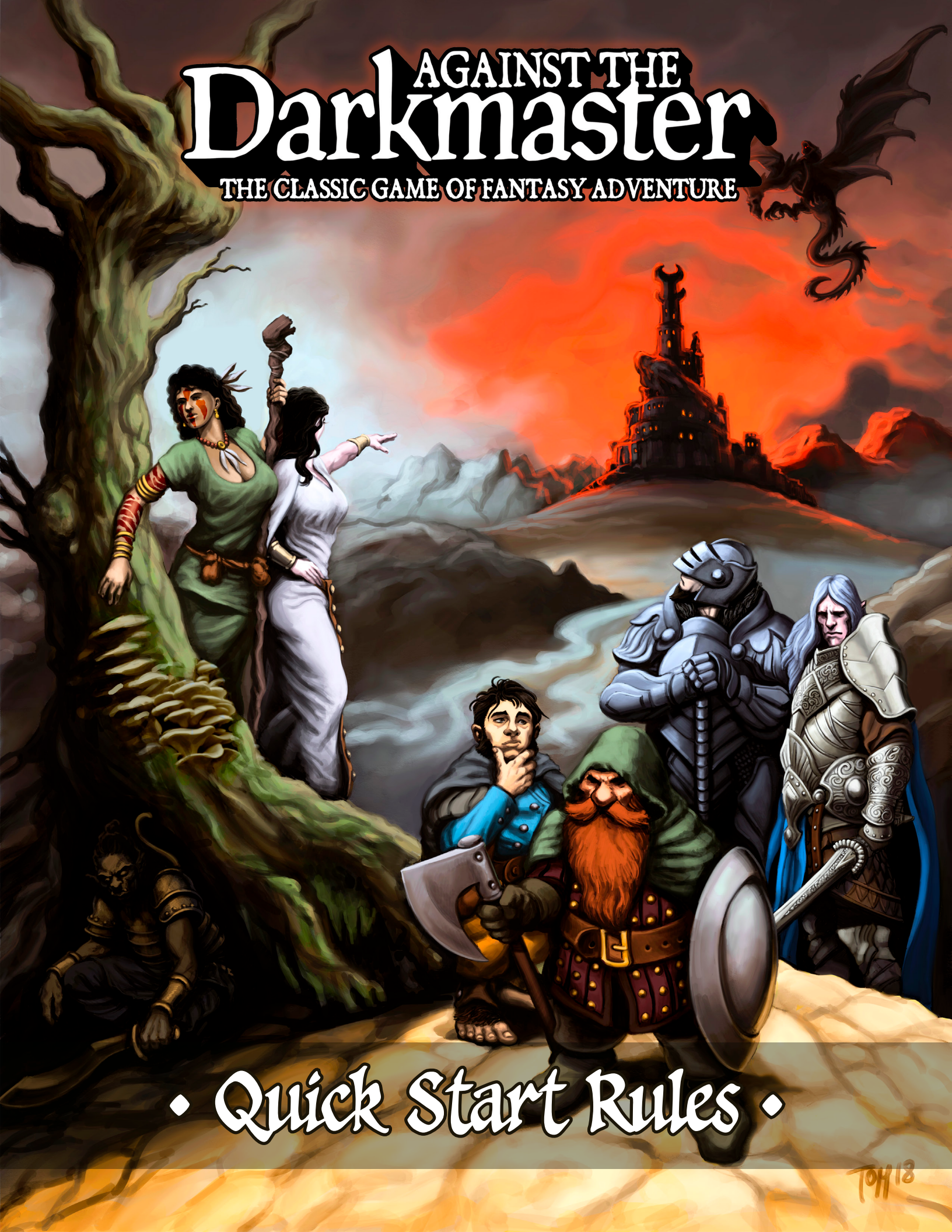


# AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



• Quick Start Rules •

TOH 18



# Quickstart Rules

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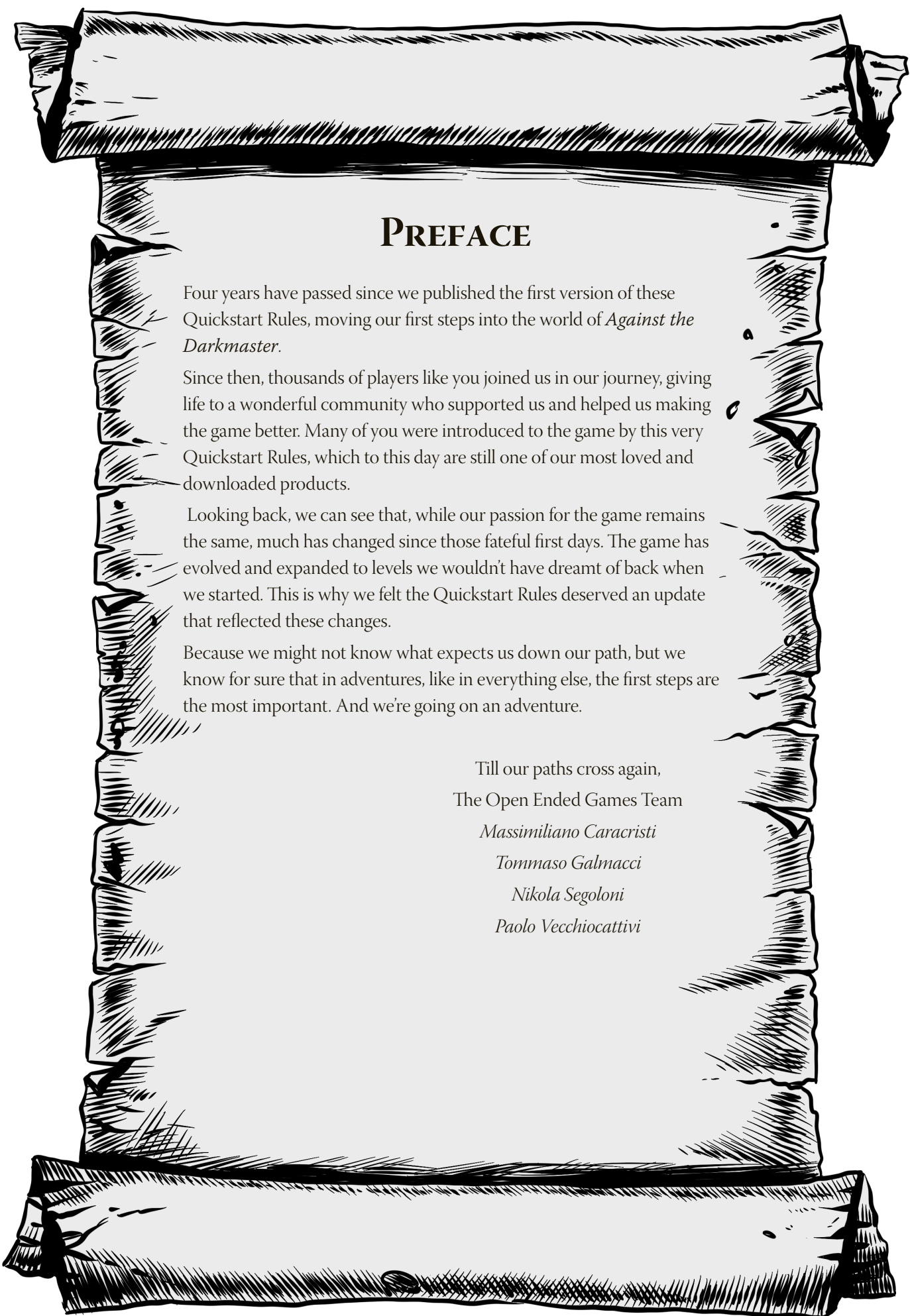
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## PREFACE

Four years have passed since we published the first version of these Quickstart Rules, moving our first steps into the world of *Against the Darkmaster*.

Since then, thousands of players like you joined us in our journey, giving life to a wonderful community who supported us and helped us making the game better. Many of you were introduced to the game by this very Quickstart Rules, which to this day are still one of our most loved and downloaded products.

Looking back, we can see that, while our passion for the game remains the same, much has changed since those fateful first days. The game has evolved and expanded to levels we wouldn't have dreamt of back when we started. This is why we felt the Quickstart Rules deserved an update that reflected these changes.

Because we might not know what expects us down our path, but we know for sure that in adventures, like in everything else, the first steps are the most important. And we're going on an adventure.

Till our paths cross again,  
The Open Ended Games Team

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————— BOOK ONE —————

# *A Fellowship Gathers*

# The Basics

To play the game you will need, well: pens (or, better yet, pencils), some sheets of paper, at least one copy of these rules, character sheets, and a set of ten-sided dice for each player. Oh, yes! And players, of course. You'll need at least two more people, besides you. One of you will take the role of the Game Master (or GM, for short), while the other players will control one Player Character (or PC) each.

## THE PLAYERS

As a player, you get to play one of the protagonists of your tale, one of the brave heroes that will shape the destiny of the world around them with their deeds. You will decide your character's actions, and are the only person at the table who can tell what your character feels or thinks. You've got some duties, too:

- Create a character invested in the events of the game and willing to take action;
- Pay attention to the game even when your character isn't directly involved;
- Be familiar with the rules needed to handle your character's primary abilities;
- Bring some pizza, snacks, or drinks for the game;
- Have fun and make sure everyone at the table is comfortable and enjoying themselves.

## THE GAME MASTER

As the Game Master, you will describe the world the PCs interact with and impersonate the various secondary characters and villains they encounter. You'll also prepare the adventure scenarios and act as an impartial arbiter in the case of rules disputes. Your duties will be slightly different from those of the other players:

- Describe a vibrant, living world;
- Challenge the heroes and put them under the spotlight;
- Be familiar with the rules of the game and apply them impartially;
- Make sure the PCs are free to forge their own path, without arbitrary constrictions;
- Have fun and make sure everyone at the table is comfortable and enjoying themselves.

## YOUR TALE

The game develops as a conversation between the GM and the players. The GM describes a situation, the players tell how their characters react to it, and the rules will help you determine how everything resolves.

As the game progresses, a story will unfold - the tale of your heroes and the world you've created.

Whoever your heroes are and whatever happens in the game, always remember that these are your tale and your world. Only you and the other players can decide what's in it and how it will end.

## DICE AND DICE ROLLS

*Against the Darkmaster* uses only a couple of ten-sided dice (or d10) for any roll involved during the game.

### d100 rolls

The vast majority of dice rolls will be percentile - or 1d100 rolls. This means rolling two ten-sided dice, possibly of different color, and counting one of them as the tens and the other as ones (of course deciding before rolling which die will be the tens, and which the units).

So, a roll showing up a "5" on the tens die and a "7" on the units die will read as a "57"; a "3" and a "9" as a "39" and "0" and a "4" as a "04" - or simply "4".

The exception to this is a double zeroes, which does not read as a "0" but instead as a "100".

This way, the two dice combined produce any result within the 1 and 100 range.

### d10 rolls

Another type of dice roll in *VsD* will be simply d10 rolls. When you read "roll #d10", it means rolling # number of ten-sided dice and adding the results together.

For example, a "3d10" wording means rolling three ten-sided dice and if they come up with a "5", "4", and "9", the final result will be "18".



## *d5 rolls*

In some occasions, you might be prompted to roll a d5, which would be a 5-sided dice. To do so, simply use a d10, reading results of 1-2 as a one; 3-4 as a two; 5-6 as a three; 7-8 as a four; and 9-10 as a five.

## ———— TYPES OF DICE ROLLS ————

There are four main types of Rolls in *V&D*:

**Skill Rolls** are used when a character is trying to accomplish a task of some kind, using their own skills and capabilities.

**Save Rolls** permit characters to resist the nefarious effects of Spells, poisons, and other perils they may encounter in their adventures.

**Attack Rolls** are made when a character assaults another with a weapon, an unarmed attack, or by casting a Spell.

**Spell Casting Rolls** are called when a character channels the mystical energies necessary to weave a Spell.

This rulebook will tell you everything you need to know about these four types of Rolls and how they are used in play.

## *Unmodified Rolls*

Sometimes, when rolling the dice, the rules will state that something happens on a particular Unmodified Roll. This means the numbers shown on the dice rolled, without applying any bonus or modifier.

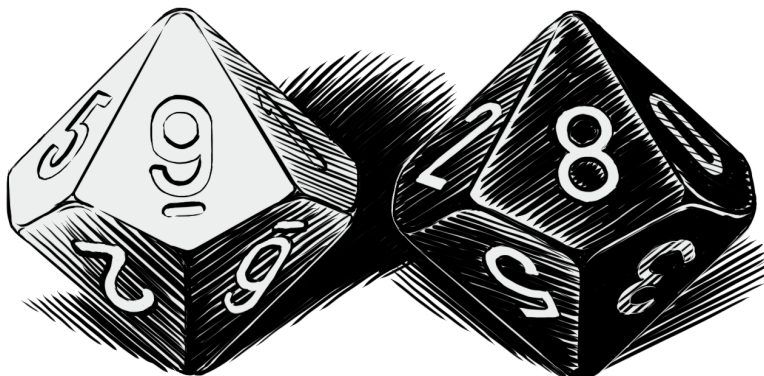
The effects of Unmodified Rolls must be applied first and precede any other result or effect during a dice roll resolution.

## *Open-Ended Rolls*

When the game rules call for an Open-Ended Roll, it means that if you obtain an Unmodified Roll between 96 and 100 on your d100, you must pick up the dice and roll again, adding the new result to the first one. If this roll is 96 or more too, you must keep on rolling and adding together the results until your dice land on a result of 95 or less.

On the other hand, if your dice come up with an Unmodified Roll between 01 and 05, you'll have to roll again and subtract the new roll from the first. If this second roll is 96 or more, you'll have to roll a third time, again subtracting the result from the first two, repeating this process until you get a result of 95 or less.

*Example: Tom rolls a 3 in a Open-Ended Roll, meaning he'll have to roll the dice again, subtracting the new result from the first. The dice land on a 54, for a total result of -51.*



# Creating a Character

**B**efore the game can begin, players will have to create their characters, the heroes of the adventures you're going to play. This section will guide you through the character creation process, and illustrate the various elements that make a character in *Against the Darkmaster*.

## CHARACTER CREATION CHECKLIST

To create your Player Character, you first need an idea of the kind of character you want to play. Will it be a proud Dwarf battle-maiden? A noble-born initiate of the arcane arts? A quick-witted Halfling burglar... eh, adventurer?

You can model your hero on one of your favorite fictional characters, or come up with your own concept.

Once you've got a general idea, you can start the character creation process, which is essentially made of 7 steps.

### 1. Generate your Stats

Generate your character's Stats (p. 15) by one of this different methods:

- Generate six values using the Random Stat Roll Table, and assign them to your character's stats as you see fit.
- Distribute 50 points between your stats in slots of 5 (minimum 0, maximum 25).

### 2. Choose your Kin and Culture

- Choose your character's Kin (p. 18), modify your Stats accordingly, and take note of your Kin Special Traits.
- Choose your character's Culture (p. 44), assign your Cultural Skill Ranks, and pick your Outfitting Options.

### 3. Choose your Vocation

- Choose your character's Vocation (p. 62) and distribute your Development Points (DP) to buy your Skills (p. 70).

### 4. Background and Equipment

- Determine your character's Background Options (p. 86).
- Take note of your character's starting gear and possessions (p. 99).

### 5. Calculate Derived Attributes

- Move Rate, Defense, Save Roll bonuses, etc (p. 98).

### 6. Choose your Passions

- Choose your character's Passions (p. 100).

### 7. Name your Character

- Choose a name for your character and start adventuring *Against the Darkmaster*!

## STATS

Characters in *Against the Darkmaster* are defined by a set of six Stats, which measure their intrinsic capabilities and basic strengths or flaws.

Each Stat has an associated **Stat Value**, which can be positive or negative, and tells you how good a character is in a particular field. A high value will give the character an advantage in all Skills governed by that Stat. A low or negative value, on the other hand, means the character will have to work harder in order to achieve excellence in that area.

### STATS DESCRIPTION

#### *Brawn (BRN)*

Measures a character's muscular strength and physical power. A character with a high **BRN** Stat will generally have a good aptitude with melee weapons, and will tend to be good in activities like running, climbing, or lifting heavy weights.

#### *Swiftness (SWI)*

Is the measure of a character's dexterity, speed, coordination, balance and general agility. Characters with a high **SWI** Stat will evade attacks more often, will find hitting their mark with ranged and light weapons easier, and be good at tasks like moving without being heard or jumping over obstacles.

#### *Fortitude (FOR)*

Is the measure of a character's resistance and vigor. Characters with



a high **FOR** Stat will be better able to endure the effects of fatigue, pain, poison, disease, and will be more difficult to knock out.

### *Wits (WIT)*

Measures a character's reasoning, cleverness, mnemonic ability, and mental agility. Characters with a high **WIT** Stat will tend to excel in academic subjects or at tasks requiring ingeniousness and quick thinking, and will find it easier to outsmart or trick their enemies.

Wits also modifies the number of Magic Points a Wizard character gains at each Level. See the *Magic* chapter for more.

### *Wisdom (WSD)*

Measures a character's empathy, intuition, willpower, awareness and attention to detail. Characters with a high **WSD** Stat will usually be more perceptive and will more often resist the effects of fear and evil magic.

Wisdom also modifies the number of Magic Points an Animist character gains at each Level. See the *Magic* chapter for more.

### *Bearing (BEA)*

Is a measure of a character's presence, charisma, and social influence. Characters with a high **BEA** Stat will find it easier to impose their will on others, influence someone else's opinion, or captivate an audience with their words.

Bearing also modifies the number of Magic Points characters that are neither Animists nor Wizards gain at each Level. See the *Magic* chapter for more.

## GENERATING STATS

### *Point Buy*

Players can choose their characters' Stats by distributing 50 points (in slots of 5 points each) among them as they see fit.

No Stat may be given a starting value higher than 25 or lower than 0. Some examples of Stat Values arrays generated with this method are given below:

+20, +15, +10, +5, +0, +0

+25, +20, +5, +0, +0, +0

+10, +10, +10, +10, +5, +5



# Kins

The world of *Against the Darkmaster* is inhabited by many different Kins. Fair and otherworldly Elves, stocky Dwarves, massive Trolls, stunted Orcs, nimble Halflings, and Men coexist next to each other, even if not necessarily in a peaceful way. Kin determines characters' general appearance, influences their Stat Values, and gives them special abilities related to their ancestry. Players must choose their Kins during character creation, right before selecting their character's Vocation.

## AVAILABLE KINS

Kin choice also depends on the setting and campaign. In some game worlds, certain Kins may not exist, or be a poor choice for a Player Character (for example, it would be hard to justify the presence of Orcs and Trolls among the ranks of the heroes, in a setting where they are traditionally viewed as enemies by all the other Kins); while certain campaigns could require the characters to belong to a specific Kin (for example, if you decide to play a campaign set in an isolated underground Dwarven kingdom). Always check Kin availability in the campaign with the GM and the other players before making your character.

## KIN MODIFIERS

Each Kin grants a series of modifiers to a character's statistics, as shown in the **Kin Modifiers Table** [1.2].

**BRN, SWI, FOR, WIT, WSD, BEA:** These modifiers are applied directly to the corresponding Stat Value of the character belonging to this Kin. Players should note these on their Char-

acter Sheet, altering their Total Stat Values accordingly.

**HP:** this number is added to the character's total starting Hit Points.

**Max HP:** Characters can never have more HPs than the value shown on this column for their Kin.

**MP:** This is the number of additional Magic Points the character gains at first Level as one-time bonus.

**TSR:** This is added as a bonus to the character's Toughness Save Rolls.

**WSR:** This is added as a bonus to the character's Willpower Save Rolls.

**BPs:** The number of Background Points the character can spend to buy Background Options, as explained in the Background chapter.

**WL:** The Wealth Level the character starts with.

## Special Traits

Characters gain a series of Special Traits, which reflect particular abilities common to members of their Kin. Players should take note of their Special Traits on their character sheets.

## Suggested Cultures

Here are listed the Cultures a typical member of a Kin usually belongs to. Player Characters can belong to different Cultures than those suggested here, as long as everyone at the table agrees with the choice.

## Starting Wealth Level

This is the Wealth Level a character from a Kin starts with. Add this to the character's cultural starting Wealth Level to determine their total WL, as described in the *Equipment and Wealth* chapter.

