice, but creates a 1 foot thick wall of flames. The flames can be put out with a very powerful stream of water.

SEVENTH LEVEL**Globe of Flying****Range:** 10 foot sphere**Duration:** 6 minutes/level

Same as Fly spell, but allows all creatures within the radius to fly, the caster controlling the direction of flight and being at the center of the sphere.

Sanctuary**Range:** touch**Duration:** 5 minutes/level

Allows the caster to free or specified person to step in and out of reality. Caste merely walks into a shimmering cube, which whisks him/her to another dimension. The caster can still see the real world, but can't be seen by others, nor be harmed by anything except psionics.

See the Unknown**Range:** 15 feet**Duration:** 3 minutes/level

Allows the caster to see things that happened in a 15 foot radius in the past. Old footsteps, items, people, etc will be seemingly recreated in vivid, twisted colors.

Shock Wave

Range: 5 feet of wall/level, move at 5 feet/level

Duration: until maximum move has been reached

This unusual spell creates a wall of high-pitched sound that moves along at tremendous speed, knocking down anything that gets in its path (unless firmly attached to the ground). In addition, all victims will experience extreme pain as the wall gets closer. Anyone struck by it should roll under their END score. If they fail, they take 1d8 damage.

EIGHTH LEVEL

Familiar II

Range: 20 feet

Duration: permanent

This spell is similar to Familiar, but allows the caster to utilize a familiar of up to bear-size.

Flesh to Stone

Range: 15 feet

Duration: permanent

Turns any creature (lizards, humanoids, dogs, birds, etc.) into stone. The damage is permanent. This spell can be reversed to change those turned to stone back into their normal selves.

Mystic Duplicate

Range: self

Duration: 1 day (12 hours)/level

This spell creates an exact double of the spellcaster. This double can speak, attack, cast the same spells, has all the same skills, and has the spellcaster's memory.

Regenerate

Range: touch

Duration: permanent

This spell will restore severed limbs to their previous condition.

NINTH LEVEL

Death

Range: 10 feet

Duration: until victim is dead

This spell does not kill instantly, but rather after the spell is cast, the victim loses 1d8 LP per round as long as he/she is within range of the spellcaster and the caster maintains visual contact with the victim.

Destruction

Range: 15 foot radius, up to 30 feet away

Duration: instantaneous

This spell causes a ring up complete and utter annihilation. The earth splits open, swallowing up everything unable to grab hold of support. The terrain is left uncrossable. While this spell only affects a small area, it can be quite devastating.

Globe of Chaos

Range: 15 foot radius, up to 60 feet away

Duration: 1 minute/level

Another awesome spell, this one inflict 1d6 damage per round on everyone within the radius. In addition, victims can barely tell their right from their left, and are at -5 per level of the spellcaster to hit (LR and HTH).

MINOR MIRACLES

Charm**Range:** 20 feet**Duration:** 3 minutes/level

This miracle fools the victim into thinking that the caster is his/her best friend. This person will answer any and all questions the caster asks, truthfully, and will do anything the caster says, including committing suicide. If the victim is told to do this, he/she gets another saving throw. If made, he/she will not commit suicide but will remain under control. The order to commit suicide can only be given once per charm. Can only be cast on one person at a time, and only on intelligent creatures. Victim will remember everything upon waking.

Control Small Fires**Range:** 10 feet**Duration:** 5 minutes/level

This miracle allow the caster to take control of minor fires (campfires, torches, etc), determining their size, heat, direction spreading, etc.

Create Bread and Water**Range:** touch**Duration:** permanent

Allows the caster to touch one inanimate item (paper, sack, sword, etc) and turn into 1/4 loaf of bread and 1 cup of water.

Darkvision**Range:** 30 feet**Duration:** 2 minutes/level

This miracle allows the caster to see up to 30 feet in total darkness. The caster can see as well as in a lit room.

Feign Death**Range:** self**Duration:** 5 minutes/level

This allows the caster to "play dead". He/she can only vaguely hear and see, and can't speak, move, use psionics, cast spells, or defend himself. The

caster's pulse and body functions are drastically slowed. Spell can't be canceled at any time; full duration must expire before the caster comes out of it.

Flash of Light

Range: 10 feet

Duration: instantaneous

This miracle creates a brilliant flash of light similar to a flash on a camera, but much brighter and bigger. Any looking into the light go partially blind for 1d4 minutes. While blinded, attempt to hit or defend are at -50, and skills are impossible.

Foresee

Range: N/A

Duration: instantaneous

This miracle allows the caster to "feel" whether a certain action may be wise or not. Feeling is very general.

Globe of Draining

Range: 10 foot sphere, up to 30 feet away

Duration: 3 minutes/level

Creates a shimmering sphere that drains 1d4 LP per round of any within it. Beings caught in it can leave at any time and suffer no further damage. Reentering the sphere is possible.