**KIN MODIFIERS TABLE**

| Kin             | BRN | SWI | FOR | WIT | WSD | BEA | HP | Max HP | MP | TSR | WSR | BPs | WL |
|-----------------|-----|-----|-----|-----|-----|-----|----|--------|----|-----|-----|-----|----|
| <i>Dwarf</i>    | +5  | -5  | +15 | +0  | +5  | -5  | 40 | 150    | +0 | +20 | +20 | 4   | +1 |
| <i>Halfling</i> | -20 | +15 | +10 | +0  | +5  | +0  | 20 | 100    | +0 | +10 | +35 | 5   | +1 |
| <i>Man</i>      | +5  | +0  | +0  | +0  | +0  | +0  | 30 | 120    | +0 | +0  | +0  | 6   | +0 |
| <i>High Man</i> | +10 | +0  | +10 | +0  | +0  | +5  | 35 | 150    | +1 | +5  | +0  | 4   | +1 |
| <i>Dusk Elf</i> | +0  | +10 | +0  | +5  | +0  | +5  | 25 | 120    | +3 | +10 | +0  | 3   | +1 |
| <i>Star Elf</i> | +0  | +15 | +10 | +5  | +10 | +15 | 20 | 120    | +5 | +10 | +0  | 2   | +1 |

[1.2]



## *Background Options*

This is the number of Background Points a character from a Kin can spend to buy Background Options listed in the Background chapter.

Players can use Background Options to flesh out the past of their characters, bringing the most important details about it in play.

A character's Kin gives them a certain number of Background Points (BPs).

Players use these points to buy some of the Background Options described in this chapter, choosing those that they think best reflect the past of their character.

Players can buy each Option only once for their character, and only if they have enough BPs left.

Each Option has two different Tiers: Minor and Major. When selecting an Option, players must choose which Tier to buy, and pay the cost in BPs associated with that Tier.

Unspent BPs are lost after character creation.





MAN

The Mannish race is the most numerous and adaptable of all Kins. Men of all sizes and colors can be found through the land, valiantly struggling against the forces of the Darkmaster, and even serving under His rule, either willingly or as slaves to His ruinous power.

| BRN | SWI | FOR | WIT | WSD | BEA |
|-----|-----|-----|-----|-----|-----|
| +5  | +0  | +0  | +0  | +0  | +0  |
| HP  | MP  | TSR | WSR | BPs | WL  |
| 30  | +0  | +0  | +0  | 6   | +0  |

Special Traits

- *Specialization*: Men get a +10 bonus to any one Skill of their choice.

**Suggested Cultures**: Any but Deep, Fey, or Marauding  
**Starting Wealth Level**: 0  
**Background Options**: 6 Background Points.





## HIGH MAN

The High Men are the last survivors of a rare and ancient Man-nish Kin. They're said to be the last descendant of the forefathers of all Men, forced to flee from their crumbling empire centuries ago.

They tend to be taller and more muscular than common Men, often surpassing 190 cm in height and usually weighing around 100 kg.

They have either very fair or dark skin tone; dark hair; and hazel, blue, or green eyes. High Men are long-lived, probably because they have some traces of Elven blood in their veins, living an average of 200 years, and in rare instances even surpassing 300 years of age.

| BRN | SWI | FOR | WIT | WSD | BEA |
|-----|-----|-----|-----|-----|-----|
| +10 | +0  | +10 | +0  | +0  | +5  |
| HP  | MP  | TSR | WSR | BPs | WL  |
| 35  | +1  | +5  | +0  | 4   | +1  |

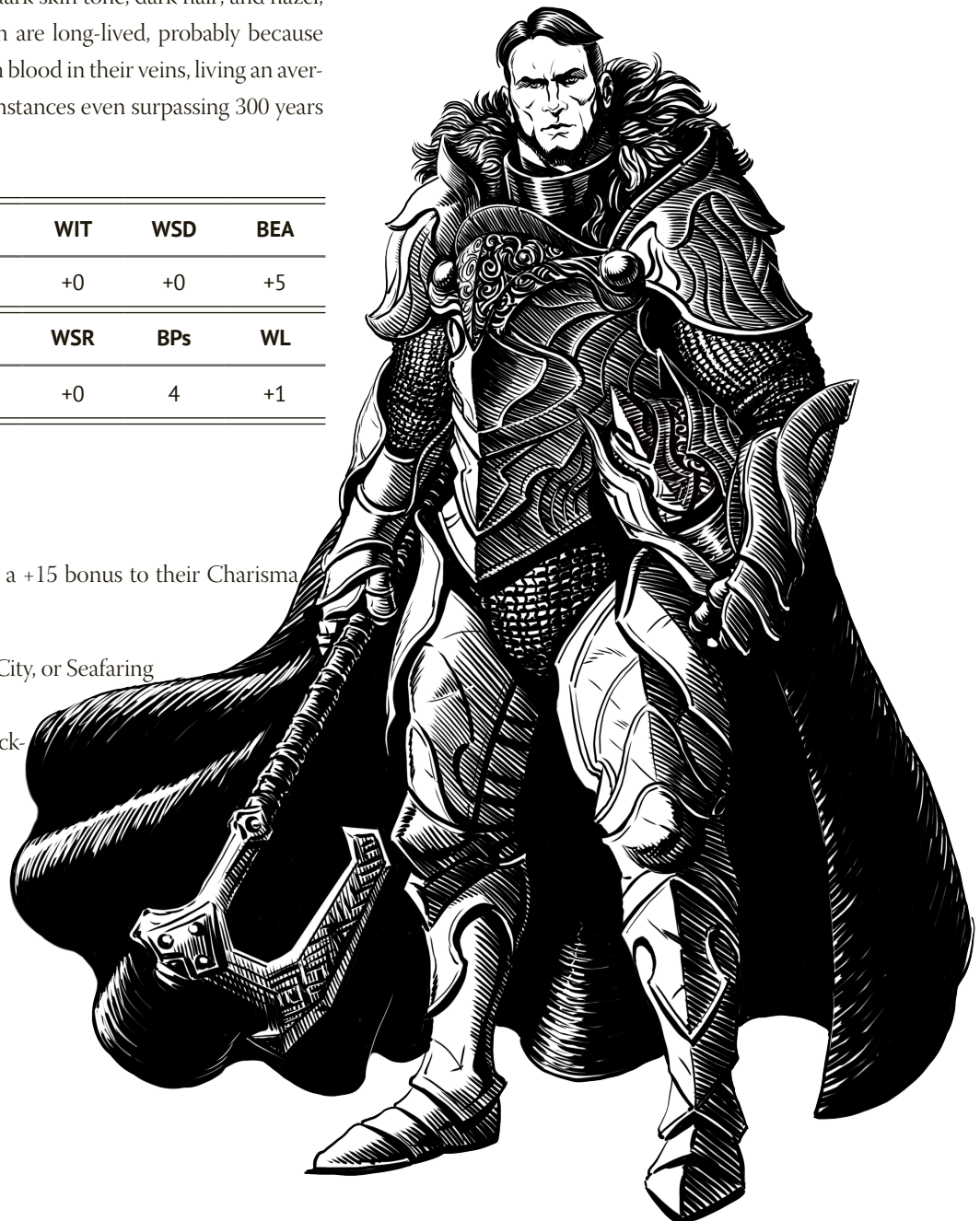
### Special Traits

- ♦ *Imposing*: High Men get a +15 bonus to their Charisma Skill.

**Suggested Cultures:** Noble, City, or Seafaring

**Starting Wealth Level:** 1

**Background Options:** 4 Background Points.





## DWARF

Legends say Dwarves were born from stone, sculpted to life from their gods at the beginning of time. Surely, Dwarves seem to have an affinity with stone, or to have at least inherited some of its resistance and durability.

Dwarves are short and stout, usually just around 140 to 150 cm in height, but often weighing as a much taller, full grown man. They tend to have muscular arms, strong legs and barrel-bellied bodies. Adult males have very long, curly beards, often worn in braids. They have incredibly long lifespans and, while not immortal as the Elven Kins, they can live over 300 years. This tends to influence their worldview and temperament, which members of the shorter-lived Kins often find somber and brooding.

| BRN | SWI | FOR | WIT | WSD | BEA |
|-----|-----|-----|-----|-----|-----|
| +5  | -5  | +15 | +0  | +5  | -5  |
| HP  | MP  | TSR | WSR | BPs | WL  |
| 40  | +0  | +20 | +20 | 4   | +1  |

## Special Traits

- *Dark Sight*: Dwarves can see up to 30 m in Dim Light (treating the first 15 m as if they were standing in Bright Light); and up to 3 m in Total Darkness.
- *Forgekin*: Dwarves get a +30 bonus to their Save Rolls and Defense against heat and cold attacks, and to all their Rolls to work metals, stone, and gems, and to craft items using these materials. Additionally, any metal item successfully created by a Dwarf will always be at least of High Quality.
- *Stoneborn*: Dwarves cannot swim, but get a +20 bonus to their Nature and Wandering Rolls while underground.
- *Superstitious*: Dwarves can't be Wizards, Champions or Dabblers.

**Suggested Cultures:** Deep, Hill, or Weald.

**Starting Wealth Level:** 1

**Background Options:** 4 Background Points.





## HALFLING

Halflings are a diminutive people, even smaller than Dwarves. Even if they tend to be fat or pudgy, they're surprisingly nimble, and possess an uncanny, almost magical, ability of disappearing from sight and moving unheard. Their skin tones have the same range and variety of those of the Mannish Kin, but their hair tends to be curly more often than not. While male Halflings rarely grow beards, they have big, hairy feet, of which they're often very proud.

Halflings live slightly longer than Men, but somehow manage to maintain a joyous, almost childish, disposition for most of their lives. For some reason, Halflings seem to be impervious to magic. They have great difficulties in learning and understanding Spell Lores, and tend to resist magical effects more easily than the other Kins. No one really knows the reason behind this magical incompatibility, but up to now, no Halfling mage was ever born.

| BRN | SWI | FOR | WIT | WSD | BEA |
|-----|-----|-----|-----|-----|-----|
| -20 | +15 | +10 | +0  | +5  | +0  |
| HP  | MP  | TSR | WSR | BPs | WL  |
| 20  | +0  | +10 | +35 | 5   | +1  |

## Special Traits

- *Diminutive*: Halflings are of Small Size and count only as half a group member (rounding up) for the purpose of calculating their group's size when Camping.
- *Nimble*: Halflings get a special +20 bonus to their Stealth and Acrobatic Skills.
- *Sure-Shot*: Halflings get a special +10 bonus to their Ranged Skill.
- *Second Breakfast*: Halflings double their HP recovery for the day if they manage to have a lavish meal (a real meal, not rations!) before resting.
- *Superstitious*: Halflings can't be Wizards, Champions, or Dabblers.

**Suggested Cultures:** Pastoral

**Starting Wealth Level:** 1

**Background Options:** 5 Background Points.



## DUSK ELF

Among the Elven Kins, Dusk Elves are the most closely tied to the mortal world. Unlike the other Elves, they never traveled to the Immortal Lands, preferring to roam free in the wilderness rather than follow their brethren. For this reason, they are sometimes called Wild Elves and seen as somewhat rustic and unrefined by their cousins, the Silver and Star Elves - while still having sophisticated culture and society compared to most Men.

Dusk Elves have slightly pointed ears and are tall and slender, averaging around 180 cm of height, but usually weighing far less than a Man of the same size. They tend to have a ruddy complexion, sandy or golden hair, and green or blue eyes.

| BRN | SWI | FOR | WIT | WSD | BEA |
|-----|-----|-----|-----|-----|-----|
| +0  | +10 | +0  | +5  | +0  | +5  |
| HP  | MP  | TSR | WSR | BPs | WL  |
| 25  | +3  | +10 | +0  | 3   | +1  |

### Special Traits

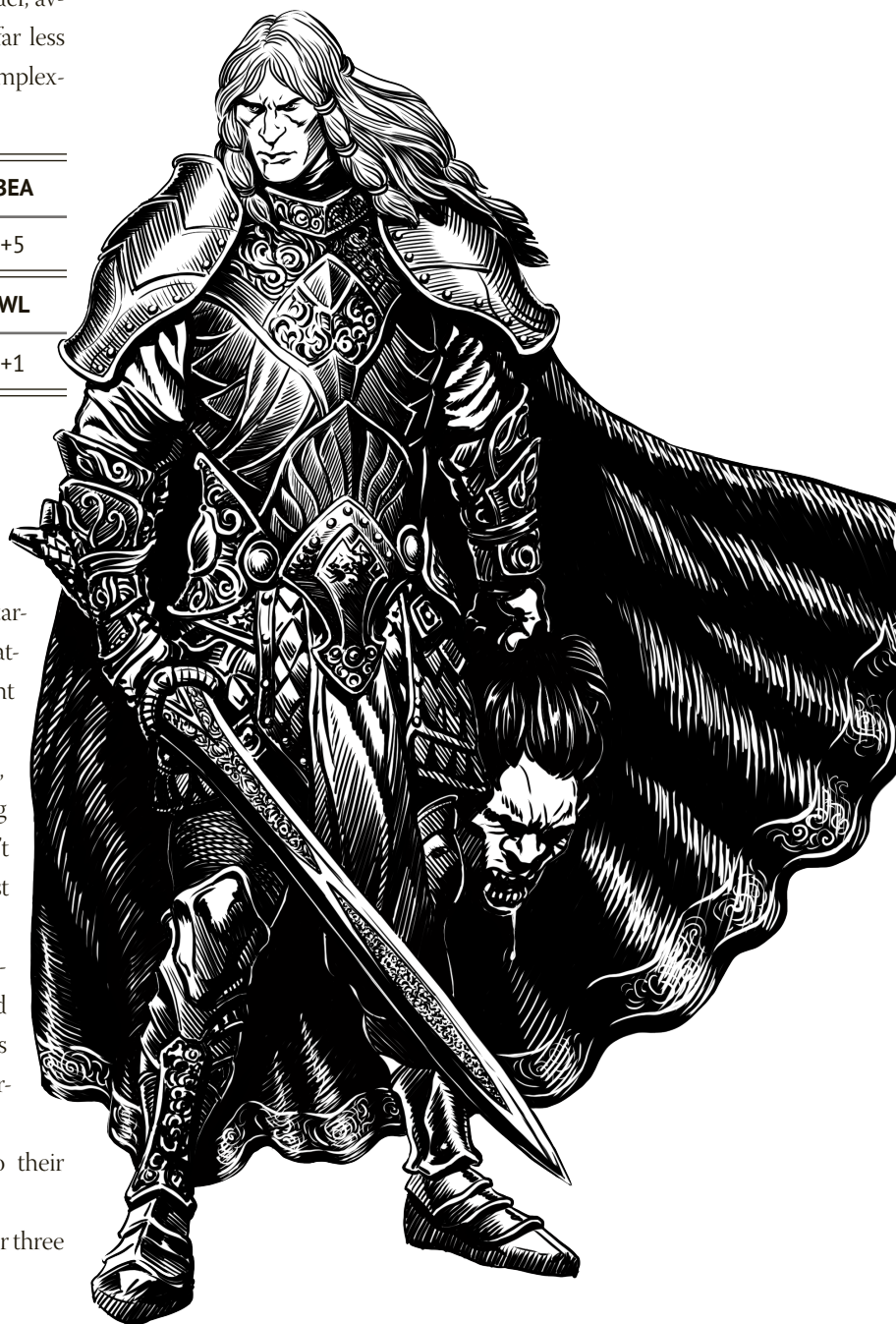
- *Keen Senses*: Elves have superior senses that grant them a special +10 bonus to their Perception Skill. Additionally, they can see in natural moonlight or starlight as if it were day, and up to 30m in Dim Light (treating the first 15 m as if they were standing in Bright Light).
- *Immortal*: Elves do not age, are immune to disease, and are resistant to the effects of natural cold (gaining a +10 bonus against any Cold-based threat). They don't need to sleep, and will gain the benefits of a night's rest simply by meditating for 3 hours.
- *Light-Footed*: Rough Terrain does not affect the movements of Elves, as long as they are unencumbered and wearing light or no armor. Additionally, each elf counts only as half a group member (rounding up) for the purpose of calculating their group's size when Camping.
- *Sure-Shot*: Dusk Elves get a special +10 bonus to their Ranged Skill.
- *Lithe and Graceful*: Dusk Elves must assign one of their three

highest Stat Values to their Bearing before Kin Modifiers are applied. They get a +10 bonus to their Acrobatics skill, and a +20 bonus to their Stealth Rolls in any natural environment.

**Suggested Cultures:** Fey or Woad

**Starting Wealth Level:** 1

**Background Options:** 3 Background Points.



# Cultures

Characters coming from different environments will have different skill sets and inclinations, different outfits, and possibly different worldviews, values, and beliefs. In *Against the Darkmaster*, Culture represents a character's upbringing, and the influence the environment they grew up in had on their life. Cultures will grant characters a certain number of ranks in a series of Skills, determines the equipment they carry when they begin their adventure, and influences their starting Wealth Level. Cultures will also give players ideas on how to role-play their characters, and some suggestions about writing their Passions. Players choose their character's Culture during character creation, right after selecting their Kin.

## CULTURAL SKILL RANKS

To represent a character's early training and education, a Culture will grant them a predetermined number of ranks in a series of Skills, as shown in the Cultural Skill Ranks Table.

Cultural ranks are gained as soon as players select their character's Culture, and do not count toward the maximum number of developable ranks (see character development chapter).

## SPELLS

Some Cultures grant a number of ranks in Spell Lores. Players may distribute these ranks as they wish among the Spell Lores listed in the Culture's description.

## OUTFITTING

Characters will begin with a number of items typical of their Culture, which are added to their starting equipment. These items are presented in the Culture's description as a series of outfitting options the players can pick and choose from.

## PASSIONS AND WORLDVIEW

Each Culture description will also include some of the beliefs, opinions, and prejudices commonly held by members of that Culture, as well as some suggestions on how they could influence a character's Passions. Obviously, these guidelines are only general assumptions made to help players bring their characters to life, and are in no way prescriptive. Players are free to interpret their characters as

they wish, either playing along with these concepts, or creating an atypical member of their character's Culture.

## STARTING WEALTH LEVEL

This is the Wealth Level a character from a Culture starts with. Add this to the character's Kin's starting Wealth Level to determine their total WL, as described in the Wealth chapter:

CULTURAL SKILL RANKS TABLE

| Skills                   | City | Deep | Noble | Pastoral | Woad |
|--------------------------|------|------|-------|----------|------|
| <i>Armor</i>             | 1    | 3    | 2     |          |      |
| <i>Blunt</i>             |      | 4    |       |          |      |
| <i>Blades</i>            | 1    | 1    | 3     |          |      |
| <i>Ranged</i>            | 1    | 1    | 1     | 1        | 1    |
| <i>Polearms</i>          | 1    |      | 1     |          | 1    |
| <i>Brawl</i>             | 1    | 1    |       | 1        | 1    |
| <i>Athletics</i>         | 1    | 2    | 1     | 2        | 2    |
| <i>Ride</i>              |      |      | 1     | 1        |      |
| <i>Hunting</i>           |      |      | 1     |          | 2    |
| <i>Nature</i>            |      |      |       | 3        | 4    |
| <i>Wandering</i>         |      |      |       | 1        | 1    |
| <i>Acrobatics</i>        | 1    |      |       | 1        | 2    |
| <i>Stealth</i>           | 1    |      |       | 2        | 2    |
| <i>Locks &amp; Traps</i> | 1    | 2    |       |          |      |
| <i>Perception</i>        | 1    | 2    | 1     | 1        | 1    |
| <i>Deceive</i>           | 2    |      | 1     | 1        |      |
| <i>Arcana</i>            |      |      |       |          |      |
| <i>Charisma</i>          | 2    |      | 3     | 1        |      |
| <i>Cultures</i>          | 4    | 1    | 2     | 1        |      |
| <i>Healer</i>            | 1    |      | 1     | 2        | 1    |
| <i>Songs &amp; Tales</i> | 2    | 1    | 1     | 2        | 1    |
| <i>Body</i>              |      | 3    | 1     | 1        | 2    |
| <i>Spell Lores</i>       |      |      | 1     |          |      |

[1.3]



## CITY

Urban environments, from high-walled, bustling metropolises, to smaller and quieter border towns, are the origin of the City Culture.

Characters from the City often like to think they're more civilized and refined than those living outside of it. They tend to be friendly and relatively open-minded, as they're accustomed to dealing with strangers and more exposed to different worldviews and ideas. However, ancient grudges and old enmities are hard to forget, so they might hold some prejudice against the dwellers of a neighbouring town, or foreigners from a certain land.