Guiding Hand

Range: touch

Duration: 5 minutes/level

This miracle gives the affected being a +10 to hit with any HTH attack.

Lightning Strike

Range: 20 feet

Duration: instantaneous

Summons a lightning bolt from the heavens and hits any one person, animal, or object. No saving throw. Damage is 1d6 per level of the caster.

Minor Heal**Range:** touch**Duration:** instantaneous

This miracle allows the caster to heal 1d6 damage done to any being, including him/herself.

Paralysis**Range:** 15 feet**Duration:** 4 minutes/level

Affected being is temporarily unable to move any limbs. They can talk, see and hear, but cannot move or cast spells.

Sense Good**Range:** 10 feet**Duration:** N/A

This miracle causes any good (saintly included) beings within the spellcaster's radius to be revealed.

Sense Evil**Range:** 10 feet**Duration:** N/A

As for Sense Good, but evil (and sinister) beings are revealed.

Slay Evil**Range:** touch**Duration:** 5 minutes/level

This miracle allows the affected being to get a +10 HTH bonus against any beings of evil or sinister alignment.

Slay Good**Range:** touch**Duration:** 5 minutes/level

As for Slay Evil, but bonus is against good and saintly beings.

Speak with Animals**Range:** 20 feet**Duration:** 10 minutes/level

Allows the caster to commune in basic thoughts and words with animals, intelligent or not.

Speak with Plants**Range:** 20 feet**Duration:** 10 minutes/level

Same as Speak with Animals, but caster can commune with plants.

Speak with Dead**Range:** 1 being**Duration:** 10 minutes/level

This miracle allows the caster to speak with any one deceased, intelligent being. The being will speak in its native language and retains all memories and personality. It may refuse to answer.

Unseen Defender**Range:** touch**Duration:** 5 minutes/level

Adds 10 to affected being's AR for the duration of the miracle.

Water Breathing**Range:** touch**Duration:** 3 minutes/level

Allows the affected being to breathe underwater perfectly normally for the duration of the miracle.

MAJOR MIRACLES**Animate Dead**

Range: touch

Duration: 5 minutes/level

This miracle allows the caster to recall 1d4/level dead to life. These dead are under complete control, as they have no intelligence. They can only comprehend simple commands and will only obey the caster. They can not be charmed.

Control Animals

Range: touch

Duration: 5 minutes/level

Allows the caster to direct one animal, up to bear size. The animal can only understand simple commands and will obey only the spellcaster.

Control Major Fires

Range: 10 feet

Duration: 10 minutes/level

As per Control Small Fires, but large fires can be controlled.

Domination

Range: touch

Duration: 5 melee rounds/level

Allows any one being to be temporarily heightened in combat. They gain +5 to their HTH and LR values, and +15 to their AR for the duration of the miracle. An additional +2 to damage is added to any existing modifiers.

Eclipse

Range: N/A

Duration: approx. 10 minutes

Causes a partial eclipse of the sun. The eclipse is not because of the moon or any other heavenly body, it just happens.

Fire Breath

Range: 10 feet

Duration: instantaneous

This enables the caster to breathe out a forceful burst of flames. Anything

within 10 feet in front of the caster is caught in their blast, and suffers 1d6/level damage.

Flood

Range: 50 foot radius

Duration: instantaneous

Causes the radius to flash flood, creating about 1 foot of water in a powerful stream, washing away anything or being not held down.

Ice Jet

Range: 30 feet

Duration: Instantaneous

Allows the caster to fire a thick high-powered stream of ice, knocking back any target it hits. Victim is knocked back 2 feet/level of the spellcaster, and 100 lbs per level can be affected. Thus, a 9th level Cleric could knock a creature of up to 900 lbs back 18 feet. In addition, this miracle does 1d4 damage for every three feet knocked back, rounding fractions up.

Major Heal

Range: touch

Duration: permanent

Allows the caster to heal anyone (including self), restoring 2d6+3 LP.

Regenerate

Range: touch

Duration: permanent

This miracle allows the caster to restore a severed limb to any being but him/herself.

Resurrect

Range: touch

Duration: permanent

Enables the caster to bring the deceased back to life. Body must be whole, or at least have all parts gathered together, and must be no older than 2 weeks. This spell is very draining, and permanently subtracts 5 from the priest's END score.

Staff of Snakes**Range:** touch**Duration:** 3 minutes/level

Causes any staff the caster touches to turn into 1d6 snakes that will attack whatever is front of them. They are not poisonous, but do 1d4 biting damage each.

Stop Poison**Range:** touch**Duration:** permanent

Allows any poison victim to be healed instantly. The poison simply leaves the system.

Summon Winds**Range:** 30 feet**Duration:** 2 minutes/level

Summons very strong, fast winds that swirl around an area up to 30 feet away. Anyone or thing not braced will be blown about 20 feet away, suffering 1d8 damage.

PART FIVE: EQUIPMENT

The following part is divided into several sections of equipment: armor, weapons and general equipment.

Armor

Armor is divided into two classifications: light and heavy. The main reason for this is that some skills may have modifiers according to armor type; ie, one's stealth skill would be reduced due to heavy armor, mainly because most is metal and therefore clanks when moved.

A shield group is included following the armor listing.

Armor has a name and size designation (full or half). Full covers the entire

body: head, torso, and limbs. Half is usually a vest with a helmet. Cost in royals (g) is next, followed by DA, PR, and AR. The higher these are, the better. This is explained in more detail in **Part Six: Combat**.

Light Armor	cost(g)	DA	PR	AR
No Armor	0	0	0	0
Cloth (full)	30	0	5	10
Padded Cloth (full)	75	0	10	15
Leather	115	1	15	25
Studded Leather (full)	300	2	15	35

Heavy Armor	cost(g)	DA	PR	AR
Chain Mail (half)	250	2	20	30
Chain Mail (full)	450	2	20	45
Plate Mail (half)	675	3	25	50
Plate/Chain (full)	1200	3	30	55
Plate (full)	1500	3	30	65

Shields	cost(g)	DA	PR	AR
Small Wood	10	0	0	2
Large Wood	15	0	0	3
Small Metal	25	0	0	5
Large Metal	50	0	0	10

Weapons

TYPE	SIZE	DAMAGE	COST
Awl pike ¹	L	2d6	70
Axe, throwing	S	1d6	10
Axe, battle ¹	M	1d10	60
Axe	S	1d8	30

¹two-handed weapon

Ball and chain	M	1d8	75		
Bastard sword	L	1d10	60		
Bow, long	L	-	110	arrows	-
2d6 30/dozen					
Bow, short	M	-	45	arrows	-
1d6 15/dozen					
Broadsword ¹	M	1d8	40		
Claymore ¹	L	2d6	90		
Club	M	1d6	10		
Cross bow ¹	M	1d8	90		
Cutlass	M	1d6	50		
Daggers, knives	S	1d6	15		
Dart	S	1d4	2		
Flail ¹	L	2d6	85		
Halberd ¹	L	2d6+3	90		
Lance	L	1d8	95		
Long sword	L	1d10	85		
Mace and chain	M	2d6	75		
Mace	M	1d8	60		
Morning star	M	1d8	60		
Quarterstaff ¹	L	1d4	35		
Scimitar	M	1d6	50		
Short sword	M	1d6	60	Sickle ¹	L
2d6 75					
Sling	S	-	15		
sling stones	-	1d4	Free		
Trident ¹	L	1d8	65		
War hammer ¹	L	1d10	70	Whip	L
1d6+1 30					

Miscellaneous Equipment

Clothing	Cost
Skirt	15
Dress (common)	40
Dress (embroidered)	75
Surcoat	50
Boots (leather)	20
Boots (hard leather)	30
Belt	6
Sheath (sword)	25
Sheath (knife)	15
Cape	35
Cape (hooded)	45
Robe	40

Robe (hooded)	45
Jacket (light)	30
Jacket (heavy)	55
Coat, fur	95
Scarf	10

Carrying Devices **Cost**

Saddle bag	30
Belt pouch (large)	7
Belt pouch (small)	5
Small sack	7
Large sack	10
Backpack	30
Water skin, 1/2 gallon	15
Water skin, 1 gallon	25
Small box (wood)	10
Medium box (wood)	15
Chest (small)	35
Chest (large)	55
Small box (metal)	20
Medium box (metal)	30

Food **Cost**

Chicken	10
Duck	15
Pheasant	35
Turkey	30
Fish	5
Rabbit	15
Venison, 1 lb	35
Beef, 1 lb	25
Pork, 1 lb	20
Lamb, 1 lb	15
Beef jerky	10
Salt, 1 lb	7
Sugar, 1 lb	6
Bread, 3 loaves	1
Pepper, 1/4 lb	7
Flour, 1 lb	2
Eggs (1 dozen)	2
Hay, 20 lbs	15
Ale, 8 oz	7
Beer, 8 oz	9
Wine, 8 oz	15
Rations (1 week)	20

Other	Cost
Rope (50 ft)	20
Lock (key type)	10
Net, man-size	45
Sleeping bag	55
Blanket (light)	10
Blanket (heavy)	15
Tent, 4 man	135
Flint/steel	5
Tinder box	8
Torch, 4 hrs	7
Candle, 2 hrs	10
Oil lantern (6 hrs/pint)	15
Oil (1 pint)	8
Paper, 20 sheets	25
Parchment, 20 sheets	45
Book, paper (100 pages)	65
Book, parchment (100 pages)	130
Ink	5
Quill	8
Brush	35
Tobacco, 1 oz	15
Soap	4
Wax	15
Iron spikes, 10	35
Mirror, steel	25
Lockpicks	30
Hammer, small	20

PART SIX: COMBAT

Technical Terms

Certain technical terms are often used during combat. Some are explained below.