They have at least some basic combat abilities, either from serving in the local militia, or from having to deal with life on the streets on their own. In any case, brute force isn't often the best solution in the City, so characters from this Culture usually prefer to defuse the situation with carefully placed words, or avoid confrontation altogether.

The life of members of this Culture revolves around their City, so they'll often need a powerful Motivation to leave it. Maybe they were wrongly accused, and forced to flee on a quest to clear their names. Or maybe they've uncovered evil machinations of the Darkmaster, threatening the safety and freedom of their hometown. Sometimes it is their Allegiance to their companions or to a loved one, that spurs them to action. In other cases, their kind and friendly Nature got them into trouble, or made them decide to join the cause of complete strangers.

**Outfitting:** Choose one of each:

- Plain clothing; leather jerking; chain shirt.
- Longsword; battle axe; bow and arrows; short sword.
- Bandages and healing salve; lockpick; lantern and oil.

**Starting Wealth Level:** 1

## NOBLE

Noble characters come from a privileged class or caste that elevates them above the common people, at least in terms of influence and power. Hailing from the landed gentry, forgotten imperial bloodlines, or families of parvenus, they're well trained and educated, as well as better equipped, and generally richer than most of the other characters.

Whatever their origins may be, Nobles tend to give a certain importance to ancestry and bloodline, to which they link one's valor, honor and, ultimately, worthiness. Some may flaunt their title, pretending due respect to be shown for their family's name. Others may hide, or even reject it; either because they're fleeing from the agents of the Darkmaster, or from some shameful act performed by their ancestors.

The past of the character's family could inspire players to write a Motivation about restoring their honor, or recovering one of their legendary heirlooms from the clutches of the Darkmaster. Their noble Nature could manifest as a haughty attitude, or as an inclination to defend the less fortunate. It could also mean their character is bound by an Allegiance to the king's court or to a powerful order.

**Outfitting:** Choose one of each:

- Elaborate clothing; enameled breastplate; dark-green clothes and travel-stained cloak.
- Two-handed sword; composite bow, quiver, and arrows; morning star or mace and shield; dagger.
- Scroll, ink, and quill; a horse; engraved warhorn.

**Starting Wealth Level:** 2

**Spell Lores:** Noble characters gain an additional rank in one of the following Spell Lores: Detections, Healing, Cleansing, Chanting, or in one of their Kin Spell Lores.



## PASTORAL

Characters belonging to the Pastoral Culture come from rural communities, farmsteads or small villages. They're peaceful, simple people, who like to enjoy life's small pleasures, like a nice warm meal, a pint of ale with friends, or sitting in their gardens and smoking their pipes on a sunny holiday.

They're generally kind and hospitable, as long as their guests do not interrupt their daily routine.

They're in fact quite conservative, deeply tied to their roots and customs. They tend to be suspicious of novelties and, more than any other thing, they dislike adventures. Or that's what they say. Many of them are actually quite curious and, while they may never admit to it, are particularly fond of tales of great heroes and legendary journeys.

Characters from this Culture are usually uncomfortable around violence and rarely take up arms, save as a last resort to defend their homes from a direct threat.

Characters belonging to the Pastoral Culture will often have their Motivation thrown upon them, despite their best efforts to avoid any kind of adventure. They could somehow find themselves in possession of a mysterious item, drawing the attention of the minions of the Darkmaster. Or they could be almost forcibly recruited by a wandering wizard for a seemingly impossible task.

Alternatively, it could be their naturally inquisitive Nature that drew them away from their peaceful, but ultimately dull life.

Or it could be their Allegiance, that convinced them to answer the call of a friend in need.

**Outfitting:** Choose one of each:

- Colorful clothes; coat and waistcoat; traveling clothes.
- Ancient dagger; shepherd's sling; walking stick.
- Hat and pocket handkerchief; pipe, tobacco, and a bagful of food; a pony.

**Starting Wealth Level:** 1

## WOAD

Woad characters are often seen as primitive or barbaric by characters coming from other Cultures. They live deep in the wilderness, usually as part of small nomadic or semi-nomadic tribes or clans guided by Animists and shamans. They have a deep respect for the natural environment and its inhabitants, relying almost exclusively on what they're able to hunt and forage for survival.

Characters from the Woad Culture wear elaborate tattoos and ritual scars all over their bodies, from which their Culture takes its name. While these tattoos seems strange, or even unsettling to members of different Cultures, they carry a great significance to those who wear them. Woad characters could tell not only from which tribe another character hails from, but often also their name, social standing, and major life events, just by looking at their tattoos.

For this reason, Woad characters can be suspicious of "unpainted" individuals, who can be seen as purposely hiding their past and motives.

Once in their life, usually at their coming of age, characters from the Woad Culture undergo a special ceremony, during which they're given a portent about their future or destiny.

Players could write a Motivation about the fate of their character was given during this ceremony. Their character's tattoos could tell something about their Nature. Or maybe they could write about their character's Allegiance to the natural spirits that protect their land and clan.

**Outfitting:** Choose one of each:

- Swirling tattoos; ritual scars; stripe tattoos; scary tattoos.
- Furs; simple tunic; loincloth.
- Short spear; bow and arrows; quarterstaff.
- Bundle of healing herbs; hunting trap; bone ornaments.

**Starting Wealth Level:** 0



## DEEP

Character from the Deep Culture build their homes underground. They could live in small mining communities; or in extensive, intricate warrens, sprawling beneath the earth's surface; or maybe in great halls and fortresses, carved into the side of hills or mountains. In any case, they tend to have few contacts with people outside their community, sometimes spending their entire lives without ever seeing the light of the Sun.

They're practical, hard working people, often strangely fascinated by gems, precious ores, and stone-cutting. They tend to dislike vast open spaces like plains and grasslands, and to be unnerved by boats and the concept of sailing in general.

Deep Cultures are also often quite conservative and somewhat territorial or militaristic in nature. Concepts such as honor and kinship are usually kept in high regard by characters from this Culture.

Players wishing to underline their character's Culture, could write a Motivation about protecting their home or clan from the forces of the Darkmaster. Alternatively, they could link their Nature to a code of honor, or maybe to their character's lust for gold and precious stones. Finally, they could write about their unlikely or unstable Allegiance with one of their companions from another Culture.

**Outfitting:** Choose one of each:

- Bright colored, practical clothing; heavy cloak and chain shirt; woolen tunic and leather jerkin.
- War mattock or battle axe; sword & shield; short sword or dagger.
- Mining helm, tinderbox & rope; light crossbow with bolts; flask of ale and preserved rations.

**Starting Wealth Level:** 1



### CULTURAL WEALTH AND OUTFITS TABLE

| Culture  | WL | Outfits                                                                                           |
|----------|----|---------------------------------------------------------------------------------------------------|
| City     | +1 | Plain clothing; leather jerkin; chain shirt.                                                      |
|          |    | Longsword; battle axe; bow and arrows; short sword.                                               |
|          |    | Bandages and healing salve; lockpick; lantern and oil.                                            |
| Deep     | +1 | Bright colored, practical clothing; heavy cloak and chain shirt; woolen tunic and leather jerkin. |
|          |    | War mattock or battle axe; sword & shield; short sword or dagger.                                 |
|          |    | Mining helm, tinderbox & rope; light crossbow with bolts; flask of ale and preserved rations.     |
| Noble    | +2 | Elaborate clothing; enameled breastplate; dark-green clothes and travel-stained cloak.            |
|          |    | Two-handed sword; composite bow, quiver and arrows; morning star or mace and shield; dagger.      |
|          |    | Scroll, ink and quill; a horse; engraved warhorn.                                                 |
| Pastoral | +1 | Colorful clothes; coat and waistcoat; travelling clothes.                                         |
|          |    | Ancient dagger; shepherd's sling; walking stick.                                                  |
|          |    | Hat and pocket-handkerchief; pipe, tobacco and a bagful of food; a pony.                          |
| Woad     | +0 | Swirling tattoos; ritual scars; stripe tattoos; scary tatoos.                                     |
|          |    | Furs; simple tunic; loincloth                                                                     |
|          |    | Short spear; bow and arrows; quarterstaff                                                         |
|          |    | bundle of healing herbs; hunting trap; bone ornament                                              |

[1.5]

# Vocations

**E**ach character in *Against the Darkmaster* has a Vocation, which represents a mix of innate aptitude and specific, intense training. A character's Vocation describes how their apprenticeship and natural inclination influence their starting abilities and also how easy (or difficult) it is for them to develop Skills in various fields of expertise. There are six core Vocations in *VsD*: Warrior (War), Rogue (Rog), Wizard (Wiz), Animist (Ani), Champion (Cmp), and Dabbler (Dab).

## ———— VOCATIONAL BONUSES ————

Each Vocation gives a series of fixed bonuses to specific Skills, called Vocational Bonuses. They represent the edge that members of that Vocation have over other characters, thanks to their focused training. These bonuses are applied during character creation, as soon as one's Vocation is chosen.

Please refer to the Vocation Development Points and Vocational Bonuses Table [1.2] to find out the Vocational Bonuses of each Vocation.

## ———— VOCATIONAL SPELL LORES ————

Vocational Spell Lore are those that characters belonging to a specific Vocation can learn and cast without restrictions, as explained in detail in the Magic and Spells chapter.

## ———— DEVELOPMENT POINTS ————

Members of each Vocation gets a certain amount of Development Points (DP) for each Level to distribute between their Skills. Development Points are spent to buy Skill Ranks on a 1:1 basis. A maximum of 2 Skill Ranks can be purchased at each new Level - so basically a maximum of 2 Development Points can be spent on a single Skill at each new Level. Development Points can also be set apart and transferred to different Skill Categories. This is made on a 2:1 basis.

For example a character has 2 DPs spare from developing Skills in various Categories, and decides to transfer them to another Category. That character will get to spend 1 point this way in the new Category. This point can be stacked with those already possessed in that Category (e.g. if they already had 3 DPs to spend, they will now have 4).

## MAGIC POINTS

### ———— GAIN PER LEVEL ————

Characters add this number to their maximum number of Magic Points (MPs) each Level, including first Level (see *Magic and Spells* chapter for more).

Skill Ranks from other categories can be transferred here on a 2:1 basis from any other category. For example a character who already gains 2 MPs per Level can gain a one-time additional MP by transferring 2 DPs from any other Skill Category.

## ———— DESCRIPTION ————

### *Animist*

An Animist is a shaman, a druid, a spirit-monger. Animists above all know the Secret Name of any thing that lies upon the world under the endless skies, and can call it to empower their spells. Animists are masters of the healing arts, and can summon ancient Spirits of Nature at their service.

### *Rogue*

Rogues are adept at disguise, stealth, and subterfuge. They can go unnoticed in a crowd or be silent and unseen like deadly shadows in a dark cave, as well as in the back alleys of a city.

### *Warrios*

Warriors are masters of arms and combat. They possess unparalleled skills in fighting with all kinds of weapons, both melee and ranged, as well as in unarmed combat. Warriors can also wear heavy, cumbersome armor and be more efficient and functional than any other character while doing that.

### *Wizard*

Wizards are adept at sorcerous skills, always immersed in their studies of dusty tomes and moldy scrolls, seeking enlightenment and trying to uncover the deepest secrets and mysteries of magic. Wizards can cast subtle enchantments, wondrous sorceries capable of altering the very fabric of reality, and conjure the immense power of the Elements to deliver devastating attacks against their enemies.



## VOCATION DEVELOPMENT POINTS (DP) & VOCATIONAL BONUSES

|                     |             | Warrior  | Rogue    | Wizard   | Animist  |
|---------------------|-------------|----------|----------|----------|----------|
| <b>Armor</b>        | <b>DP:</b>  | <b>2</b> | <b>1</b> | <b>0</b> | <b>0</b> |
| <b>Combat</b>       | <b>DP:</b>  | <b>5</b> | <b>3</b> | <b>0</b> | <b>1</b> |
| 1st Skill Choice    | Voc. Bonus: | +20      | +10      |          |          |
| 2nd Skill Choice    | Voc. Bonus: | +20      | +5       |          |          |
| 3rd Skill Choice    | Voc. Bonus: | +20      | +5       |          |          |
| 4th Skill Choice    | Voc. Bonus: | +20      |          |          |          |
| 5th Skill Choice    | Voc. Bonus: | +20      |          |          |          |
| <b>Adventuring</b>  | <b>DP:</b>  | <b>4</b> | <b>4</b> | <b>1</b> | <b>2</b> |
| Athletics           | Voc. Bonus: | +10      | +5       |          |          |
| Ride                | Voc. Bonus: | +10      | +5       |          |          |
| Hunting             | Voc. Bonus: | +5       | +5       |          | +5       |
| Nature              | Voc. Bonus: | +5       | +5       |          | +15      |
| Wandering           | Voc. Bonus: | +5       | +5       |          | +5       |
| <b>Roguary</b>      | <b>DP:</b>  | <b>2</b> | <b>5</b> | <b>1</b> | <b>1</b> |
| Acrobatics          | Voc. Bonus: |          | +20      |          |          |
| Stealth             | Voc. Bonus: |          | +20      |          |          |
| Locks & Traps       | Voc. Bonus: |          | +20      |          |          |
| Perception          | Voc. Bonus: |          | +20      |          | +5       |
| Deceive             | Voc. Bonus: |          | +20      | +5       |          |
| <b>Lore</b>         | <b>DP:</b>  | <b>0</b> | <b>1</b> | <b>5</b> | <b>4</b> |
| Arcana              | Voc. Bonus: |          |          | +15      | +10      |
| Charisma            | Voc. Bonus: |          |          | +10      | +5       |
| Cultures            | Voc. Bonus: |          |          | +15      | +5       |
| Healer              | Voc. Bonus: |          |          | +5       | +20      |
| Songs & Tales       | Voc. Bonus: |          |          | +10      | +5       |
| <b>Spells</b>       | <b>DP:</b>  | <b>0</b> | <b>0</b> | <b>5</b> | <b>5</b> |
| Spell Lore          | Voc. Bonus: |          |          | +15      | +10      |
| <b>Body</b>         | <b>DP:</b>  | <b>2</b> | <b>1</b> | <b>0</b> | <b>0</b> |
| Body                | Voc. Bonus: | +15      | +5       |          |          |
| <b>MP per Level</b> |             | <b>0</b> | <b>0</b> | <b>3</b> | <b>2</b> |

[1.6]

## ANIMIST VOCATIONAL SPELL LORES

|                     |
|---------------------|
| Aspects of Nature   |
| Channeling          |
| Chanting            |
| Cleansing           |
| Communion           |
| Earth Mould         |
| Healing             |
| Lore of Nature      |
| Master of Animals   |
| Master of Plants    |
| Miracles            |
| Movements of Nature |
| Nature's Path       |
| Soul Soothing       |
| Sounds & Lights     |

[1.7]

## WIZARD VOCATIONAL SPELL LORES

|                    |
|--------------------|
| Detections         |
| Earth Mould        |
| Eldritch Fire      |
| Eldritch Frost     |
| Eldritch Hand      |
| Eldritch Might     |
| Eldritch Movements |
| Eldritch Tide      |
| Eldritch Visions   |
| Eldritch Wards     |
| Enchantment        |
| Illusions          |
| Mind Control       |
| Sounds & Lights    |
| Eldritch Storm     |

[1.8]

# Skills

**I**n *Against the Darkmaster*, Skills represent a character's specialized capabilities developed with experience and training, while Stats represent innate abilities and potential attitudes. Skills are organized into eight Categories, which group together Skills with a similar theme or purpose. For example, the Combat Category contains Skills that are commonly used during combat situations. Categories are used in game for quick reference, and for the purpose of determining characters' advancement, according to their Vocation.

## ———— SKILL BONUS ————

The characters' proficiency with a particular Skill is measured by their Skill Bonus, which is added to any Roll made when they perform a task involving that Skill (see the Resolving Actions chapter for more information on Skill Rolls).

Characters with a high bonus in a Skill are more likely to succeed, even when attempting difficult tasks, while those with a low bonus will fail more frequently.

To calculate their total Skill Bonus, characters must add together: the Stat Value of the relevant Stat, their Rank Bonus for the Skill in question; their Vocational and Kin Bonuses, plus any modifiers coming from items or special sources.

### *Stat*

Each Skill is associated with a particular Stat, which determines the natural affinity a character has with that specific kind of task. For example, dexterous characters with a high Swiftiness Stat will be generally good at activities requiring agility and coordination, like acrobatic maneuvers or firing missile weapons.

Some Skills (like the Armor Skill) do not have any Stat associated with them, thus no Stat Value is used in calculating their Skill Bonus. Other Skills may accept more than one Stat, as specified in their description.

Which Stat is associated with which Skill is summarized in the table [1.18].

### *Ranks & Rank Bonus*

Ranks represent a character's training in a particular Skill. As characters gain experience during their adventures, they'll develop new ranks in their Skills, improving their chances of success.

There's no maximum number of ranks that can be developed for any Skill: the higher the number of ranks, the more apt the character is at that Skill.

However, as their expertise in a given Skill grows, characters will find harder and harder to make substantial improvements in that particular field. The first ten ranks increase the Skill's Rank Bonus by 5 points each, the second ten by 2 points each, and any subsequent ranks only by 1 point each. Refer to the Rank Bonus Table below for pre-calculated bonuses.

### *Other Types of Bonuses*

- Vocational Bonuses
- Kin Bonus
- Item Bonus
- Special Modifier



### RANK BONUS TABLE

| Number of Ranks | Skill Rank Bonus | Number of Ranks | Skill Rank Bonus |
|-----------------|------------------|-----------------|------------------|
| 0               | +0               | 16              | +62              |
| 1               | +5               | 17              | +64              |
| 2               | +10              | 18              | +66              |
| 3               | +15              | 19              | +68              |
| 4               | +20              | 20              | +70              |
| 5               | +25              | 21              | +71              |
| 6               | +30              | 22              | +72              |
| 7               | +35              | 23              | +73              |
| 8               | +40              | 24              | +74              |
| 9               | +45              | 25              | +75              |
| 10              | +50              | 26              | +76              |
| 11              | +52              | 27              | +77              |
| 12              | +54              | 28              | +78              |
| 13              | +56              | 29              | +79              |
| 14              | +58              | 30              | +80              |
| 15              | +60              | 31+             | +1/rank          |

[1.9]

### SKILLS AND STATS

| Skill              | Stat   |
|--------------------|--------|
| <b>Armor</b>       |        |
| Armor              | -      |
| <b>Combat</b>      |        |
| Blunt              | BRN    |
| Blades             | BRN    |
| Ranged             | SWI    |
| Polearms           | BRN    |
| Brawl              | BRN    |
| <b>Adventuring</b> |        |
| Athletics          | BRN    |
| Ride               | SWI    |
| Hunting            | WIT    |
| Nature             | WSD    |
| Wandering          | WSD    |
| <b>Roguary</b>     |        |
| Acrobatics         | SWI    |
| Stealth            | SWI    |
| Locks & Traps      | WIT    |
| Perception         | WSD    |
| Deceive            | WIT    |
| <b>Lore</b>        |        |
| Arcana             | WIT    |
| Charisma           | BEA    |
| Cultures           | WIT    |
| Healer             | WSD    |
| Songs & Tales      | BEA    |
| <b>Spells</b>      |        |
| Spell Lores        | Varies |
| <b>Body</b>        |        |
| Body               | FOR    |

[1.10]

# Skill Description

## — ARMOR —

### *Armor*

This Skill represents the character's ability to offset the penalty that they would face when using certain Skills and moving around while wearing armor. Generally, the penalty is applied to Spell Casting Rolls (see the *Magic and Spells* chapter for more about Spells and spell casting) and to the Acrobatics, Athletics, Ride, and Stealth Skills.

The Armor skill is never rolled, nor is it associated with any Stat. Its bonus simply reduces the Move Actions Penalty from the armor a character is wearing, down to a minimum of zero.

## — COMBAT —

This set of Skills determines how effectively the character can perform an attack with or without a weapon. These Skills can also be used to assess the enemy combat skill, and to evaluate combat gear and equipment. Rather than developing Skills in each specific weapon, the character assigns Development Points to a Skill that represents a broad group of similar weapons. Whenever a character performs an Attack Roll with a weapon, the Skill Bonus is added to the d100 roll. This bonus is also called Combat Bonus, or CMB.

### *Blades*

Bladed weapons are made to cut and slash through the target's flesh. Swords long and short, scimitars, and similar slashing weapons belong to this group.