Melee round: last about 5 seconds. Opponents strike, block or dodge, and counter strike.

Initiative: determines who strikes first.

Attacks: number of attacks a certain character gets per melee.

Strike: attempt to hit an opponent.

Critical hit: does double, triple or even quadruple damage.

Dodge: attempt to avoid being hit by moving out of the way.

Saving throw or save: attempt to resist magic, miracles, poisons, etc.

Armor

The available types of armor are listed in **Part Five: Equipment**. They all (except shields) have three values: DA, PR and AR. These stand for Damage Absorption, Protection rating, and Armor Rating, respectively. The DA number is the number of points of damage subtracted from a successful blow to a character. (ie, if you are hit for 5 points of damage, and your armor has a DA of 1, you only take 4 points of damage). The PR number is the number of blows the armor will protect you from before it becomes useless. Once point of PR is subtracted each time the character is hit, regardless of how much damage is taken. When this number reaches 0, the armor doesn't protect at all. Finally, the AR number is how efficient the armor is. If an attacker strikes at you and hits, you can roll percentile to avoid the hit. If the result is over your AR, the attacker rolls for damage and your DA is subtracted from this. If the result is under your AR, then your armor absorbs the hit and you take no damage (but one PR point is still subtracted).

Combat Melee Round

Combat is divided into several segments; they are described below.

Initiative

The first thing to do is determine initiative. To do this, roll 1d20 and add any initiative modifiers to this number. This can be done two ways: one initiative roll for both the party and their opponents (modifying both rolls by REF, using

the score of the PC and NPC with the highest REF out of the group), or individual initiative can be used (ie, each PC and NPC rolls for initiative) To modify initiative rolls, the first digit of each member of each party's REF score is added to this roll, or the first digit of the PC and NPC with the highest score is added onto the group roll. Highest initiative goes first, then second highest, etc. Initiative is rolled at the beginning of each melee round (ie, after everyone has gone, roll again). Optionally, initiative can be rolled once and kept for the entire encounter. (Until one group is destroyed or flees). If a group or person is surprised, they get no attack for the first melee.

Attacking

The person with the highest initiative attacks first. That person can engage in hand to hand combat, long range combat, cast a spell or pray for a miracle, or perform any other action they could think of. Remember, a melee is 5 seconds, so if someone wants to do something that requires 1 minutes, they will be doing it for 20 melee rounds.

Each weapon a character uses has an HTH or LR value. The PC or NPC's HTH value in combat is the total of their REF to-hit modifiers plus class modifiers, plus any weapon skill modifiers, magical modifiers or anything else that applies.

The same goes for the base to-hit in LR combat, except the PC or NPC's DEX to-hit modifiers are used rather than REF modifiers.

To engage in hand to hand combat, the attacker rolls a 1d20. If the rolled number is lower than their HTH score for that weapon, a hit is made. Otherwise, the character misses completely. The following weapon skill modifiers apply:

If character doesn't have a skill for that particular weapon type, attacks are at -5

One skill slot gives a +2 to hit

Each additional slot gives an additional +1

If the blow is good enough to hit, the opponent must try to defend against it. To defend, the defender must roll under their Armor Rating (AR), which may be modified by REF. If they succeed, then their armor absorbs all damage, and one PR point is subtracted from the armor. If they roll over their AR, damage is rolled and the armor's DA is subtracted from the damage. Whatever is left is the amount of damage the character takes. If the final damage is 0 or less, one point of damage is taken. Either way, one point of PR is subtracted. If the attacker's strike is not good enough to hit (they roll over their HTH or LR), no defense roll is needed; they missed completely.

The amount of damage a weapon does is given in **Part Five: Equipment.**

To-Hit Bonuses for Occupations

Class	HTH	LR
Mage	+1	+1
Priest	+2	+1
Warriors	+3	+1
Knights	+2	+2
Yeomen	+1	+3
Rogues	+2	+2
Tracker	+2	+2

To-Hit Bonuses for Stats

	HTH	DEX	LR
REF			
0-39	-1	0-39	-1
40-70	0	40-70	0
71-80	+1	71-80	+1
81-90	+3	81-90	+3
91-95	+5	91-95	+5
96+	+10	96+	+10

Critical Hits

If the attacker rolls a 1 on their to-hit roll, it counts as an automatic hit (the defender does not get to roll against his/her AR). The hit also does double the damage rolled, possibly even three or four times as much damage, for the warrior and knight class. PR and DA do apply.

Backstabbing

Backstabbing is basically sneaking up on an opponent and plunging a knife in their back when they are not looking. The weapon must be a HTH weapon. In order to backstab, a successful stealth roll must be made. After that, a to-hit roll must be made. If the character succeeds, damage is rolled and multiplied as is specified under the Rogue occupation description. The victim can't roll against their AR, but rather fail automatically. PR and DA do apply. A failed roll means no damage is done and the character is discovered. Any PC may use this technique, but rogues may do up to quadruple damage. Backstabbing is considered ruthless and unfair.

Number of Attacks

At higher levels, some character occupations may get more than one attack per melee round.

Magic in Combat

The mage and priest classes each get two spell attacks at higher levels. This means they can cast two spells per melee round.

Armor

Mages and priests, since they are not specifically trained for fighting, suffer penalties when wearing heavy armor. Stealth is at -50.

Example of Combat

The following is an example of how one melee round might go.

Goldor and Dorf, a warrior and a tracker, run into a hostile orc. Initiative rolls are made. Goldor rolls a 9, and has a REF of 83. This gives him a bonus of +8. His modified score is 17. Dorf rolls a 20, and his REF is 67, making his initiative 26. The orc rolls a 15, and has a REF of 58, making his 20. Dorf goes first, since his initiative was higher. His HTH for long sword is 8 (+3 for his REF, +2 for his occupation, and +3 because he has two skill slots used for long sword). He rolls 7 on 1d20, just under his long sword HTH. His swing is good enough to hit. The orc rolls against his AR (half suit of chain mail), which is 30, and gets a 37, not quite good enough. Dorf rolls damage (1d8 for a long sword) and gets a 6. The DA for a half suit of chain mail is 2, so the final damage done to the orc is 4. The orc's armor's PR is reduced by one, taking it to 19. This means that his armor his protect him from 19 more hits, and after that it is useless. The orc has the next highest initiative, and swings with his dagger. His dagger HTH is 4 (he is a warrior, giving him a +2, his REF gives him no bonus, and his one skill slot gives him +2). He rolls a 2, which is good enough to hit. He was swinging at Dorf, so Dorf rolls percentile against his AR, which is 55 (full suit of plate/chain). He gets a 53, just barely making it. The orc hits, but Dorf's armor takes all of the damage, so he only takes one point. Dorf's PR is reduced by one, making it a 29. Finally, Borg fires his long bow. His long bow LR is 14 (+10 for his DEX of 98, +2 for his occupation, and +2 for his one skill slot). He rolls a 17, so the arrow misses. Everyone has done something this round, so a new round is declared and initiative is rolled again.

Saving Throws

Saving throws, or saves, are used for various purposes. These include pisonics, spells, miracles, coma/death, and poison. They are rolled on a d20, and the higher the roll the better. Success means the thing being saved against had no effect. The following are the base numbers to be rolled above on d20. These may occasionally be modified.

Spells: 13

Miracles: 15

Psionics: 17

Poison: 14

Coma/death: 13

Coma/death

When a character's life points are reduced to 0, that character falls into a coma. The character can take damage below 0, 1 point for every 10 points of END, rounding down. For example, a character with 56 END could survive to -5 life points. When a character goes to -1 (every character can live to -1, regardless of END), that PC must make a save versus Coma/death. He/she gets two tries to make it. If both fail, they die. If one or both succeed, If one or both succeed, the PC lives, but is still in a coma. Every time the PC's life points drop one more (from -1 to -2, -2 to -3, etc) this check must be made, with two tries. When the PC's life points go below their END maximum (from -1 to -10), that person is dead. The only way he/she can be revived is by a resurrection spell.

Combat Skills

The following are skills that are used in combat. Some classes may have restrictions on the combat skills they can use. This does not mean they cannot use that weapon type at all, it simply means they can't become proficient in the use of that weapon type. If a skill for a particular weapon type is not taken, any strikes with that type are at -5 on the attack roll. If a skill slot is possessed, a +2 modifier is applied. A character may have more than one skill slot used for a particular weapon type, but may take only one skill slot at a time. Each additional skill slot gives an extra +1.

The combat skills are as follows:

- Blunt
- Knives
- Short Swords
- Staves
- Crossbow
- Sling
- Small shield
- Large shield
- Lance
- Pole arms
- Spears/forks
- Large swords
- Short bow
- Long bow
- Axe
- Whip
- Ball and chain
- Sickle

PART SEVEN: GM INFORMATION

The game master is perhaps the most important person in a game. He/she is an author, an actor, and a referee. The GM always has the last word. These rules are merely guidelines, and the GM can and should feel free to change any he/she does not agree with.