### *Blunt*

Blunt weapons, often also called mass weapons, produce damage on impacting the target with blunt force to crush, smash, and break. This group includes weapons such as clubs, maces, axes, and hammers.

### *Ranged*

Ranged weapons encompass all weapons that either shoot projectiles of some sort or are themselves thrown as projectiles. This group includes weapons such as bows, crossbows, and thrown weapons like spears, daggers or javelins.

### *Polearms*

Polearms encompass any weapon consisting of a piercing, slashing or blunt head mounted on a longer (from 1.5 to 3 meters) shaft. This group includes weapons such as spears, staves, poleaxes, bardiches, and variants.

### *Brawl*

Brawl is a catch-all Skill encompassing all manners of fist-fighting, unarmed techniques, and also the use of the so-called "hand weapons," such as daggers, armored fists, and improvised weapons such as stones, table legs and other objects.

## — ADVENTURING —

This Category includes those Skills that are often used in an outdoor environment. This category includes: Athletics, Ride, Hunting, Nature, and Wandering.

### *Athletics*

This Skill is rolled when characters have to use their strength or stamina to overcome an obstacle.

### *Ride*

This Skill is rolled when a character uses their ability to control and maneuver a mount or drive an animal-powered land vehicle. Horses and camels are common mounts, but it can also be a more exotic creatures like giant eagles, dragons, and such.

### *Hunting*

This Skill is rolled whenever a character wants to hunt or track down a creature, or set up simple traps.

### *Nature*

This Skill is used when a character wants to apply their outdoor knowledge in order to recognize plants, beasts, and natural phenomena, or actively interact with animals or with the surrounding environment.

### *Wandering*

This Skill is used when a character needs to apply their knowledge of the outdoor in order to properly navigate and survive in the wilderness.



## ROGUERY

This Category includes those Skills that are related to the character's swiftness, agility, dexterity, and more in general their ability to deceive. This category includes: Acrobatics, Stealth, Locks & Traps, Perception, and Deceive.

### *Acrobatics*

This Skill is rolled when characters need to perform maneuvers that require a great deal of agility, balance, and motor coordination.

### *Stealth*

This Skill is rolled whenever the character needs to avoid being seen or heard by an opponent in order to gain an advantage against them or a situation. This Skill is often resolved as a Conflicting Action.

### *Locks & Traps*

This Skill allows the character to successfully pick locks and padlocks, and deal with traps, mechanisms, and similar devices.

### *Perception*

This Skill allows the character to gather information and clues through their five senses.

### *Deceive*

This Skill allows the character to successfully mislead others, disguise themselves, or provide a false perception of reality. This Skill is often resolved as a Conflicting Action.

## LORE

This Category includes those Skills related to the character's mundane and academic knowledge of the world around them and their ability to use that knowledge to their advantage. This Category includes: Arcana, Charisma, Cultures, Healer, and Songs & Tales.

### *Arcana*

This Skill allows characters to read magical runes, use and identify enchanted items or materials, and recognize, or analyze supernatural creatures and phenomena.

### *Charisma*

This Skill is rolled when the character is trying to convince others in doing something without resorting to tricks or misdirection.

### *Cultures*

This Skill represents a character's knowledge of the customs, beliefs, traditions, institutions, and languages of the various cultures they've encountered in their travels.

### *Healer*

This skill covers general medical knowledge, and it's used to treat wounds and injuries or to cure diseases or other ailments. The use of this Skill is thoroughly detailed in the Health and Healing chapter.

### *Songs & Tales*

This Skill represents a character's scholarly education and knowledge of folklore, history, myths and legends, as well as their ability to tell them in an entertaining manner.

## SPELLS

### *Spell Lore*

This Skill represents the character's ability of casting a Spell. Each Spell Lore is a single skill, which must be developed separately from other Lores, and gives the character knowledge of a specific "branch" or "school" of magic.

## BODY

### *Body*

This Skill represents the character's ability to endure physical punishment like wounds, scratches, and pain. The Body Skill Bonus sets the total number of Hit Points (HPs) the character has. Please note that while taking wounds and damage reduce a character's current HPs during game, it never reduces the Body Skill Bonus, which instead expresses a character's maximum potential. The Body Skill is never rolled during the game. Some special effects, like Soul Damage, may reduce the total Body Skill Bonus of the character. This will also reduce the character's maximum HPs. If the Body Skill Bonus is reduced to 0, the character dies instantly.

# Backgrounds

In *Against the Darkmaster*, players can use Background Options to flesh out the past of their characters, bringing the most important details about it into play. Refer to the Background Options section in the Kins chapter for more information.

## — BACKGROUND OPTIONS —

### *Ancient Heirloom*

You've either inherited an ancient artifact, or acquired it under unusual circumstances.

- **Minor (cost 1 BP):** Choose an item in your character's starting equipment. That item either grants you a +10 magical Item Modifier to a specific skill, acts as a +1 Magical Focus, or lets you cast a First Weave Spell of your choosing twice a day. Give it a name, an origin, and record it on your character sheet.
- **Major (cost 3 BPs):** The item also lets you cast a Spell up to the Third Weave twice a day, or a Fifth Weave Spell once a day. However, the item is either stolen, or sought by the Darkmaster.

### *Elven Training*

You have been raised by the Elves, or have lived among them, learning the ways of the Fair Kin.

- **Minor (cost 1 BP):** Choose the Elven community that raised you. You gain the Lore of the Ages Special Trait as if you were a Silver Elf. If you already have this Special Trait, you gain 2 ranks to spend in your Kin Spell Lores as you see fit.
- **Major (cost 3 BPs):** You can also use **SWI** instead of **BRN** as a Stat modifier for your Blades Skill, provided you're using a short sword, longsword or scimitar.

### *Exceptional Training*

You've studied under a renowned mentor, who taught you the secrets of a particular skill.

- **Minor (cost 1 BP):** Name your mentor. You gain 2 ranks in any one Skill of your choice (except Spell Lores), or 5 ranks in a Specialty Skill of your choice.
- **Major (cost 2 BPs):** Your mentor also left you an item specially tailored to you as a keepsake. This item grants you a +10 Item Modifier to the chosen skill.

### *Geared for Adventure*

Your companions may joke about the quantity of gear you manage to stuff in your backpack, but you know that being prepared always pays well during an adventure.

- **Minor (cost 1 BP):** You can add two items with a Fare of 2 or less (see the Equipment section in the Appendix) or one Fare 3 item to your starting equipment.
- **Major (cost 3 BPs):** Include something about always being well prepared in your Nature. Additionally, once per session you can spend one point of Drive and a Full Action to rummage through your belongings and pull out a Fare 1 or less piece of equipment that would be useful in your current situation, even if said item isn't written on your character sheet.

### *Gifted*

You're known among your kin for your extraordinary might, cunningness, or charm.

- **Minor (cost 1 BP):** Increase the total value of a Stat of your choice by 5. Add a title, moniker, or epithet that describe the trait your known for to your name (e.g.: Tharos the Mighty, Illydriel the Fair, etc).
- **Major (cost 3 BPs):** You can also increase the total value of a Stat of your choice (including the one you've already chosen) by another 5 points.

### *Greater Fortune*

You come from a wealthy family, or managed to grow in richness and social standing with hard work... or blind luck.

- **Minor (cost 1 BP):** You can raise your starting Wealth Level by one, up to a maximum WL of 4.
- **Major (cost 3 BPs):** Additionally, you're the owner of some land, estate or business. Describe your property and decide where it's located. As long as you can reach it, and you're acquiring something that could be reasonably be provided by it, you can raise your WL by two more levels (up to a maximum WL of 5).



## *Heroic Bloodline*

The blood of heroes runs strongly in your veins. Tales are sung about the mighty deeds of your family, of your ancestors. Now these tales live again, through you.

- **Minor (cost 1 BP):** You can take a Half Action to inspire all the allies that can hear you within a radius of 6 meters, granting them a special bonus of +10 to their Willpower Save Rolls, or a special +5 bonus to their Attack Bonus and Defense for the current Round.
- **Major (cost 3 BPs):** You can also reveal your ancestry to someone who doesn't know it as a Free Action. When you reveal yourself to someone, you can either gain a +10 bonus to your Attack Rolls against them for the current Round, or get to re-roll a Charisma or Deceive Roll against them with a +20 bonus.

## *Keeper of the Hidden Lore*

You're an initiate of a secret magical tradition, or part of an arcane organization. Other initiates (and, sometimes, sworn enemies of your faction) could recognize you, and may either aid or hinder you, depending on the situation.

- **Minor (cost 1 BP):** You gain two ranks in one of your Kin, Vocational, or Common Spell Lores (see Magic chapter for more information on Spell Lores).
- **Major (cost 3 BPs):** Your training also unlocked a previously untapped reserve of magical power stored within you. You gain 1 extra MP per Level (including the first). However, the enemies of your faction both fear and long for your potential, and will go to great lengths to win you over to their cause.

## *Shapechanger*

The totemic animal of your people blesses you with a righteous fury, granting you the strength to crush your enemies.

- **Minor (cost 2 BPs):** Choose a Medium-sized wild animal (like a wolf, a boar, or a mountain lion) as the totem of your people. Whenever you become Bruised or whenever you gain a point of Drive because of one of your Passions, you can assume the form of the animal you've chosen. While in this form, you have the AT, DEF, HP, natural physical abilities, Skills and attacks (you can choose if using the animal CMB or your Brawl Skill bonus

when using these attacks) of your totemic animal, or your own Skill bonus +10, whichever is higher. Your Lore and mental Skills (those Skills that require concentration and human intellect) suffer instead a penalty of -50. While in animal form you can not speak nor cast Spells. You're also pervaded by a bestial fury. At the beginning of each Assessment Phase, if you're not Engaged, you must pass a Perception Roll or attack the nearest creature. You revert to your original form if you're Incapacitated or if there aren't enemies within sight and you pass your Perception Roll. When you return to your original form, you become Wary.

- **Major (cost 4 BPs):** you can also choose a Large animal as your totem, and you can spend a point of Drive to transform into your totemic animal with a Full Action.

## *Strider*

You lived most of your life in the wilderness, and are accustomed to the laws of Nature. You are stigmatised as an "outsider" by most of the civilized people you meet, but you probably don't care.

- **Minor (cost 1 BP):** Write your Nature about why you preferred the harshness of the wilds to the comforts of civilization. You gain a +10 bonus to all your Adventuring Skills while you are outdoors, far from civilization. Furthermore, you can travel up to 1.5x the normal overland distance per day, as long as you're on foot and Unencumbered or Lightly Encumbered.
- **Major (cost 3 BPs):** Additionally, you get a +30 bonus on your Save Rolls against Weariness and Starvation, and a +20 bonus to your Stealth and Perception Skills while you are out in the wilderness.

# Finishing Touches

## *Move Rate*

Move Rate indicates how far characters can move in a single Round (see the Combat chapter for more information about Rounds).

All characters have a basic Move Rate of 15, meaning that they can move up to 15 meters at a walking pace (or up to 30 meters when Sprinting) each Round.

A character's Move Rate can be influenced by their Encumbrance Level and by some Conditions, see the Adventuring section of this book for more information.

## *Defense*

Characters can shield themselves from harm by wearing armor and other protections, but their ability of deflecting and evading blows is represented by their Defense score (or **DEF** for short).

A character's DEF is equal to their Swiftiness value or zero, whichever is higher.

Wearing heavy armor can slow characters down, limiting the amount of **SWI** that they can apply to their DEF score.

Characters can temporarily improve their DEF by wielding shields and parrying; while Spells, Conditions, and other effects can modify it in other ways, so a character's DEF score will probably change quite often during the game.

## *Save Rolls*

Not every attack can be dodged or parried. **Save Rolls** (SR) represent a character's ability to resist pernicious effects.

There are two kinds of Save Rolls in *Against the Darkmaster*: **Toughness Save Rolls** (TSR), and **Willpower Save Rolls** (WSR).

A first Level character's **TSR** bonus is equal to their Fortitude value plus 5, plus their Kin bonus and special modifiers.

Their **WSR** bonus is equal to their Wisdom value plus 5, plus their Kin bonus and special modifiers.

See the Adventuring section of this book for more information on Save Rolls.

## *Total Hit Points*

A characters' Total Hit Points is equal to their Body Skill Bonus (don't forget the Kin modifier). See the Skills and the Health and Healing chapters for more information on Hit Points.

## *Magic Points*

**Magic Points** (MPs) represent a reserve of mystical energies used by characters to cast magical Spells.

First Level characters start with one MP for each 10 full points of their MP Stat (**WIT** for Wizards, **WSD** for Animists, and **BEA** for all the other Vocations). The character's Kin MP bonus and Vocation MP gain are added to this number to determine the character's starting total Magic Points.

See the *Magic and Spells* chapter for more information about Magic Points and their use.

## ———— **STARTING EQUIPMENT** ————

Characters start the game with:

- a set of normal traveling clothes;
- a belt with scabbards to hold their weapons;
- a side arm of their choice;
- a pouch for their coins and personal belongings;
- a small bag or rucksack;
- the items gained through their Background Points and their Culture Outfitting Options.

## ———— **NAMING YOUR CHARACTER** ————

At this point, the players will only have to find a suitable name for their characters, and are ready to start the game.

While choosing a character's name is based purely on personal tastes and preferences, try to keep in mind the game's tone and setting when selecting names.

Players can look at the Sources of Inspiration to get an idea of what could be a good name for a character in a typical game of *Against the Darkmaster*: Passions

# Passions and Drive

In *Against the Darkmaster*, each character is driven by Passions. Passions are statements that tell something really important about the characters: why they went adventuring in the first place, the reason why they fight, how they deal with difficult and dangerous situations, and who they're sworn to protect or serve, or have decided to fight and destroy. Players choose up to three Passions for their characters during creation, writing them down on their character sheet.

There are three standard Passions in *Against the Darkmaster*: **Nature**, **Allegiance**, and **Motivation**.

**Nature** is how a character behaves in most situations, due to their inherent instincts, demeanor, or ethical and philosophical convictions. Find below some examples of fine Natures:

- *I will live by the Laws of Nature under the Silver Stars.*
- *As a Holy Knight, I'm sworn to protect the meek, avenge the wrongs, and fight Evil.*

**Allegiance** is who the character is loyal to, loves, or - on the other hand - has sworn to destroy. Some examples of serviceable Allegiance may be:

- *The love for my family drives me forward.*
- *I will follow my companion and master Eoin wherever our path will lead us.*

**Motivation** is what pushes the character forth: a goal set either in the near future or in the farthest, a personal belief, a strong conviction.

Examples of good Motivations are:

- *I will wipe out the Orcs that burned down my village.*
- *I will reclaim the Crown of the Realm.*

## ———— CHOOSING PASSIONS ————

Passions are decided during character creation by the player for their character, with input from and the approval of the other players and the Game Master. Creating interesting Passions is a collective process that really must involve all the players at the table, since it's vital for a *VsD* game to come alive with vibrant and interesting characters, and it's also an excellent opportunity to tie characters to each other and to NPCs and root them in the story.

## ———— CHANGING PASSIONS ————

Passions will change during play. They're written down for anyone to remember, but they're not engraved in stone. Characters can change as the game goes on - just like every one of us changes over the course of our lives - according to the experiences they endure and the challenges that Fate has in store for them.

Examples of possible good motivations for changing a character's Passions are listed below.

- The reason why the Passion existed in the first place ceases to be - for example when the character's fulfilled their vengeance, or when they lose the person they had a bond with.
- An event during game made the character (and thus the player) change their mind about their whole beliefs system; such as a loyal Knight discovering their King was actually a treacherous betrayer.
- The character goes through a heart-rending or mind-bending experience, like coming back from the dead or literally being through Hell.

Typically Passions are changed at the end of a session, or when the story reaches a significant turning point. Motivation is the most volatile of Passions; characters will change it quite often, as their goals are completed, or become irrelevant or unattainable. Allegiance should change less frequently, requiring more solid in-game reasons and marking an important development in the character's bonds and relationships. Finally, a Nature change should be a pretty rare event, representing a very significant shift in the character's core beliefs.

Players and Game Masters are encouraged to be creative about Passions and how and when to change and evolve them. On the other hand, we suggest not to shift Passions too quickly and too often, giving instead each of them a fair try to kick in during play.

## DRIVE

Drive is a measure of how strongly a character is motivated and how far they would push himself to get what they're after. Drive has a fluctuating value during play: it can grow and decrease over the course of the story and even in a single session, following the character's actions and other circumstances. Drive can never be



less than 0, or more than 5. Each character starts play with a Drive value of 1.

## INCREASING DRIVE

Drive increases by pushing the game forward with one's Passions. Whenever characters willingly puts themselves into a dangerous situation or a challenge, put themselves in a bad light because of one of their Passions, or make the story go in a new and interesting direction by following their Passion, they then get to increase their Drive by one point - to a maximum of five.

For example, if a character is sworn to protect the King and jumps into battle against overwhelming forces risking their lives to - well - protect the name of their King, then their Drive is increased by one.

This is a collective decision: any player can suggest any other player as worthy of receiving a point of Drive when they believe they have interestingly played the inner conflict that a Passion has generated in their character. If any player at the table agrees, then the point is awarded. If there's an audience to the game (like some friends watching the group play, or if the group is streaming the game live online) the group could try asking for their opinion, too.

The GM has the final say if there's a lingering situation, but try not to bog the game too much dragging such decision. Try instead to be open-minded, enthusiastic, proactive, and embrace the ideas of other players!

## SPENDING DRIVE

Drive can be spent by the player to mitigate harmful effects suffered by their character during the game, to get another chance after failing a roll, or to perform heroic deeds that would otherwise be impossible for them to accomplish.

A character can spend one or more point of Drive to:

- Get a special +10 bonus per Drive spent to all Skill, Attack, and Save Rolls for the duration of the current scene (a whole combat, a travel hazard, an entire negotiation, etc). Drive used this way must be spent before rolling the dice.
- Re-roll any failed Roll, with a special +10 bonus. If this re-roll fails again, the character can spend another point of Drive to roll another time, adding another +10 bonus on top of it - the bonuses continue to stack until the Roll succeeds or the play-

er stops spending Drive.

- Re-roll a Critical Strike just suffered with its severity decreased by one level. The character must abide by the new Roll; but can spend another point of Drive to roll again, lowering the severity level once more. If the severity level is reduced below "Superficial", then no critical is suffered.
- Impose a -10 penalty per point of Drive spent on the Save Roll made to resist the effects of a Spell the character just cast, before the Save Roll is made.

A character can also spend five points of Drive at once to:

- Consider the result of any Open-Ended Attack, Skill or Spell Roll as a natural 100 after rolling the dice.
- Add a +20 bonus to a Critical Strike Roll they inflict upon an opponent. This can be chosen after the Attack Roll.
- Ignore all penalties to actions from wounds and adverse Conditions for the duration of a whole scene.
- Double the Area of Effect, Targets, Range, Duration, or Base Damage of one of their own Spells before casting it.

Drive spent can be regained through challenging a character's own Passions, as already explained.

# Character Advancement

A character's Level measures his power, competence and experience. During their adventures heroes will gain Experience Points (XPs) by visiting new places, completing missions and facing challenging situations. By gaining enough XPs, characters will level up, developing their Skills and abilities to become more capable adventurers (as explained on page 73, in the Skill Progression paragraph).

## LEVELS AND PROGRESSION

Player Characters will usually start at Level 1 with 10 XPs (reflecting the Experience they already earned from training and past adventures), and will progress through ten Levels of experience during play.

From level 1 to 5, characters will level up every 10 XPs gained. Starting with level 6, improving oneself will become slightly more challenging, and characters will need 20 XPs to reach a new level. For a quick reference, you can look at the Experience Points Table, which shows the total amount of XPs needed to reach each level.

EXPERIENCE POINTS TABLE

| Level | XPs necessary | Level | XPs necessary |
|-------|---------------|-------|---------------|
| 1     | 10            | 6     | 70            |
| 2     | 20            | 7     | 90            |
| 3     | 30            | 8     | 110           |
| 4     | 40            | 9     | 130           |
| 5     | 50            | 10    | 150           |

[1.11]

## GAINING

### EXPERIENCE POINTS

Experience Points are awarded at the end of each session (or during a break, after 3-4 hours of game, if the group is going to play for 6 or more hours). Each player, together with the GM and the others at the table, briefly review what happened during the game. Then the group reads aloud a list of predetermined statements called Achievements.

Each character gains XPs for each Achievement the group agrees that PC accomplished during the session.

If agreement over some point cannot be reached, the GM has the final say in the XPs assignment.

A shorter list, on the other hand, incentivizes characters to pursue certain types of activities rather than others, so it may be better suited for more focused campaigns.

Some Achievements have a variable XPs value, which can either be set at the start of the campaign, or chosen from time to time, according to the relevance and difficulty of the action described by the Achievement in the session. For example, if the PCs faced a very dangerous foe during the session, the group could decide to award 3 XPs for that Achievement instead of just 1.

The Achievement List should include enough points to allow the heroes to Level up about every three sessions for the first five Levels of experience. This means that, on average, a character should receive 3 or 4 XPs each session.

Groups wanting their campaign to move at a faster or slower pace can adjust their Achievement Lists and rewards accordingly, keeping in mind that after Level 5 the characters' progression will slow significantly down.

### General

- You traveled to or explored a location you've never seen before.
- You faced dangerous foes and/or difficult situations.
- You completed a mission or quest, or ended a significant story arc.
- You suffered a life-threatening wound or survived a serious threat to your life.



### *Warrior*

- You slew a foe more powerful than you.
- Your might or bravery solved the most critical situation in this session.

### *Rogue*

- Your cunning or dexterity opened a new path when all seemed lost.
- You tricked an NPC more powerful than you.

### *Wizard*

- Your cleverly cast spell turned overwhelming odds in your favor.
- Your academic knowledge granted you an edge in a challenging situation.

### *Animist*

- Your wisdom or healing arts solved a desperate situation.
- Your cleverly cast spell turned overwhelming odds in your favor.

## ACHIEVEMENT LIST

| Achievement                                                                                                                 | XPs Value |
|-----------------------------------------------------------------------------------------------------------------------------|-----------|
| You traveled to or explored a location you've never seen before.*                                                           | 1-3 XPs   |
| You faced dangerous foes and/or difficult situations.*                                                                      | 1-3 XPs   |
| You completed a mission or quest, or ended a significant story arc.*                                                        | 1-5 XPs   |
| You suffered a life-threatening wound or survived a serious threat to your life.                                            | 1-2 XPs   |
| You discovered secrets of an ancient past, or recovered ancient artifacts or treasures.                                     | 1-3 XPs   |
| You worked hard or suffered hardship to help your companions.                                                               | 1 XP      |
| Your magic spells helped solve a difficult situation.                                                                       | 1 XP      |
| You interacted with another named character in a meaningful way.                                                            | 1 XP      |
| Your wisdom or healing arts helped save the day.                                                                            | 1 XP      |
| You had a clever idea that helped solve a tangled situation, or succeeded in a spectacular way when everything seemed lost. | 1 XP      |
| You actively took part in the game session.                                                                                 | 1 XP      |

\*These Achievements represent activities that are very likely to be at the center of every VsD campaign, and as such should always be included in your Achievement Lists.

[1.12]

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BOOK TWO

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# *Trails of Adventure*

# Resolving Actions

**Y**our heroes are ready, but you still need to learn how the world of *Against the Darkmaster* works, before venturing forth on your epic journey.

This section contains all the rules you'll need to resolve the actions of your characters, from the simplest to the most complex, and adjudicate their outcome and consequences.

Most of the time, players only need to describe their characters' actions and they automatically succeed. However, when a character is facing some kind of opposition, or when failure could lead the game in an interesting direction, *Against the Darkmaster* uses dice rolls to determine the outcome of an action.

## SKILL ROLLS

When a character tries to accomplish a task whose outcome has a meaningful and interesting influence on the situation at hand, the GM must call for a Skill Roll.

The player controlling the character makes an Open-Ended Roll and adds their character's relevant Skill Bonus, plus any possible modifier. The final result is then applied to the Action Resolution Table to determine the outcome of the task.

If there's no opposition, no pressure, and nothing interesting is at stake, there's no need to roll the dice. The heroes simply succeed in their task, unless they're attempting something that's clearly impossible.

Some tasks will automatically succeed in some situations but will require a Skill Roll in others. For example, normally characters wouldn't need to roll to jump over a low fence, but doing it at night, under the rain, while they're being chased by ravenous Vargrs is probably worth an Acrobatics Roll.

The group may evaluate the situation together, but ultimately it's up to the GM to determine which actions require a Skill Roll to be resolved, and which Skill needs to be rolled.

The Skills section of these rules contains more information on Skills, together with a description of each, to help you decide which to use for the task at hand.

You'll also find rules for handling special situations, and some examples of possible complications arising from failure.

## DIFFICULTY

Some tasks are more difficult than others, requiring greater skill or luck to be accomplished successfully.

When a Skill Roll is called, the GM must determine how difficult the task being attempted is, choosing a Difficulty for it. The higher the Difficulty, the higher the negative modifier associated with it. There's no theoretical limit to the Difficulty of a Skill Roll and thus to the penalty associated with it; however you can follow the guidelines in the table to quickly assess the Difficulty and determine the inherent modifier of the action attempted.

ACTION RESOLUTION TABLE

| Roll        | Outcome             | Game Effect                                                                                                                                                                                                        |
|-------------|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4 or less   | Critical Failure    | You don't get what you were trying to accomplish and you put yourself in danger, break a piece of equipment, take twice the time normally required, or grant your foes a +20 bonus to their next Roll against you. |
| 5-74        | Failure             | You don't get what you were trying to accomplish.                                                                                                                                                                  |
| 75-99       | Partial Success     | You only partially accomplish what you were trying to do, or manage to do it but with a cost, complication, or trouble.                                                                                            |
| 100-174     | Success             | You accomplish what you were trying to do.                                                                                                                                                                         |
| 175 or more | Outstanding Success | You accomplish what you were trying to do and you get a +20 bonus to your (or one of your ally's) next related Roll, gain additional information, or take less time than normally required to complete your task.  |

[2.1]



## HELPING

When characters team up to accomplish a difficult task, or are performing a single task as a group (such as searching a room, trying to sneak past some guards, or lifting a heavy object all together), one of them must take the role of the lead character, while the others will act as helpers.

Helpers must describe how they're aiding their companion, and then make a Skill Roll based on the action they're performing.

On a Success the helper grants a +10 bonus to the lead character's Roll, while with an Outstanding Success they grant a +20 bonus.

On a Partial Success the helper still grants a +10 bonus, but they also expose themselves to some kind of complication, cost, or trouble.

On a Failure the helper grants no bonus to the lead character, and on a Critical Failure they expose themselves to trouble without granting any bonus.

Should the lead character's Skill Roll fail, helpers will share the consequences of their failure, in addition to any cost or complication coming from their helping roll.

Only Skill Rolls can benefit from the helping rules: Attack, Spell Casting, and Save Rolls can never be helped. The GM always has the final say on which task can or cannot be helped.

## THE DIE IS CAST

Once the dice have been rolled, their result is final. Characters' actions cannot be taken back and their outcome must stand until something else changes it.

So if the characters fail an action, they cannot just attempt it again and again in exactly the same way, just hoping to do better the next time. They must either change the situation in their favor somehow (like getting Help), or find another way to overcome the obstacle.

Much in the same way, the GM cannot ask a player to repeat a Roll for the same task once the first one has been made, unless the situation changes dramatically.

SKILL ROLLS DIFFICULTY TABLE

| Roll           | Modifier | Description                                                                                                    | 50/50*          |         |                     |
|----------------|----------|----------------------------------------------------------------------------------------------------------------|-----------------|---------|---------------------|
|                |          |                                                                                                                | Partial Success | Success | Outstanding Success |
| Standard       | +0       | A task that an averagely skilled character can accomplish without much trouble, unless in a hurry or stressed. | 25              | 50      | 125                 |
| Challenging    | -10      | A task easily accomplished by skilled characters; however it can be tricky for novice or unskilled characters. | 35              | 60      | 135                 |
| Hard           | -20      | A task requiring dedication and effort even by skilled characters.                                             | 45              | 70      | 145                 |
| Very Hard      | -30      | That's a task challenging even for a skilled character and possibly requiring some luck to be accomplished.    | 55              | 80      | 155                 |
| Extremely Hard | -40      | Possibly something out of reach for many characters except for highly trained professionals.                   | 65              | 90      | 165                 |
| Heroic         | -50      | Something really tough to accomplish even by the most skilled masters without aid or greater luck.             | 75              | 100     | 175                 |
| Insane         | -70      | You should not even think about it, to begin with!                                                             | 95              | 120     | 195                 |

\* This is the Skill bonus required to have a 50/50 chance of getting that result (assuming a '51' roll on 1d100)

[2.2]



## CONFLICTING ACTIONS

Conflicting Actions are those activities where characters conflict against each other and of whose successes are mutually exclusive, like a contest or a race.

Examples of Conflicting Actions could be: a character trying to flee from melee avoiding an opponent attempting to strike him at his back, an arm-wrestling competition, a character chasing another one, or two minstrels singing their best songs to see who can better impress a princess.

Conflicting Actions are not limited to those involving two opposing characters: any number of competitors can roll for a Conflicting Action; for example, when multiple athletes are sprinting to the finish.

Conflicting Actions are resolved by having all the characters involved roll the appropriate Skill on the Action Resolution Table. Generally all participants will use the same Skill, but some situations may see different characters rolling different Skills (for example, characters trying to hide would roll Stealth, while those looking for them would oppose with their Perception Skill).

The results of the conflicting rolls are then interpreted as follows:

- Any character rolling a Critical Failure fails to act and eventually suffers a Fumble.
- All other characters' Rolls are compared: the higher result wins the conflict.
- If there's a tie nobody wins and the characters will have to find another way of resolving the situation.

Conflicting Actions rolls can have Difficulties on their own, if the GM think it's appropriate.

## SAVE ROLLS

Some attacks require their target to make a Save Roll (SR) to avoid their effects.

Save Rolls in *V&D* are divided into two categories: Toughness and Willpower.

**Toughness Save Rolls (TSR)** represent a character's innate resistance to physical threats, such as fatigue, poison, disease, and similar effects.

A character's **TSR** Bonus is given by their Fortitude Stat, plus

their Kin Bonus and special modifiers, plus another bonus based on the character's Level, as shown on the Save Rolls Table.

**Willpower Save Rolls (WSR)** represent a character's chance to resist attacks and effects influencing his mind, such as fear, illusions, or mind controlling spells.

A character's **WSR** Bonus is given by their Wisdom Stat, plus their Kin Bonus and special modifiers, plus another bonus based on the character's Level, as shown on the Save Rolls Table.

## RESOLVING SAVE ROLLS

When a SR is called, a character must make an Open-Ended Roll and add his relevant SR Bonus, plus any applicable modifier.

SAVE ROLLS TABLE

| Defender Level | SR Bonus | Attack Level | SR Difficulty |
|----------------|----------|--------------|---------------|
| 1              | 5        | 1            | 55            |
| 2              | 10       | 2            | 60            |
| 3              | 15       | 3            | 65            |
| 4              | 20       | 4            | 70            |
| 5              | 25       | 5            | 75            |
| 6              | 30       | 6            | 80            |
| 7              | 35       | 7            | 85            |
| 8              | 40       | 8            | 90            |
| 9              | 45       | 9            | 95            |
| 10             | 50       | 10           | 100           |
| 11             | 52       | 11           | 102           |
| 12             | 54       | 12           | 104           |
| 13             | 56       | 13           | 106           |
| 14             | 58       | 14           | 108           |
| 15             | 60       | 15           | 110           |
| 16             | 62       | 16           | 112           |
| 17             | 64       | 17           | 114           |
| 18             | 66       | 18           | 116           |
| 19             | 68       | 19           | 118           |
| 20             | 70       | 20           | 120           |
| 21+            | +1/level | 21+          | +1/level      |

[2.3]



If the final result is higher than the Save Roll Difficulty, the SR is successful, and the character manages to resist the effects of the attack.

The standard Difficulty of a Save Roll is determined by the Attack Level of the effect the character is trying to resist or avoid, as shown on the Save Rolls Table.

If the Save Roll is caused by an action or ability of a creature, the Attack Level is equal to that creature's Level, unless specified otherwise.

For Spells, the Difficulty of the Save Roll is given by the result rolled by the caster on the Spell Casting Table, as explained in the *Magic* chapter.

In all other cases the Attack Level is given in the description of the attack.

# Magic

The world of *Against the Darkmaster* is imbued with magic. The Elves gather under the silvery stars to sing their enchanted songs. Primordial spirits bathe in the waters of remote mountain lakes. Fallen kings raise from the grave to protect their barrows against plunderers and trespassers. And, of course, the evil sorcery of the Darkmaster and His servants taints the land, menacing to plunge it in a perpetual night. While skeptics dismiss all this as superstition and fairytales, the wise know that magic is real. Some of them even learn to harness its power and invoke it to weave powerful spells and incantations.

## SPELL LORES

The ability to cast magical Spells in *VsD* is represented by a set of special Skills called Spell Lore.

Each Spell Lore is a single Skill, which must be developed separately from other Lores, and gives the character knowledge of a specific “branch” or “school” of magic. Thus, a character developing the *Eldritch Fire* Spell Lore will learn to control the power of flame and fire, but nothing about enthralling their enemies or talking to animals, as these abilities are covered by others Spell Lores.

### COMMON SPELL LORES

| Detections          | Chanting        |
|---------------------|-----------------|
| Eldritch Visions    | Eldritch Might  |
| Eldritch Wards      | Sounds & Lights |
| Movements of Nature | Lore of Nature  |
| Nature's Path       | Cleansing       |

[2.4]

Spell Lores are made up of different *Spells*, organized in *Weaves*, from the least to the most powerful. First Weave Spells are simple tricks and basic cantrips, easily mastered even by the least gifted magical practitioner. Tenth Weave Spells, on the other hand, are extremely complex, reality-altering enchantments, the mark of a real archmage.

Each rank developed by a character in a Spell Lore grants them the knowledge of a Spell from a new Weave, starting from the

First and up to the Tenth. For example, a character with 3 ranks in a Spell Lore, will know the first three Weaves of that Spell Lore.

Spell Lores are developed like any other Skill, by spending DPs when levelling up or during character creation, and are subject to the same rules and restrictions as others Skills.

As with many other Skills, a Spell Lore's total Skill Bonus is influenced by one of the character's Stats. Refer to the specific Spell Lore's description to see which particular Stat applies.

### — SPELL LEARNING RESTRICTIONS —

Characters must follow certain restrictions when developing Spell Lores and learning new Spells.

While magic is by its own nature an esoteric discipline, some Spell Lores are more accessible than others; and while almost anyone can, with enough study and dedication, put together a simple incantation or learn a magic trick or two, only those who dedicated their life to the study of magic can master the most powerful Spells.

Spell Lores are divided into three categories, which determine their availability to the characters. These are **Common Spell Lores**, **Vocational Spell Lores**, and **Kin Spell Lores**.

**Common Spell Lores** are open to all Vocations, even those that don't get any Development Point in the Spell Lores Category (characters belonging to one of these Vocations will have to transfer DPs from other Categories to buy ranks in these Skills). Any character can develop these Spell Lores and cast Spells from them up to the Fifth Weave.

Note that characters may put as many ranks as they want in a Common Spell Lore (to improve their chances of casting it successfully), but cannot cast any Spell over the Fifth Weave, unless it's in one of their Vocational or Kin Spell Lores.

**Vocational Spell Lores** are tied to a specific Vocation. They're carefully guarded secrets, that only characters with a very specific training and mindset can hope to grasp.

Characters can learn and cast Spells included in their Vocational Spell Lores without restrictions.

**Kin Spell Lores** are similar to Vocational but are tied to a character's Kin, rather than their Vocation. Characters can learn and cast Spells from their Kin Spell Lores without restrictions, and can develop them using DPs from any category to buy ranks in



them on a 1:1 ratio.

During character creation, DPs can be spent to develop any Spell Lore the characters have access to, whether Vocational, Common, or Kin.

When a character levels up, they may continue to develop Spell Lore they already know (i.e. they have at least one rank in), but cannot develop new Spell Lores unless they somehow found a way to learn them during their adventures.

This means that they must either find a teacher (which may well be one of their companions), willing to pass on their magical knowledge to them, a Grimoire or magical tome describing the Spell Lore they wish to learn, or some other appropriate source of arcane knowledge.

## MAGIC POINTS

Mere knowledge of magic and spell formulas isn't enough to turn a simple scholar into a full-fledged wizard. One must possess the will and the force to empower the words they chant, bending reality to their whims.

In *VsD*, the amount of magical energy a character can harness and use over a given period of time is represented by a value called Magic Points (MPs for short).

Each character has a certain number of MPs, determined by their Level, Kin and Vocation. To cast a Spell, the character must spend a number of MPs equal to the Weave of that Spell: a First Weave Spell costs 1 MP, a Second Weave Spell 2 MPs, and so on.

MPs spent are deducted from a character's current MPs total, down to a minimum of zero. A character cannot spend more MPs than they currently has (e.g. a wizard with 2 remaining MPs will not usually be able to cast Third or higher Weave spells).

### *Totaling Magic Points*

The total number of Magic Points available to a character is based on their Level and on the sum of the following factors:

- Stat **MP** Level gain;
- Vocation **MP** Level gain;
- Kin base **MP** bonus.

### *Stat MP Level gain*

Each Level, starting from the first, characters gain a number of **MPs** based on the value of a Stat, based on their Vocation:

- Wizards use their Wits Stat;
- Animists use their Wisdom Stat;
- All other Vocations use their Bearing Stat.

The number of MPs gained by the characters each level is equal to 1 MP for every 10 full points of Stat Value. Thus, a 10 or 15 Stat Value gives 1 MP each level, a 20 or 25 gives 2 MPs each level, a 30 or 35 gives 3 MPs each Level, and so on. Characters with a Stat Value lower than 10 won't gain any MP from their Stats.



# CASTING SPELLS

## SPELL CASTING REQUIREMENTS

Characters may attempt to cast any Spell they knows, provided that they have enough MPs and the Weave of the Spell isn't higher than the character's Level.

The caster must also be able to see their target and clearly pronounce the magic words of the Spell, so characters unable to speak cannot usually cast Spells. A character can never cast more than one Spell in a Round.

## CASTING TIME AND CONCENTRATION

Spells take a single Full Action to cast (see the *Combat* Chapter for more information on Rounds and actions), but a character may Concentrate on a Spell to enhance their chances of success.

To Concentrate, the caster must spend a Full Action focusing on the Spell they're preparing, chanting and drawing arcane symbols in the air. Each Round spent this way grants a +10 bonus to the Spell Casting Roll, up to a maximum of +40.

If the caster stops Concentrating (or is somehow interrupted), all accrued bonuses are lost and the process must be started anew, but no MPs are spent until the Spell is actually cast.

### Improvised Spells

While risky, it's also possible to completely forgo preparation, casting a Spell without Concentrating first.

Spells cast this way are called Improvised Spells, and impose a special penalty of -10 to the Spell Casting Roll.

### Instantaneous Spells

Spells marked as Instantaneous gain no benefit from Concentration, but only require a Half Action to be cast, and can be Improvised without incurring the normal -10 penalty.

### Spell Casting in Armor

Mages usually shun armors, as their weight often proves a distraction to those not accustomed to it. Armor Movement Penalty (modified as usual by the wearer's Armor Skill Bonus) also applies to all Spell Casting Rolls.

### Other Modifiers

Spell casters also get a +10 bonus to their Roll if their targets are completely static, meaning they're restrained, unconscious, unable to move, or completely unaware of being targeted. Distance from the target could also be a factor, as shown in the Spell Casting Roll Modifiers table.

### Spell Casting Roll

Finally, to successfully cast a Spell, a character must make an Open-Ended Roll on the Spell Casting Table, adding their total Skill Bonus for the Spell Lore used, plus any modifiers.

A roll of 26 or more means the Spell was successfully cast. The results rolled on the Spell Casting Table must be immediately resolved, applying also the Additional Effects described on the table for the result obtained. If the Spell requires a Save Roll, the Result column on the Spell Casting Table will show the Difficulty the targets need to beat on their Save Roll to resist its effects.

#### SPELL CASTING ROLL MODIFIERS

| General Modifiers                                | SC Roll   |
|--------------------------------------------------|-----------|
| Improvised Spell (cast without preparation)      | -10       |
| First to fourth Round of preparation (up to +40) | +10/Round |
| Target is static                                 | +10       |
| Range Modifiers                                  | SC Roll   |
| Touching                                         | +30       |
| Up to 3m                                         | +10       |
| 4-15m                                            | 0         |
| 16-30m                                           | -10       |
| 31-90m                                           | -20       |
| More than 90m                                    | -30       |

[2.5]



### *Bolt and Area Attack Spells*

Bolt and Area Attack Spells use the Bolt Spells Attack Table and the Area Spells Attack Table (both found on page 519), instead of the Spell Casting Table.