Starting a Campaign

After everybody to be included in the campaign has made characters, a place to play is needed. Libraries, student unions, and player's homes may all offer good playing places. Wherever it may be, it should be a place that will be free of distraction, and the players and GM should be free to make some fairly loud noise. Many gaming groups like to have players (and GM) take turns bringing snacks, drinks, etc. Anything high in everything bad for you makes good gaming food. Most typical gaming session last anywhere from 2 hours to 4 or 5. There should be enough pencils, paper and dice for everybody.

The first thing needed by the GM is an adventure. Tips on making your own adventure are given later on in this chapter. There is also one mini-adventure included at the end of this chapter.

Next, a world to adventure in is needed. **Part Eight: World Background** provides a fairly detailed background for a world to set your campaign in. This world will be further supported, minimizing much work on the part of the GM. Still, many GM's like to build their own worlds sooner or later. A brief history of the world is always good, and the players should know some, but not all of this. Maps of the world and the specific area to be adventuring in

are also helpful.

Running the Adventure

With practice, running an adventure can be fairly easy. The GM describes the world and actions to the characters, they react, and the GM gives them the consequences of their actions.

The GM should always be fair and impartial. Nobody should get special privileges or be immune to any rule, unless everyone is; all for one and one for all.

If something doesn't make sense, change it. If rule states that falling 100 feet causes 1d6 damage, and you think that's pretty ridiculous, change it! But once it is changed, make it the same for everybody, and be consistent.

Don't dwell on rules or arguments. If a rules question arises that would take 30 minutes to resolve, make up something and go on. It can always be looked after the adventure is over with.

Many first time GM's think that their goal is to try and kill the PC's. This isn't quite true. While it can be fun sometimes, no one wants to go through five characters in one month. This discourages them, and they tend to just slop characters together in 5 minutes, not worrying about personalities, backgrounds, etc. The players should have a fairly hard time trying to get killed, but they should not be immortal.

As a GM, you are also everybody but the PC's. These people and creatures are called NPC's, or non-player characters. In playing these NPC's act the part out. If the bartender is a rude man that waves his hands in the air when he speaks, don't just tell the PC's, show them. Insult them and thrash or whatever. Even a decent acting job will liven play for everybody.

Often times, a player will say they are doing something, and after it is done and the consequences are bad, they say, "Wait! I don't do that! Instead..." Don't let them. If this seems to be a problem, enforce a "what you say is what you do" rule. Basically, if a PC is not talking to you as a GM, assume their character is speaking aloud.

When in doubt, roll and shout. In other words, if an unusual situation arises that is not covered in the rules, roll some dice and move on or just make up something.

Creating Adventures

Before creating adventures, the GM should talk to his/her players. What kind of adventures do they like? Are they "hack-and-slashers"? Problem solvers? Mystery lovers? Find out what they like, and those are the adventures that will capture their interest.

Once you know what kind of adventure you and your players want, a basic plot is need. Plot ideas can come from gaming magazine, your players, other GM's, movies, and books. In fact, just about anything can be turned into a basic plot for an adventure in some way or another. Most GM's like to

create adventures that tie into each other in some way, although that may not come evident to the players for some time. "Oh, hey... remember that weak, poor peasant you rescued a few months ago? Well, here he is now! Uhh.. he doesn't look too poor, though. Or too weak. And he's got about a hundred friends... and they look very mad. What's that? I don't know why! Maybe you should ask him! Well somebody has to! Guys? Hey, guys? Wait, come back!"

Once you've got a basic plot written out, it needs to be expanded on. Who are the major NPC's in this adventure? What are their motives? What is going on elsewhere? Where do the PC's come into all this? Some GM's write down everything... what NPC's say word for word, what time certain things happen, what the whether is like, what the going rate for fried slugs is... others just write out the bare bones, going over the rest in their heads and ad-libbing. Both are suitable. Whatever turns you on.

Once your adventure is down on paper, you need a way to get the PC's involved. A friend or contact could be murdered or missing, some old guy approaches the PC's in a tavern, they find a cryptic map, or someone dying or being killed right in front of them, muttering a few last urgent words. These are some of the more common "hooks", as they are called. You may have your own ideas.

An adventure should be more than just a series of traps and monsters. It should make the players think, compete with each other and NPC's, use social skills, have interesting, highly fleshed out NPC's and locations, have roleplaying opportunities, and have mystery and tension.

As for NPC's the major ones should be rolled up as for any other PC, and should have at least a bare-bones background and personality. Other minor NPC's should just have AR's, and REF and DEX scores. A short personality description is also helpful.