These Spells are resolved as normal Attack Rolls, adding a character's Spell Lore Skill Bonus (plus modifiers) as CMB, and subtracting the target's Defense.

### *Spells and Unwilling Targets*

Some Spells grant a Save Roll to unwilling targets to resist their effects. See the description of each individual Spell, to see if it

grants a Save Roll. Unless specified otherwise, Spells granting a SR are always resisted using the **WSR** Bonus.

### *Spell Stacking*

Modifiers given by multiple instances of Spells with the same name never stack. In these cases, only the latest Spell cast will apply, and all the other instances are considered to be dispelled.

Other Spell effects may instead apply multiple times, if it makes sense. For example, a character could be under the influence of multiple Charm Spells cast by different creatures, believing each of the casters to be a friend of them.

**SPELL CASTING TABLE**

| Roll     | SR Difficulty | Outcome & Additional Effects                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| up to 25 | -             | <b>Spell Failure:</b> Roll on the Critical Spell Failure Table                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 26-50    | -             | <b>Partial Success:</b> If the spell requires a Save Roll, the targets automatically succeed in their Save Roll against it.<br>Otherwise, choose the one that applies best: <ul style="list-style-type: none"><li>• The spell duration is reduced to half the original duration (rounded down).</li><li>• The spell area of effect is reduced to half the original area (rounded down).</li><li>• The spell has no effect, but the caster retains the Magic Points.</li></ul>                   |
| 51-80    | 50            | <b>Success</b><br>If the Spell does not require a Save Roll, it succeeds.<br>If the Spell requires a Save Roll, targets of the Spell must make a Save Roll against the Difficulty shown on the left.                                                                                                                                                                                                                                                                                            |
| 81-95    | 60            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 96-105   | 65            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 106-110  | 70            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 111-120  | 75            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 121-130  | 80            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 131-135  | 85            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 135-140  | 90            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 141-145  | 95            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 146-150  | 100           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 151-155  | 105           | <b>Outstanding Success</b><br>If the Spell does not require a Save Roll, it succeeds.<br>If the Spell requires a Save Roll, targets of the Spell must make a Save Roll against the Difficulty shown on the left.<br>Furthermore, choose one: <ul style="list-style-type: none"><li>• The Spell costs half the Magic Points to cast.</li><li>• You can choose to add a Warping option to the Spell for free, provided that its cost is no more than half the cost of the Spell itself.</li></ul> |
| 156-160  | 110           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 161-165  | 120           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 166-170  | 130           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 171-175  | 140           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 176+     | 150           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |



## Warping a Spell

Some Spells may be Warped, which means that a character can choose to cast them as a higher Weave Spell, obtaining a more powerful effect.

Only Spells with Warping Options in their description may be Warped. Each Warping Option may be selected multiple times, unless the Spell description specifically prohibits doing so.

The final Weave of a Warped Spell is equal to the Weave of the basic form of that Spell, plus the Weave of the Warping Option chosen, and its MP cost changes accordingly.

Characters can only Warp a Spell to a Weave they could normally cast. In other words, characters cannot use a Spell's Warping Options to bring its Weave over their current Level.

## — CONCENTRATING ON A SPELL —

Certain Spells last as long as the caster Concentrates on them, or require Concentration to activate some of their effects.

Concentrating on an active Spell is a Multi-Round Action. Characters must declare that they intend to Concentrate in the Action Declaration Phase, and cannot perform Full or Half Actions while they're Concentrating.

Stunned and Incapacitated characters cannot Concentrate, and a character that becomes Stunned or Incapacitated immediately stops Concentrating.

## — SPELL FAILURE —

Another danger of spell casting is **Spell Failure**. Whenever a character rolls a Spell Failure result on the Spell Casting Table or on one of the Spell Attack Tables, the Spell automatically fails (missing its target if it was an attack), and the character must roll another percentile dice, adding the Spell Failure Modifiers.

The result of this Roll is then confronted with the Spell Failures Table, and its effects are immediately applied, substituting those of the Spell cast.

### SPELL FAILURES MODIFIERS

|     |                                                       |
|-----|-------------------------------------------------------|
| +0  | Healing, information and divination spells.           |
| +10 | Utility, personal, defensive and Nature Magic spells. |
| +20 | Enchantment Magic.                                    |
| +30 | Alteration Magic.                                     |
| +50 | Dark and Elemental Magic.                             |

[2.7]

### SPELL FAILURES

| 1d100   | Effects                                                                                                                                                                                                                                                                                                                                                                                                        |
|---------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-75   | The Caster is Stunned.                                                                                                                                                                                                                                                                                                                                                                                         |
| 76-100  | The Caster is Stunned and chooses one: <ul style="list-style-type: none"><li>• Loses half the Spell's MPs cost.</li><li>• The Spell goes off 2 Rounds later, but the caster must still concentrate on it to get it right.</li></ul>                                                                                                                                                                            |
| 101-125 | The Caster is Stunned and chooses one: <ul style="list-style-type: none"><li>• Loses the Spell's MPs cost.</li><li>• The Spell goes off on a different target within range, if applicable. Determine randomly or GM chooses.</li></ul>                                                                                                                                                                         |
| 126-150 | The Caster is Stunned and chooses two: <ul style="list-style-type: none"><li>• Loses the Spell Magic Points.</li><li>• The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM chooses.</li><li>• Roll on the Magical Resonance Table with a special +20 to the roll.</li></ul>                                                                  |
| 151+    | The Caster is Stunned and chooses two: <ul style="list-style-type: none"><li>• Loses the Spell's MPs cost and becomes Weary.</li><li>• The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM chooses.</li><li>• Roll on the Magical Resonance Table with a special +50 to the Roll.</li><li>• The caster is knocked out for 6 hours.</li></ul> |

[2.8]



## MAGICAL RESONANCE

The use of magic is never completely safe. Even the casting of the lesser of cantrips creates a Resonance, a ripple in the fabric of reality, which can attract the attention of the Darkmaster and His servants. Each time a character rolls doubles (i.e. 11, 22, 33) on their Spell Casting Roll, the GM makes a Magical Resonance Roll, adding the Weave of the Spell cast and the following modifiers. The exact nature and time of arrival of the creatures and servants sent by the Darkmaster is left to the GM, who can use previously prepared NPCs or encounters, or come up with something completely new, based on what would make sense for the area.

### MAGICAL RESONANCE ROLL MODIFIERS

|                                         |     |
|-----------------------------------------|-----|
| In a Safe Haven                         | -20 |
| In a Blighted Land or Darkland          | +20 |
| Healing, Spirit-Related, or Light Spell | -20 |
| Natural, Elven, or Illusory Spell       | -10 |
| Attack Spell                            | +20 |
| Dark Spell                              | +30 |

[2.9]

### MAGICAL RESONANCE ROLL TABLE

| Roll                                           | Effects                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 40 or less                                     | Nothing: An inquisitive shadow passes over the caster, but soon its attention is drawn somewhere else. The character is safe, for now.                                                                                                                                                                                                                                                                                                                              |
| 41-60                                          | Awareness: The Darkmaster is aware of the caster's presence but unable to locate their current position. The next Spell the character casts within the next hour automatically results in a Magical Resonance Roll.                                                                                                                                                                                                                                                 |
| 61-80                                          | Attention: The GM chooses one: <ul style="list-style-type: none"><li>• The Darkmaster becomes aware of the general position of the caster, and will send agents and spies to investigate.</li><li>• The caster is plagued by a terrifying vision sent by the Darkmaster, and becomes Stunned.</li></ul>                                                                                                                                                             |
| 81-90                                          | Pursuit: The GM chooses one: <ul style="list-style-type: none"><li>• The caster has been located and deemed worthy of the Darkmaster attention. A small band of servants will be sent to kidnap or apprehend the caster and their allies.</li><li>• The caster's mind is assailed by nightmarish visions. The caster is oblivious to their surroundings and is unable to take Full or Half Actions until they pass an Assessment Roll.</li></ul>                    |
| Maximum result for Spells of Weave 4 or lower. |                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 91-100                                         | Assault: The GM chooses one: <ul style="list-style-type: none"><li>• The Darkmaster has located the caster, and will send a band of capable servants to destroy them.</li><li>• The caster's mind is scorched by the baleful eye of the Darkmaster. The caster falls to the ground, unable to act for 1d10 Rounds, and must choose between losing all their remaining MPs or answering truthfully to a single question the Darkmaster asks in their mind.</li></ul> |
| 101 or more                                    | Lieutenant: The character has been found by a overwhelmingly powerful servant of the Darkmaster, sent to bring them over to the dark side or utterly destroy them.                                                                                                                                                                                                                                                                                                  |

[2.10]

# Movement and Traveling

**D**uring a game of *Against the Darkmaster*, the characters will seldom be found resting and relaxing; more likely, when they're not fighting, they will be moving around and traveling relentlessly. Journeying to distant, fabulous, and dangerous lands are commonplace tropes of the high fantasy genre, that consitute *VsD*'s main source of inspiration.

## ENCUMBRANCE

Encumbrance is *Against the Darkmaster*'s way of representing how much characters are hampered in their movements and actions by the overall weight and volume of the items they carry. *VsD* does not use a complicated system of recording every single object and its specific weight to determine the total Encumbrance of the character; rather it relies on common sense in determining how effectively a character is cluttered.

Encumbrance is measured in **Encumbrance Levels**, or **EL**. There are 5 ELs:

- **Unencumbered:** The character suffers no penalties;
- **Lightly Encumbered:** The character suffers no penalties, but could be prevented from using certain Traits or abilities;
- **Encumbered:** The character must reduce their Move Rate by one third (rounded down) and will be slowed down when traveling;

- **Heavily Encumbered:** The character halves their Move Rate, suffers a -20 penalty to all actions, and will be greatly slowed down when traveling;
- **Over Encumbered:** The character moves at ¼ normal Move Rate; cannot Sprint, attack, or travel; and won't be able to add their **SWI** to their Defense.

## DETERMINING ENCUMBRANCE LEVEL

Determining a character's EL, as mentioned, is mainly about common sense and mutual agreement. The players and GM must discuss the argument without stressing it too much, and considering elements like the character's actual size, strength, and physical conditions - the GM has the final say in determining the character's actual EL.

The Encumbrance Levels Table provides some guidelines to help determine the EL of a man-sized character.

Characters of uncommon strength and resistance (like those with 30 or more in both their Brawn and Fortitude Stats), as well as Large characters (such as Trolls), may decrease their Encumbrance Level by one.

### ENCUMBRANCE LEVELS

|                    |                                                                                                                                                                                                                                                                                                     |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Unencumbered       | Clothes, a belt with a small pouch, a single weapon or two light weapons, and light traveling gear (a small 5 kg backpack or bag).                                                                                                                                                                  |
| Lightly Encumbered | Clothes, a belt with a scabbard and a single heavy weapon or two light weapons, a small quiver with a few arrows, and some traveling gear (a 10 kg backpack or bag).                                                                                                                                |
| Encumbered         | Clothes, a belt with a pouch, a heavy weapon or two light weapons, a heavy backpack with 1 week worth of rations, a bedroll, and various traveling equipment.                                                                                                                                       |
| Heavily Encumbered | Clothes, several melee or ranged weapons, a big and very heavy (25+ kg) backpack with lots 2 weeks of rations, a camping tent, and other encumbering traveling gear, special equipment like a rope and pulley, chains, heavy treasure (like a bag with a thousand coins).                           |
| Over Encumbered    | The character is really overburdened, like dragging a sled with a big load (or pulling or carrying the body of a wounded companion). Generally this is not how the character runs around while adventuring but more likely a particular condition the character can endure only for a short period. |

[2.11]



## Armor and Encumbrance

Armor is never considered when factoring a character's EL. Armor has its own inherent penalties to maneuvering, attacking, and general activities that you can find in the *Equipment and Wealth* chapter. Remember that any negative penalty to movement or attacks coming from armor always stacks with those associated to Encumbrance.

# TRAVELS

Whenever the characters are undertaking a dangerous journey, use the procedures described in this chapter to determine their path and handle the hazards they face. Keep in mind that these rules are meant to create epic, perilous journeys. Do not use them each time the characters travel, but only when you want the journey to be the focus of their adventure.

For other situations, the GM should simply summarize the characters' trek in a few sentences, without lingering too much on the details.

## TRAVELING HAZARDS

After calculating the length of their trip, the GM must determine the **Hazards** the heroes will face during their travel.

Hazards represent challenges, obstacles, or encounters the characters will have to overcome (or avoid) to reach their destination.

The number and nature of the Hazards encountered depends on the length of the journey and on the notable locations and regions the characters will travel through.

Heroes will encounter one hazard per week of travel (or portion thereof), plus one for each notable location or obstacle (mountain range, marshy area, large river, etc) in their way.

This means that characters will usually face 2-3 Hazards during a medium-length journey.

If you come up with more than 6 Hazards, consider breaking the journey down into multiple shorter steps, as it will probably take more than one gaming session to resolve.

## Weariness and Starvation

Characters that do not rest, eat, or drink for one day become **Weary**.

Weary characters that fail to rest, eat, or drink must make a **TSR** against an Attack Level equal to twice the number of days they've gone without eating, drinking, or resting at the end of each day.

Characters failing this SR will suffer a cumulative -20 Exhaustion penalty to all their actions. Should this penalty ever reach -100, the character will die of exhaustion.

Exhaustion penalties are recovered at the rate of 20 points per day of complete rest and proper nourishment.

## OVERLAND MOVEMENT TABLE

| Encumbrance Level        | Kilometers per Day of Travel |        |               |        |                 |        |
|--------------------------|------------------------------|--------|---------------|--------|-----------------|--------|
|                          | Normal Terrain               |        | Rough Terrain |        | Arduous Terrain |        |
|                          | By foot                      | Mount. | By foot       | Mount. | By foot         | Mount. |
| Up to Lightly Encumbered | 50                           | 95     | 30            | 40     | 15              | 8      |
| Encumbered               | 30                           | 65     | 15            | 25     | 8               | 8      |
| Heavily Encumbered       | 15                           | 30     | 8             | 15     | 3               | 0      |
| Over Encumbered          | 0                            | 0      | 0             | 0      | 0               | 0      |

[2.12]

# Equipment and Wealth

In *Against the Darkmaster*, wealth and social status are determined by a somewhat abstract system. Instead of keeping track of each and every coin, characters buy equipment, rest, food, lands, properties, vassals, armies, any other mundane goods or services by comparing their Wealth Level to the item's Fare value. This Wealth Level also represents to some extent the social status of the characters, thus identifying their peers, subjects, serfs, and rulers.

## WEALTH LEVEL

A character's wealth and social status are measured in **Wealth Levels (WL)**, ranging from 0 to 5.

- WL0: Serf of Outcast
- WL1: Struggling
- WL2: Commoner
- WL3: Gentry
- WL4: Lesser Noble
- WL5: Greater Noble/Ruler

## DETERMINING STARTING WEALTH LEVEL

The characters' starting WL is simply factored by adding together the WL bits coming from their Kin and Culture, eventually adding any extras coming from their Background Options. No character can start the game with a WL higher than 4 or less than 0.

For example, a High Man Noble has a starting wealth of 3 (High Man = 1 + Noble = 2). On the other hand, a Wildfolk Woad has a starting WL of 0, but by spending 1 Background Point to buy the Minor Tier of the Greater Fortune Background Option they can raise it to 1.

Remember that Starting Equipment is never influenced by the character's actual WL. Characters will always own at least the items listed in their Starting Equipment list.

## BUYING GOODS

### Wealth Level vs Fare

Any good or service - whether an item or weapon, animal, food, lodging, or vehicle - has a **Fare** value listed near its description in the Equipment Tables. If there's no entry in the tables for a particular item or service, the players and the GM can come up reasonable Fare value themselves by looking at similar objects or services.

When players need to determine whether their character can afford buying a particular good, they compare the character's current Wealth Level to the good's Fare value. Refer to the WL vs Fare Table below.

### WL vs FARE TABLE

|                     |                                                                                                                                 |
|---------------------|---------------------------------------------------------------------------------------------------------------------------------|
| <b>WL &gt; Fare</b> | The character can afford buying the good.                                                                                       |
| <b>WL = Fare</b>    | The character can afford buying the good, but their WL is reduced by one (to a minimum of 0).                                   |
| <b>WL &lt; Fare</b> | The character can not afford that good on their own. They must have someone loan money to them or either increase their Wealth. |

[2.13]

### Modifying Fare

Sometimes, there's a need to modify the base Fare of goods, for example when characters are purchasing items in bulk, like when buying equipment for henchmen or weapons for a whole army.

In these cases, refer to the Modifiers to Base Fare table below.

### Item's Quality

The Quality of a piece of equipment may affect its price, as well as the performance of characters using it.

## INCREASING WEALTH

Decreasing Wealth can happen during play by making purchases or because of other unfortunate occurrences. Now let's take a look at how to increase one's WL instead - which is the reason some characters go adventuring in the first place!



## Treasure

Finding and retrieving lost Treasure, be it a fabled Dragon's hoard or the smaller loot of a band of brigands, is something happening a lot in a *VsD* game and also something the characters are often actively seeking.

First things first, it's necessary to assess the actual value of the found Treasure, referred to as the Treasure Value - or TV. TV ranges from 1 to 5.

Refer to the table below to tell the TV of any Treasure.

When characters find Treasure (and are able to keep it for themselves of course!), they must compare their current WL with the TV. Refer to the table below.

Please note the table above assumes all the characters divide a fair share of the Treasure and that the group sharing the Treasure counts six or less characters. If a Treasure is shared between more than six characters, then refer to the Treasure Sharing table below to adjust the actual TV.

## TREASURE VALUES

|            |                                                                                                                                                                                                   |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>TV1</b> | A pouch of silver or bronze coins, a handful of gold pieces. A small semiprecious stone, a valuable trinket. A very weathered fine art piece.                                                     |
| <b>TV2</b> | A bag of silver coins or a small chest of gold pieces and/or smaller jewellery. A fine art piece, a fine little gemstone.                                                                         |
| <b>TV3</b> | A big chest of silver and gold coins. A beautiful jewel set with gemstones. A collection of fine arts pieces or valuable and/or rare, exotic objects like chandeliers, incensories, and the like. |
| <b>TV4</b> | Elven or Dwarven-made jewellery worth thousands of gold pieces. Precious ore like Runesilver. A fist-sized radiant gemstone. The treasure hidden on the Lost Island by the famous Pirate Captain. |
| <b>TV5</b> | The hoard of an ancient Dragon. The treasure of the High King.                                                                                                                                    |

[2.16]

## MODIFIERS TO BASE FARE

|                                                        |               |
|--------------------------------------------------------|---------------|
| Multiple Purchases (tens of the same good)             | +1 Fare       |
| Bulk Purchase (hundreds or thousands of the same good) | +2 to +3 Fare |

[2.14]

## WEALTH LEVEL VS TREASURE VALUE

|                               |                                   |
|-------------------------------|-----------------------------------|
| <b>Character's WL &lt; TV</b> | Increase character's WL to the TV |
| <b>Character's WL = TV</b>    | Increase character's WL by +1     |
| <b>Character's WL &gt; TV</b> | No change in character's WL       |

[2.17]

## ITEMS QUALITY MODIFIERS

| Quality          | Fare | Item Modifier | Availability |
|------------------|------|---------------|--------------|
| Low Quality      | -1   | -10           | Common*      |
| Superior Quality | +1   | +5            | Uncommon     |
| Masterwork       | +2   | +15           | Rare         |

### Item Quality Modifier Applies To...

|         |                         |
|---------|-------------------------|
| Weapons | CMB                     |
| Armors  | DEF, or reduces Penalty |
| Tools   | Skill Bonus             |

[2.15]

## TREASURE SHARING

|                                            |         |
|--------------------------------------------|---------|
| Up to six characters dividing the Treasure | Base TV |
| Several characters dividing the Treasure   | TV -1   |
| Tens of characters dividing the Treasure   | TV -2   |

[2.18]



# EQUIPMENT

The following tables describe the most common items and services the heroes will find on the market, including their typical Fare and Availability.

## TRANSPORTATIONS & SERVICES

| Good                     | Fare | Notes                                                                                                                                                                                                | Availability     |
|--------------------------|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|
| <b>Lackey</b>            | 1    | A low profile serf, or a thug for a one-time commitment.                                                                                                                                             | Common           |
| <b>Passage on ship</b>   | 1    | A sail for one aboard a ship. Includes food, but implies doing small jobs aboard. If you want to travel as a guest with all comforts, then raise Fare by 1 or 2.                                     | Uncommon         |
| <b>Passage on wagon</b>  | 1    | A short trail on a wagon, for one. Includes sharing food equivalent to a Poor Meal.                                                                                                                  | Common           |
| <b>Rent, shack</b>       | 1    | Renting a barrack for a month.                                                                                                                                                                       | Common           |
| <b>Rent, small house</b> | 2    | Renting a decent town house for a month. Raise Fare by 1 for a one-year rent.                                                                                                                        | Common           |
| <b>Rent, villa</b>       | 3    | Renting a luxury villa in the countryside with servants, for a month. Raise Fare by 1 for a one-year rent.                                                                                           | Uncommon         |
| <b>Wizard for hire</b>   | 3+   | A Wizard of up to lvl 5 hired for a short period of time as personal protection or to enchant/research spells. Higher level Wizards or longer periods require higher Fare and are more Rare to find. | Uncommon to Rare |

[2.19]

## MOUNTS & ANIMALS

| Vehicle                  | Fare | Ride Modifier | Notes                                 | Availability |
|--------------------------|------|---------------|---------------------------------------|--------------|
| <b>Pack Animal</b>       | 1    | -10           | Usually a Donkey, Mule, Horse or Pony | Common       |
| <b>Rouncey</b>           | 1    | +0            | Common riding horse                   | Common       |
| <b>Destrier</b>          | 3    | +15           | Heavy warhorse                        | Uncommon     |
| <b>Trained animal</b>    | 1    | -             | A hound                               | Common       |
| <b>Large herd animal</b> | 2    | -30           | A cow                                 | Common       |

[2.20]



## VEHICLES

| Vehicle | Fare | Capacity | Crew | Notes                                                      | Availability |
|---------|------|----------|------|------------------------------------------------------------|--------------|
| Cart    | 1    | 350Kg    | 1    | Treat as Mounted, Heavily Encumbered to calculate movement | Common       |
| Boat    | 2    | 450Kg    | 1    | See Travelling by Water section                            | Common       |
| Warship | 4    | 12t      | 40   | See Travelling by Water section                            | Rare         |

[2.21]

## FOOD, DRINK, AND LODGING

| Good                              | Fare | Description and Notes                                                                                                                                                    | Availability |
|-----------------------------------|------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|
| Meal, Poor                        | 0    | Per person, prevents but doesn't heal starvation.                                                                                                                        | Common       |
| Meal, Normal                      | 1    | Enough food for a small family or a group of 5 people.                                                                                                                   | Common       |
| Meal, Lavish                      | 2    | A binge for up to 10 people. Includes ale.                                                                                                                               | Uncommon     |
| Drink, Ale/Beer                   | 0    | Enough to get one person tipsy.                                                                                                                                          | Common       |
| Drink, Mead/Liquor                | 1    | Enough to get one person tipsy.                                                                                                                                          | Common       |
| Drink, Good Wine                  | 2    | Enough to get a few people tipsy.                                                                                                                                        | Uncommon     |
| Drink, Elven Wine/<br>Dwarven Ale | 3    | Enough to get a dwarf or elf tipsy, or a man severely drunk. Heals 20 HPs and removes the Weary condition but afterwards puts the character to deep sleep for 10+ hours. | Rare         |
| Lodging, Poor                     | 0    | Communal sleeping room for 1 night.                                                                                                                                      | Common       |
| Lodging, Average                  | 1    | Separate beds, include stable service for a week.                                                                                                                        | Common       |
| Lodging, Good                     | 3    | Single room/suite, including stable service and personal assistant, for 1 month.                                                                                         | Uncommon     |
| Rations, Normal                   | 0    | 1 week worth, unpreserved.                                                                                                                                               | Common       |
| Rations, Preserved                | 1    | 1 week worth.                                                                                                                                                            | Common       |
| Rations, Special                  | 2    | 2 weeks worth. Light, highly nutritious, delicious-tasting and well preserved food like elven bread, twice baked cakes, or dwarven beef jerky.                           | Uncommon     |

[2.22]



## GENERAL GEAR

| Good                          | Fare | Description and Notes                                                                                                                                    | Availability   |
|-------------------------------|------|----------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Ammunition</b>             | 0    | 20 arrows, 10 crossbow bolts, or 50 sling projectiles.                                                                                                   | Common         |
| <b>Antidote</b>               | 3    | Grants a second SR with a special +30 bonus against the effects of a Poison.                                                                             | Rare           |
| <b>Backpack</b>               | 0    | The best friend of every traveling adventurer.                                                                                                           | Common         |
| <b>Bandage</b>                | 1    | Used to stop Bleeding (single use)                                                                                                                       | Common         |
| <b>Bedroll</b>                | 0    | Without a bedroll sleeping outdoors in cold weather may make the character wake up Weary                                                                 | Common         |
| <b>Caltrops</b>               | 0    | 10 four-pointed special nails; one spike always points up when thrown to the ground                                                                      | Uncommon       |
| <b>Clothes, Extravagant</b>   | 4    | Dresses to get everyone's attention (and the blame of many) at the King's Festival                                                                       | Rare           |
| <b>Clothes, Fancy</b>         | 3    | Noble clothes                                                                                                                                            | Rare           |
| <b>Clothes, Fine</b>          | 2    | Gentry clothes                                                                                                                                           | Uncommon       |
| <b>Clothes, Plain</b>         | 1    | Everyday clothes                                                                                                                                         | Common         |
| <b>Fire-starting Kit</b>      | 0    | Required to start a campfire without having to spin a stick on a bark piece for hours                                                                    | Common         |
| <b>Grappling Hook</b>         | 0    | Used in conjunction with a rope to climb sheer surfaces                                                                                                  | Common         |
| <b>Healer's Kit</b>           | 2    | Used to treat Injuries and Bleeding (three uses)                                                                                                         | Uncommon       |
| <b>Healing Salve/Poultice</b> | 2    | Can be used as a Bandage, or to heal 1d10 HPs (single use)                                                                                               | Uncommon       |
| <b>Hunting Trap</b>           | 1    | Can be set using the Hunting Skill to inflict the Held Condition and a Superficial Critical                                                              | Common         |
| <b>Iron Pitons</b>            | 0    | 10 sturdy 15cm nails                                                                                                                                     | Common         |
| <b>Iron Pot</b>               | 0    | Cooking pot                                                                                                                                              | Common         |
| <b>Lantern</b>                | 1    | Provides Bright Light in a 6m radius                                                                                                                     | Common         |
| <b>Lockpick</b>               | 1    | Required to pick locks & traps                                                                                                                           | Uncommon       |
| <b>Magnifying Glass</b>       | 2    | Removes Perception penalties for observing small items or details                                                                                        | Uncommon       |
| <b>Mining Tools</b>           | 1    | Can be used as a -20 Mace                                                                                                                                | Common         |
| <b>Musical Instrument</b>     | 0-4  | Actual Fare depends on the type and quality of instrument. A simple wooden flute can be Fare 0. The most precious lute of the King's bard can be fare 4. | Common to Rare |

[2.23a]



### GENERAL GEAR (CONTINUED)

| Good                 | Fare | Description and Notes                                                                                                                                   | Availability |
|----------------------|------|---------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|
| Oil Flask            | 0    | Enough to power a lantern for about 2 hours. Can be poured on solid ground and lit afire creating a flaming patch of 1m radius that lasts for 1 minute. | Uncommon     |
| Pipe                 | 0    | You can always make use of a good pipe                                                                                                                  | Common       |
| Quill and Inkpot     | 1    | Handwriting kit, enough for hundreds of pages                                                                                                           | Uncommon     |
| Quiver/Scabbard      | 0    | For a medium sized weapon or up to 20 arrows                                                                                                            | Common       |
| Reviving Cordial     | 2    | Removes the Weary Condition for 1-3 hours, enough for 2 draughts                                                                                        | Uncommon     |
| Rope                 | 1    | 15 meters                                                                                                                                               | Common       |
| Scroll/Parchment     | 2    | Per sheet                                                                                                                                               | Uncommon     |
| Seafaring Sunstone   | 3    | Navigation instrument                                                                                                                                   | Uncommon     |
| Tent                 | 1    | Holds up to two people                                                                                                                                  | Common       |
| Tobacco              | 1    | A pouch                                                                                                                                                 | Common       |
| Torch                | 0    | Provides Bright Light in a 3m radius                                                                                                                    | Common       |
| Waterskin            | 0    | Holds enough water (or ale!) to quench the thirst of a person for 2 days                                                                                | Common       |
| Weapon, hand melee   | 0    | Dagger, club                                                                                                                                            | Common       |
| Weapon, light melee  | 1    | Side weapon like a short sword, mace, or arming sword.                                                                                                  | Common       |
| Weapon, large melee  | 1    | Longsword, warhammer, morningstar, etc.                                                                                                                 | Common       |
| Weapon, heavy melee  | 2    | Two-Handed Weapons, Polearms                                                                                                                            | Uncommon     |
| Weapon, poor ranged  | 0    | Sling, Short Bow                                                                                                                                        | Common       |
| Weapon, light ranged | 1    | Light Crossbow, Composite Bow                                                                                                                           | Common       |
| Weapon, heavy ranged | 2    | Long Bow, Heavy Crossbow                                                                                                                                | Uncommon     |

[2.24b]



# ARMORS

**Armor Type:** This refers to the column on the Attack Tables (None NA, Light LA, Medium MA, or Heavy HA) to be looked up when a character wearing this type of armor is being attacked.

**Zones Protected:** The body parts or zones actually protected by the armor worn. Some Critical Strikes may read different effects if a specific body part hit is covered by an armor or not. Use this information to discern the case.

**Qualities:** A list of the special Qualities possessed by the armor, if it has any.

- *Metal:* This armor is made of metal. Its wearer must use the “metal armor” results for received Critical Strikes.
- *Rigid:* This armor is made of a hard, rigid material. Its wearer must use the “rigid armor” results for received Critical Strikes.

**Max SWI to Def:** Maximum Swiftiness bonus applicable to Defense when wearing said armor.

**Movement Penalty:** Penalty to Skill Rolls for moving about and casting Spells while wearing the armor, applied to Spell casting, Athletics, Acrobatics, Ride, and Stealth. Can be offset partially or wholly by the Armor Skill Bonus to a minimum of 0. The penalties always stack (for example, wearing a chain mail armor and holding a wall shield will result in a total Movement Penalty of -65).

**Combat Penalty:** Penalty to the Combat Bonus (CMB) . This penalty cannot be offset.

**Perception Penalty:** Penalty to the Perception Skill bonus. This penalty cannot be offset.

**Melee Defense Bonus:** Straight bonus to the Defense (DEF) against melee attacks.

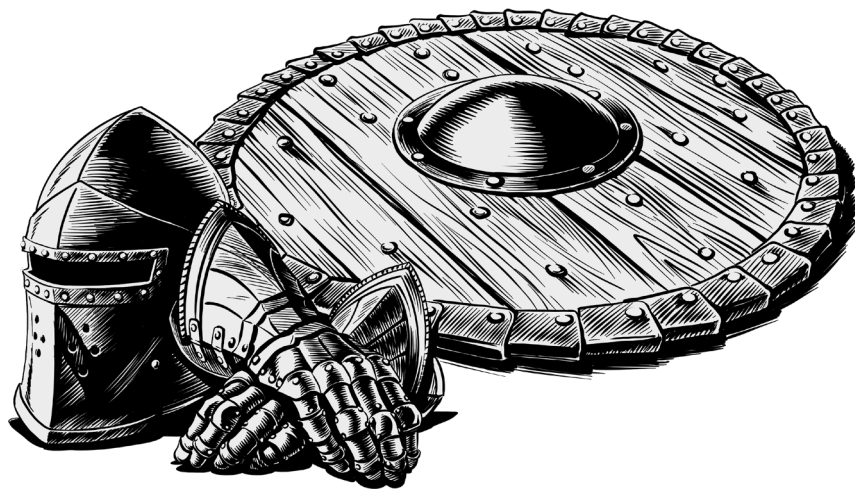
**Missile Defense Bonus:** Straight bonus to the Defense (DEF) against ranged attacks.



## ARMORS & SHIELDS

| Armor Name         | Fare | Armor Type | Zones Protected   | Qualities    | Max SWI to Def | Move Actions Penalty | CMB Penalty | Percept. Penalty | Melee DEF Bonus | Missile DEF Bonus |
|--------------------|------|------------|-------------------|--------------|----------------|----------------------|-------------|------------------|-----------------|-------------------|
| Leather Jerkin     | 1    | Light      | Torso             |              | -              | -10                  | -           | -                | -               | -                 |
| Reinforced Leather | 2    | Light      | Torso, Arms, Legs | Metal        | +20            | -30                  | -5          | -                | -               | -                 |
| Chain Mail         | 2    | Medium     | Torso, Arms, Legs | Metal        | +20            | -45                  | -           | -                | -               | -                 |
| Half Plate         | 2    | Heavy      | Torso, Arms, Legs | Metal, Rigid | +20            | -60                  | -5          | -                | +5              | +5                |
| Metal Helmet       | 1    | -          | Head              | Metal, Rigid | -              | -                    | -           | -5               | -               | -                 |
| Full Shield        | 1    | -          | Shield arm, Torso | Rigid        | -              | -10                  | -5          | -                | +25             | +25               |

[2.25]





# WEAPONS

**Hands:** Tells if the weapon can be used with a single hand (1H) or must/can be used with two hands (2H). A one-handed weapon can be used in conjunction with a shield, or another weapon in the free hand. A 2H-weapon generally is capable of delivering heavier blows. When wielding a two-handed weapon, no more than half the total CMB can be used to Parry incoming attacks.

**Skill(s) Used:** The Skill Bonus that is used to determine Combat Bonus (CMB). Some weapons may be used with more than one Skill but may have penalties associated when using them with a second-choice skill. In this case the penalty to the CMB is indicated next to the Skill (for example, "Blades -20").

**Clumsy Range:** The range in which the attacker fumbles the weapon when attacking. If the Unmodified Attack Roll falls into this range, the attack automatically misses and the attacker must roll on the Weapon Fumble table to see what happens.

**Length:** The length and reach of the weapon. Length is used in the Tactical Round Sequence to determine which combatant gets to act first in a melee. Generally, the longer weapons attack first.

**Attack Table:** The Attack Table that is consulted to determine the result of attacks with this weapon.

**Max Result:** The maximum result that the modified Attack Roll can get on the Attack Table. Attack Rolls higher than this cap are treated as this number when using the weapon. Heavier weapons can get higher results and thus potentially inflict more damage on the target.

**Prim Crit:** The primary type of Critical Strike (e.g. Impact, Pierce, Cut, Grapple) dealt by the weapon.

**Alt Crit:** The alternate type of Critical Strike dealt by the weapon. If present, the attacker can freely choose to inflict this type of Critical Strike instead of the primary type.

**Base Range:** The base range in meters for the weapon to be thrown or fired. There is no CMB modification associated with attacks against targets within a weapon's Base Range. Medium range is between  $\times 1$  and  $\times 2$  the Base Range, and there's a -25 CMB modification. Long range is between  $\times 2$  and  $\times 3$  the Base Range, and there's a -50 CMB modifier associated with it. Extreme range is between  $\times 3$  and  $\times 4$  the Base Range, and there's a -75 CMB modification.

**Qualities:** A list of the special Qualities possessed by the weapon, if it has any.

- **Backstab:** Characters attacking a Surprised or Held enemy with a weapon with this Quality ignore the armor worn by their target, reading the result of their attack on the No Armor column of the Attack Table. Additionally, for any Critical Strike description that reads "if the target is wearing armor/or not" the target can be considered as not wearing armor. Note that this counts only for worn armor; Backstab weapon don't ignore natural armor.
- **Hand and a Half:** Weapons with this Quality (also called "hand-and-a-half weapons") can be used either with two hands, or one-handed with a -10 penalty to the Attack Roll.
- **Heavy:** Weapons with this Quality cannot be used to attack unless their wielder spends a Half Action to ready them.
- **Load (#):** The number of Rounds normally needed to reload this missile weapon, when not using the Quick Load Quality.
- **Martial:** Characters wielding weapons with this quality gain a +20 bonus to all the Martial Moves they perform with them.
- **Mighty:** Characters wielding weapons with this quality gain a +20 to their CMB when they attack without parrying.
- **Quick Load:** Missile weapons with this Quality can be reloaded with a Half Action.
- **Unreliable:** When fumbled, weapons with this Quality inflict a Superficial Critical Strike of the same type as the Primary Critical Strike to their wielder in addition to the results of the fumble.

**Notes:** Special notes on the use, effects, and drawbacks of the weapon.

**Description:** A description of the weapon and its variants.



## WEAPONS TABLE

| Weapon           | Hands | Skill                 | Clumsy Range | Length  | Attack Table | Max Result | Primary Crit. | Alter. Crit. | Base Range | Qualities            |
|------------------|-------|-----------------------|--------------|---------|--------------|------------|---------------|--------------|------------|----------------------|
| Arming Sword     | 1H    | Blades                | 3            | Long    | Edged        | 140        | Cut           |              |            | Martial              |
| Ball & Chain     | 1H    | Blunt                 | 8            | Short   | Blunt        | 150        | Impact        |              |            | Unreliable           |
| Battle Axe       | 1H    | Blunt<br>Blades -20   | 5            | Long    | Edged        | 150        | Cut           | Impact       |            | Hand and Half        |
| Club             | 1H    | Blunt                 | 4            | Hand    | Blunt        | 110        | Impact        |              |            |                      |
| Dagger           | 1H    | Brawl<br>Blades       | 1            | Hand    | Edged        | 120        | Pierce        |              |            | Backstab             |
| Grappling        | 2H    | Brawl                 | 5            | Hand    | Unarmed      | Varies     | Grapple       |              |            |                      |
| Greataxe         | 2H    | Polearms<br>Blunt -10 | 6            | Long    | Edged        | 175        | Cut           | Impact       |            | Heavy, Mighty        |
| Halberd          | 2H    | Polearm               | 6            | Longest | Edged        | 150        | Cut           | Pierce       |            | Mighty, Martial      |
| Handaxe          | 1H    | Blunt<br>Blades -20   | 2            | Hand    | Blunt        | 130        | Cut           | Impact       |            |                      |
| Heavy Crossbow   | 2H    | Ranged                | 4            | -       | Missile      | 175        | Pierce        |              | 30         | Load (2)             |
| Kick             | 1H    | Brawl                 | 2            | Hand    | Unarmed      | Varies     | Impact        |              |            |                      |
| Light Crossbow   | 2H    | Ranged                | 3            | -       | Missile      | 150        | Pierce        |              | 20         | Load (1)             |
| Light Mace       | 1H    | Blunt                 | 2            | Short   | Blunt        | 120        | Impact        |              | -          | Martial              |
| Long Bow         | 2H    | Ranged                | 6            | -       | Missile      | 175        | Pierce        |              | 35         | Load (1)             |
| Punch            | 1H    | Brawl                 | 1            | Hand    | Unarmed      | Varies     | Impact        |              | -          |                      |
| Quarterstaff     | 2H    | Polearm               | 6            | Long    | Blunt        | 130        | Impact        |              | -          |                      |
| Short Bow        | 2H    | Ranged                | 4            | -       | Missile      | 140        | Pierce        |              | 20         | Load (1), Quick Load |
| Short Spear      | 1H    | Polearm               | 5            | Long    | Edged        | 140        | Pierce        |              | -          | Hand and a Half      |
| Short Sword      | 1H    | Blades                | 2            | Short   | Edged        | 130        | Cut           | Pierce       | -          | Backstab             |
| Sling            | 1H    | Ranged                | 7            | -       | Missile      | 110/130    | Impact        |              | 15         | Load (1)             |
| Thrown Dagger    | 1H    | Ranged                | 2            | -       | Missile      | 110        | Pierce        |              | 3          |                      |
| Thrown Spear     | 1H    | Ranged                | 3            | -       | Missile      | 130        | Pierce        |              | 5          |                      |
| Two Handed Sword | 2H    | Blades                | 6            | Long    | Edged        | 175        | Cut           | Pierce       | -          | Heavy, Mighty        |
| War Hammer       | 1H    | Blunt                 | 4            | Short   | Blunt        | 130        | Impact        | Pierce       | -          | Martial              |

[2.26]

# Combat

**C**ombat is a serious thing in *Against the Darkmaster*. While characters are assumed to be heroic, even the most skillful fighter must approach combat cautiously because of the high chance of being wounded or killed with a single blow even by less skilled opponents.