PART EIGHT: WORLD BACKGROUND

Long ago the world of Sumyria was ruled by an ancient, evil and very powerful race called the Prosek. The modern Prosek are descendants of this race, but are now very rare. The PC Prosek are not nearly as powerful as the ancient ones, but there are still a few very powerful and very old Prosek living in unknown areas of the world. Though their numbers have dwindled and many years have passed since the time when they ruled the planet, they are still very evil beings as a whole. They are very adept at the use of magic, the ancient ones' power though to be ten times as powerful as any other race. The Prosek are, or were, actually gods. They ruled over several small worlds, and were just and fair. Soon, however, a small group of these gods wanted more. They began to exploit the mortals, destroy their worlds, and create havoc. This minority were removed from power by the other gods. They created Sumyria and ruled the world posing as mortals, which, for all practical purposes, was what they had become. They created the other races to serve them as slaves.

The dwarves eventually decided they no longer wished to be subjects of the Prosek and revolted, urging others to do the same. The Prosek grew

slightly weaker with each generation, thus making the dwarves' task a little bit easier. After many years of bloody struggle, the Prosek were toppled. Though most Prosek look almost exactly like elves, dwarves can recognize a Prosek on sight, probably due to the fact that dwarves have an instinctive hatred for Prosek.

The Prosek took over the world over 3000 years ago, and were overthrown over 1000 years ago. A very few ancient elves and dwarves may know much of this history.

The means of creating the world used by the Prosek was not mere spell power. It was with four highly magical items. These items also have the power to recreate the world when used in conjunction. The four items of power will be detailed in future supplements. After the dwarves overthrew the Prosek, they scattered the items throughout the known world. Currently the four major empires/kingdoms, and the Prosek, are searching for these items. Some have greedy intentions, others are seeking them simply to keep them from falling into the wrong hands, and still others want them for completely different reasons. The High Kingdom wants them so they can control a new world, and is more or less working with Rashmyr to recover them. Both the High Kingdom and Rashmyr would stab each other in the back if given the opportunity. The Southlands are simply trying to keep any one group from acquiring all four items. The orcs of the Northern Empire apparently want the items simply because everyone else wants them. All the while that the four are concentrating on each other, the Prosek grow more and more powerful, and closer to their goal each day...

This is where the title of this game system comes in. Weather or not it happens, may or may not be up to the PC's.

Now, the players and their characters don't necessarily have to know all this. What they know is probably due to rumors, which are fairly abundant. Some are below, along with their accuracy.

The Prosek created the world (true)

The Prosek are gods (part true - were gods)

The Prosek are hiding out, gaining in numbers, and plan to once again reign supreme (true)

The Prosek are extinct (false)

Elves are direct descendants of the Prosek (false)

The characters may hear and believe other things about the Prosek, which is just fine. More details on the Prosek and their current status may be provided in possible future supplements.

Specific Areas in Sumyria

The High Kingdom is a large empire on the northeast corner of the mainland. It is mainly a greedy empire, wanting to control the rest of the continent. They have fairly good dealings with Rashmyr.

The Demon Islands are a small group of islands northeast of the mainland. An area of unspeakable evils, no one has been able to go there and come back. Many believe it is an area where demons, devils and other sinister beings dwell, thus the unkind name for this area.

The Amvorr Jungle is only externally explored. Believed to be the home of savage, nomadic elves. Nothing more known.

The Rokron Mountains are believed to contain the gate to hell itself deep within their core. A large group of dwarves dwell in this large mountain range.

Rashmyr is a small kingdom in the Southlands. It is ruled by a supreme dictator and is a haven for diabolicism. Theives are in abundance and the current ruler, King Rontas, does what he wishes. Previous rulers slowly changed this area from an anarchistic state to a totalitarian society. Prince Irva, the son of the aging King Rontas, speaks of world domination. The cause is still out of reach, however, as most people here prefer to be left alone and don't bother with the outside world. Irva believes that once his father is out of the way, his people can be ruled and his dream fulfilled. The Rashmyrian empire can be summed up in one word: evil.

The Northern Empire, now known as the orcish lands, was roughly equivalent to earth's Holy Roman Empire in its earlier days. Soon, however, it began a rapid decline into decay, with large troops of orcs moving into the region and destroying anything in their path. This area is currently in complete ruin, dozens of massive cities and beautiful architecture lying in a state of decay throughout the land. The orcs still reside there, wandering through the desert.

The Lower Island is a small island southwest of the mainland. It is currently unexplored, and believed to be inhabited by tribes of bandits and pirates, raiding any passing trading ships.

The Southlands are a group of three kingdoms united into one empire with a shared rule. The three are all of a well-meaning nature and have perhaps the most free society in all of Sumyria.

Currency

The standard unit of currency in Sumyria is the Royal, and iron coin about the size of a quarter. Other units include the Tenroyal, Hundredroyal, and the Thousandroyal, each equal to the number of royals as indicated. The Halfroyal is also in circulation, but is very rare and is slowly going out of use.

Magic

Magic in Sumyria is very rare, so mages, especially powerful ones, are both sought after and greatly feared. Many kingdoms have mages in very high positions due to their tremendous power. Magical items (rings, swords, armor, etc) are even less common. So rare in fact, that 90% of all magical items will have names and complete histories, the stuff legends are made out of. A good example of this is swords. There are perhaps 40 or 50 magical swords in existence today (a guess- nobody knows for sure). 75% of these are very powerful and have names and histories. Approximately 10 of these are extremely powerful, having their own intelligence, goals, the ability to speak, and other very rare properties. An example of one such sword is given below.

Soultaker, +3 Long Sword (+3 to hit, +3 damage)

Description: Soultaker's blade is pure black, engraved with ancient Prosek runes on either side. The hilt is also black, with a very large, blood-red ruby set up near the blade.

Other Properties: +4 vs. Prosek, -1 vs. undead. Can create a five foot radius sphere of darkness upon the wielder's will. When used in battle and a critical hit is scored, the defender automatically dies, no savings throw. Furthermore, the victim's soul is taken from their body and stored within the ruby. With each soul taken, the ruby grows murkier. Within 24 hours of taking a soul, and additional +1 to hit and damage is given.

Communication: Speech

Notes: Soultaker is an immensely powerful sword, forged by an ancient Prosek king over 1500 years ago. If Soultaker is held by anyone other than a fairly evil, or at least very selfish being, it demands to be released. If the wielder does not comply, the sword begins draining the user of 1d6 Life Points per round it is held, until it is either released or the wielder is killed. Soultaker constantly urges it's owner to "feed" it. If the sword has not taken a soul in over two weeks, the wielder must save vs. spells to resist going berserk and attacking the nearest being, friend or foe. If the save is made, the wielder resists, but must save again in an hour. If they go berserk and attack, but no critical success is scored, the sword is not "fed", and another save must be made in an hour. This continues until Soultaker takes a soul or the wielder is carried away in a straight jacket and the sword is removed from his/her possession. Soultaker speaks in a booming, commanding voice, and has an intelligence of 80. The ruby in the hilt can be smashed by a hammer of the gods. If this is done, all souls taken by the sword are released and the sword loses all of it's powers, becoming a normal long sword.

Dieties

Dieties play a fairly major role in Sumyria, as they often interact with mortals. Some of the more popular dieties are presented below. All priests must worship a specific diety. Some dieties grant special powers to their priests, but also have certain restrictions on the miracles they have access to.

Adriel

Goddess of Luck
Patron goddess of rogues

Priests of Adriel can opt to reroll any failed roll (savings throw, attack roll, defense roll, etc.) once per day. They have access to all minor miracles.

Alquaryn

Goddess of Water, Lady of the Sea

Priests of Alquaryn have the natural ability to breath and swim in water as well as a fish, and have access to all minor miracles. They also have access to the Flood and Ice Jet major miracles.

Crym

God of Earth

Priests of Crym gain no special benefits, but have access to all major miracles.

Iolan

God of Fire

Iolan's priests can become completely resistant to any fire once per day. They have access to all minor miracles and the Flame Breath and Control Major Fires major miracles.

Llyra

Mistress of the Night, The Moon Goddess

Priests worshipping Llyra gain no special abilities, but have access to all miracles.

Lokan

God of light
Patron god of knights

As for Llyra, priests of Lokan have no special abilities, but have access to all miracles.

Lothwyn

Goddess of Beauty, Love

Priests of Lothwyn may cause a minor charm to befall any individual once per day. The charm will cause the affected to be madly in love with the priests, and will do anything for him/her, short of suicide.

Mirar

God of Life

Patron god of knights

Priests of Mirar have access to all miracles.

Rath

God of War

Patron god of warriors

Priests of Rath can, once per day, instill a battle blessing upon oneself and everyone in a 10 foot radius. This gives a +2 bonus to HTH and LR values, and +1 damage bonus for HTH weapons. This lasts for 10 melee rounds. Priests of Rath have access to all minor miracles, along with the Domination major miracle.

Syrrath

God of Death, Murder

Patron god of assassins

Priests of Syrrath have access to all miracles.

Trykus

God of Nature, Chaos

Priests of Trykus can commune with any animal. This involves very simple communication, being able to understand basic emotions, wants, and needs. The animal, however, is NOT under the control of the priest. These priests have access to all minor miracles and the Controls Animals, Eclipse, and Staff of Snakes major miracles.

Ythus

God of Air

Priests of Ythus have access to all miracles.