## THE TACTICAL ROUND

A “Round” in game terms is a convention to indicate a short time interval during which a series of tactical actions can take place, when it’s important to determine which actions fit during this time frame and whoever gets to act first.

When time is not a relevant factor to consider, there’s no real need to mark the passage of time other than for fictional purposes (i.e. registering the passage of in-game time). A single action can happen in minutes, hours, or even span across whole days and weeks. This can be true, for example, when the heroes are traveling overland (e.g. a single Wandering Roll may cover several days of travel) or researching complicated topics (e.g. a Songs & Tales Roll may well encompass even weeks of studying).

However, for frantic action, like melee combat, missile fire, spell casting and movement in a tactical situation, it’s necessary to keep track of the passage of time by assuming a standard, countable time unit - and that’s the **Tactical Round**, or simply **Round** (rnd).

### — HOW LONG IS A ROUND? —

We can assume that a standard Tactical Round lasts about ten seconds of game time. However, since when counting down Rounds there’s no need to keep track of any other time unit, it’s not really important how long a Round in the game world actually is. A Round lasts exactly the time it’s needed for any character to act; after a Round finishes, another Round immediately starts. As you will see, there will be a lot of action taking place in such a short time frame.

## TACTICAL ROUND SEQUENCE

The **Tactical Round Sequence**, or **TRS**, is a quick reference list made of nine different Phases (Assessment, Action Declaration, Move, Spell A, Ranged A, Melee, Ranged B, Spell B, and Other Actions) and used to determine the order in which actions are resolved, and which characters get to act in what order during each Round.

Note that in some cases you can skip certain Phases (for example, if no one is attempting to cast a Spell). If there is nothing to resolve in a Phase, simply get to the next one. Common sense must always be used to judge the situation and determine if there’s some specific event or condition that will eventually alter the normal flow of the Phases and Actions in the Round (for example, interrupting a character’s actions before they resolve).

We will discuss each of the above in depth. For now, let’s take a look at how a typical TRS looks like.

### *Assessment Phase*

The first Phase of every Round, called the Assessment Phase, is used to keep track of lasting effects, like the Duration of Spells or certain ongoing Conditions, such as Bleeding and Dying (see *Health and Healing* chapter for more about these Conditions). In this Phase characters that are confused, disoriented, or caught unaware will also get a chance to make a special Perception Skill Roll (called the Assessment Roll) as a Free Action (see Types of Action below), to assess their situation.

This Roll is only made when a specific effect (like the result of a Fumble) demands it, or if the GM deems it appropriate. Examples of situations that could require this Assessment Roll are:

- Being ambushed;
- Awakening from sleep or faint in the middle of the action;
- Falling, tumbling, or being knocked down;
- Being blinded by a bright flash or suddenly plunged into darkness.

If the Perception Roll fails, the character cannot declare new actions in the following Action Declaration Phase for that Round. They can still defend themselves by Parrying (see below) with half their maximum available Combat Bonus (CMB) or keep doing what they were doing in the previous Round.



## *Action Declaration Phase*

During this Phase players get to declare their character's actions and their intended targets, if applicable, for the Round.

The GM always declares the NPCs' actions first, then players declare their characters' actions, in any order they wish. Once all actions have been declared, they're resolved in the order detailed in the following Phases.

## *Move Phase*

During this Phase characters move across the battlefield and perform maneuvers involving movement and changing position (sprinting, tumbling, climbing to higher ground, etc.).

Movement is usually considered simultaneous for all characters. If it's necessary to determine who moves first, or if the movement of a character would be interrupted by another action, use the Conflicting Actions rules.

## *Spell Phase A*

In this Phase the first volley of Spells is resolved. These fall into two specific categories:

- **Spells** that were prepared at least during one of the previous Rounds and held until the current Round - In this case, the Spell gets the bonus for preparing Spells according to the number of Rounds it was prepared before casting, excluding the current Round.
- **Instant Spells** (marked with a \* symbol)

If it's necessary to determine which spell goes off first, it is the one cast by the higher level caster. Ties are broken in the favor of the higher bonus on the Spell Casting Roll.

## *Ranged Phase A*

In this Phase the first volley of ranged weapons shoot. These fall in two specific categories:

- **Loaded and aimed missile weapons:** ranged weapons that have been reloaded for a full Round or more before the current one and are thus ready to shoot.
- **Readied thrown weapons:** a weapon the character already holds in their hands and is ready to be thrown.

If it will ever be necessary to determine which missile attack goes off first, compare the attackers' CMBs: the higher the CMB, the

faster the arrow flies. In case of ties, consider the shots to be simultaneous.

## *Melee Phase*

In this Phase combatants that have already closed in on each other and are at melee range engage in combat and exchange blows. The order in which attacks are resolved is determined by Length of the combatants' weapons.

There are four different weapons lengths:

- **Longest:** spears, polearms
- **Long:** longswords, two-handed weapons
- **Short:** maces, hammers, short swords, handaxes
- **Hand:** daggers, improvised weapons, brawling

The longer the weapon, the sooner its turn to attack. Ties are broken in favour of the combatant with the higher CMB. In the case of identical CMB, the attacks are considered to occur simultaneously.

There are a few exceptions to the aforementioned rules: Positional Bonuses & Dashing Attacks.

## *Positional Bonus*

A Positional Bonus is a circumstance in which one attacker has a positional advantage against their opponent. There are three basic circumstances that apply a Positional Bonus:

- Attacking from Higher Ground (or being horse-mounted);
- Flanking a foe;
- Attacking from the Rear of a foe.

An attacker with a Positional Bonus is considered as wielding a weapon one step longer than its actual length. Thus, a longsword becomes Longest and a handaxe becomes Long for the purpose of determining who gets to attack first in a melee.

## *Dashing Attack*

A Dashing Attack is an audacious and daring attempt at lunging at the opponent trying to take them off with a single surprise blow. A Dashing Attack gets a special -30 CMB, but the attacker is considered as wielding a weapon one step longer than its actual Length for the purpose of determining which combatant gets to attack first in the melee. A character who decides to make a Dashing Attack cannot Parry in the same Round: they must commit all of their CMB to attack.



### *Ranged Phase B*

In this Phase the second volley of ranged weapons shoot. These will be all the missile and thrown weapons that hadn't already been fired in Ranged Phase A or ranged weapons reloaded in the current Round.

### *Spell Phase B*

All the unprepared Spells go off in this Phase.

### *Other Actions Phase*

In this Phase the characters get their chance at using their other Skills which weren't involved in the previous Phases.

## ———— ACTIONS IN COMBAT ————

Characters can perform three different types of actions during the TRS: Full Actions, Half Actions, and Free Actions.

Full Actions are those requiring most of the character's attention to be carried out, leaving little space for anything else. Typical examples include:

- Making a melee or ranged attack;
- Casting a non-instantaneous Spell;
- Moving at full Move Rate.

A Full Action takes place in the appropriate TRS Phase. Normally, a character can perform a single Full Action per Round.

Half Actions are simple activities that are either part of a more complex set of actions or can be easily performed while doing something else. Examples of Half Actions include:

- Readyng an item or drawing a weapon;
- Casting an instantaneous Spell;
- Taking a Half Movement to engage a foe in melee.

A Half Action may take place in the appropriate TRS Phase or in conjunction with another Half or Full Action. If combined with a Full Action, both actions (the Half Action and the Full Action) suffer a special -20 penalty to any roll involved. If combined with another Half Action, there's no associated penalty.

Free Actions are activities that basically require no effort by the character performing them, like:

- Talking, singing, or chanting;

- Making an Assessment Roll;
- Dropping a wielded weapon or item.

A Free Action can be taken anytime during the Round; however, only one Free Action per Round is allowed for each character; subsequent actions that would normally count as Free Actions in the same Round must be taken as Half Actions.

### *Combining Actions*

Characters can declare and carry out multiple actions each Round, in one of the following combinations:

- One Full Action and a Free Action;
- One Full Action and a Half Action (both at a -20 penalty), plus a Free Action;
- Two Half Actions with no penalty and a Free Action.

### *Readied Actions*

Readied Actions are those actions that a character voluntarily holds until a specific circumstance arises.

If a character declares they want to Ready an Action, that action does not take place according to the TRS, but can be delayed indefinitely until the character wants it to go off, regardless of the current Phase. If two or more characters have Readied Actions and want to let them off at the same time one against the other (e.g. in a shooting duel), then the Readied Action follow the Conflicting Action rules (see the *Resolving Actions* chapter).

### *Multi-Round Actions*

Multi-Round Actions are actions that last more than a single Round, like reloading a heavy crossbow, scaling a wall, or holding a door shut.

Multi-Round Actions and their duration are normally adjudicated by the players and GM by common sense. There are some particular cases that may have a duration associated to them. If that's the case, the duration is indicated in brackets like "Load (2)".

Multi-Round Actions count to all effects as an uninterrupted series of Full Actions linked together: the character can not interrupt the sequence without losing the Full Action (i.e. they must start over again).

A Multi-Round Action cannot be combined with other actions (except for Free Actions).



## TACTICAL MOVEMENT

Movement needs to be tracked with more attention during combat than in other situations, since both the heroes and their enemies will be constantly maneuvering through the battlefield.

### *The Battlefield*

At the beginning of combat, the GM describes the area where the fight is taking place, including potential obstacles, lighting conditions, and terrain features that may influence the battle. The GM also sets the position of each combatant, according to the situation and listening to the players' opinion about their characters. We suggest you sketch a map of the battlefield, to give everyone at the table a good sense of the situation.

### *Movement Actions*

The distance characters can cover during the Move Phase depends on their Move Rate (or the Move Rate of their mount or vehicle) and on the type of Action they take for movement.

Usually, there's no Skill Roll involved for movement unless the character is trying to cross treacherous terrain, attempting a difficult maneuver, or overcoming an obstacle. In these cases the GM may call for a Skill Roll of appropriate Difficulty to determine the outcome of the character's action.

### *Full Movement & Sprinting*

Characters can spend a Full Action to cover a number of meters up to their Move Rate or Sprint up to twice their Move Rate in meters. Sprinting characters cannot Parry (see Parrying below) and cannot add their Shield bonus to their DEF.

### *Half Movement*

Characters spending a Half Action will move up to half their Move Rate at a walking pace. Characters cannot Sprint and take a Half Movement in the same Round.

## ATTACKS

In each Combat Round, a character may get a chance to swing an attack against a target, either with a weapon, or a spell.

### *The Combat Bonus*

The **Combat Bonus** (or **CMB**, for short) measures the overall effectiveness of a character's attacks with a given weapon, Spell or ability. In other words, the CMB is the number players add to their dice roll when their characters perform an attack.

A character's CMB is equal to their current bonus in the Skill used to attack.

### *The Attack Roll*

To make an attack, a player makes an Open-Ended Roll and adds their Combat Bonus (or CMB) to the roll and any other applicable modifier. Then they must subtract the target's Defense (or DEF) from their Roll. This is called an Attack Roll.

The final result of the Attack Roll is then cross-referenced with the appropriate Attack Table (see pages 498 -501) for the weapon, spell or other forms of attack used, and the Armor Type of the target.

There are two important things to remember:

- An Attack is a Full Action that occurs in the appropriate Phase.
- For their Attacks to be effective, characters must have at least a +0 or higher CMB remaining. If any effect or modifiers lowers the CMB of a character below +0, that character's Attacks are considered ineffective for that Round. They can still take the Attack action, but their Attacks will automatically inflict no damage or Critical Strikes.

### *Reading the Attack Tables*

The result on the Attack Table (see pages 498 -501) is read as instructed below.

- If the final modified Attack Roll result falls into the "up to 10" range, the attack automatically misses; and if the Unmodified Roll falls into the Clumsy Range for the weapon or spell used the attack also fumbles, causing the attacker to roll on the appropriate Fumble Table (see more at "Weapon Fumbles").
- If the modified Attack Roll result indicates a "-", then the attack misses its target and no harm is inflicted.



- If the modified Attack Roll result indicates a “0”, the attack hits the target but deals no damage due to scant power or the target’s armor deflecting the attack’s force.
- If the result of the modified Attack Roll is a number different from “0” (for example “7”), that’s the Base Damage of the attack, and that many points must be subtracted from the target’s Current HPs (refer to the *Health and Healing* chapter for more).
- If the result of the modified Attack Roll is a number and an acronym, like “16 Mod,” then the the number is read as the Base Damage of the attack, explained above, while the acronym indicates the severity of the Critical Strike inflicted to the target (read the Critical Strikes paragraph later in this chapter for more).

## Max Result

Most attacks have a Max Result value, determining the maximum result characters using that particular attack can obtain on the appropriate Attack Table. This cap is always applied last when calculating the effects of an Attack Roll and overrides any other modifier. The Max Result of each attack is given in its description.

## Damage Types

Each attack inflicts a specific type of damage, according to its nature. For example, a sword inflicts Cut damage, while a mace deals Impact damage, and the scalding breath of a Fire Drake inflicts Fire damage.

The Damage Type of an attack determines on which table to roll, should the attack land a Critical Strike.

Some Spells and special abilities can make creatures particularly resistant or vulnerable to certain Damage Types. Refer to the text of the Spell or ability for more information.

## Critical Strikes

A Critical Strike is a particularly skillful or lucky blow, that may result in serious damage like Bleeding, Stun, maiming or even instant death for the target. There are five degrees of Critical Strikes of increasing severity (and thus potentially inflicting increasingly serious damage to the target).

- **Superficial (or Sup)** - is the least damaging type of Critical Strike, often associated with minor scratches and bruises.
- **Light (or Lig)** - are seldom instantly fatal but can still result

in crippling damage, and death may occur if the target is left untreated. Light Critical Strike Rolls are modified by +10.

- **Moderate (or Mod)** - Critical Strikes are a more serious matter. They can easily maim, stun, or inflict bleeding and put the target at a serious disadvantage, tearing it down very quickly. Moderate Critical Strike Rolls are modified by +20.
- **Grievous (or Gri)** - Critical Strikes are less than forgiving on the target. Grievous Critical Strikes rolls are modified by +30.
- **Lethal (or Let)** - are something you’d prefer to inflict on a target than suffer yourself. Lethal Critical Strike Rolls are modified by +50.

Critical Strikes are rolled on the appropriate Critical Strike Table (see pages 502 -510) based on the Damage Type inflicted by the attack. This is a non-Open-Ended Roll, modified by the severity of the Critical Strike inflicted.

## Critical Strikes Reduction

Some Spells and abilities may reduce the severity of suffered Critical Strikes by one or more degrees. This reduction is always applied before rolling on the appropriate table, simply turning the Critical Strike into a less dangerous one before determining its effects.

Critical Strikes reduced below the Superficial severity are completely cancelled by the reduction and ignored altogether.

Creatures listed as Heroic in the Bestiary are so big or unnatural-ly resilient that they automatically reduce any Critical Strike suffered by one degree.

Similarly, creatures listed as Epic automatically reduce any Critical Strike they suffer by two degrees.



## PARRYING

Parrying means sacrificing one's offensive capabilities during combat to protect oneself. The word "Parry" here is used as a catch-all term for all conscious defensive attempts made by a character, such as shield blocks, dodges, or evasions.

When characters Parry, they subtract any number up to their total CMB and add the same amount to their DEF for the current Round against one or more incoming attacks.

There are some special rules and cases to be considered when Parrying.

- An unarmed character cannot Parry armed attacks but can still Parry unarmed and animal attacks;
- Characters wielding a missile weapon are considered to be unarmed for the purpose of Parrying;
- Ranged attacks from missile and thrown weapons or Spells cannot be Parried at all, unless the defending character is wielding a shield;
- A character can only Parry attacks directed at them from a single opponent each Round; additionally, these attacks must come from the same opponent the character's facing;
- If the character's wielding a shield they can Parry all attacks from multiple opponents coming from the shield's side in a single Round;
- Stunned characters can only Parry with up to half their CMB, regardless of the weapon they are using;
- Incapacitated, Held, or Surprised characters, or characters suffering any Condition negating them to subtract their DEF from incoming attacks can not Parry at all.

## RANGED ATTACKS

Ranged Attacks allow characters to hit targets from a distance. Attacks made with missile or thrown weapons, as well as those made with certain Spells, are all considered to be Ranged Attacks.

To be able to make a Ranged Attack characters must have a clear Line of Sight to their target. Additionally, the target must be within the Attack Range of their weapon or Spell.

### *Line of Sight*

Characters have Line of Sight to a target if they can clearly see at least part of it. See the Cover paragraph for more information about partially hidden targets.

### *Attack Range*

The distance from which missile and thrown weapons can make an attack against a target is determined by their Base Range value as shown in the Weapon Table.

This value is used to determine if the ranged attack suffers any penalty due to the target's distance, as explained below:

- Attacks made by a character against a target within the Base Range of their weapon suffer no modifier to the attacker's total CMB.
- Attacks against a target between a weapon's Base Range and double its Base Range, are considered to be Medium Range attacks, and incur a -25 penalty to the attacker's total CMB.
- If the target is between two and three times the weapon's Base Range, the attack is considered to be at Long Range, and imposes a -50 penalty to the attacker's total CMB.
- Targets between three and four times a weapon's Base Range are said to be at Extreme Range, and attacks against them incur a -75 penalty to the attacker's total CMB.
- Targets beyond the Extreme Range limit are simply too far away to be attacked.

### *Reloading*

Missile weapons must be loaded and thrown weapons readied to be used to attack. Reloading a missile weapon is a Full Action or a Multi-Round Action. The exact number of Rounds required to Load each weapon is listed in the Weapon Table.

Some missile weapons have the Quick Load property, and can be reloaded as a Half Action, permitting their wielder to attack in Ranged Phase B of the same Round.

Readying a thrown weapon is always a Half Action.

### *Ranged Attack Spells*

Bolt and Area Attack Spells (see *Magic* chapter) are considered to be Ranged Attacks but are still resolved in the appropriate Spell Phase of the TRS.





## WEAPON FUMBLES

Whenever a character's Unmodified Attack Roll falls within the Clumsy Range of their weapon, the attack automatically misses its target and the attack Fumbles. Roll another 1d100, add the Weapon Fumbles Modifiers, and compare the result with the Melee and Ranged Fumbles table.

### WEAPON FUMBLES MODIFIERS

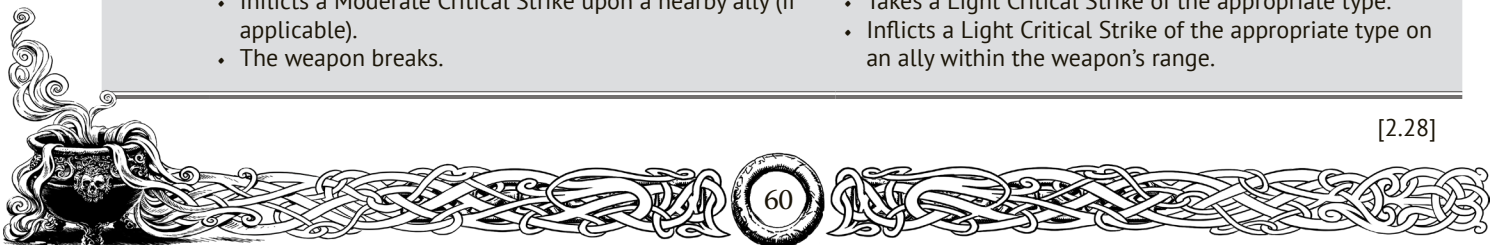
| Modifier | Melee or Thrown                                                 | Missile          |
|----------|-----------------------------------------------------------------|------------------|
| +0       | Brawl, hand weapons, short impact weapons, thrown daggers       | Light crossbow   |
| +10      | Short edged weapons, long impact weapons, handed axes, javelins | Short bow, sling |
| +20      | Long edged weapons                                              | Heavy crossbow   |
| +30      | Two-handed weapons, chain weapons                               | Composite bow    |
| +50      | Polearms, net, whip                                             | Longbow          |

[2.27]

### MELEE AND RANGED FUMBLES

| 1d100   | Melee and Thrown Weapons                                                                                                                                                                                                                                                                                                  | Missile Weapons                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-75   | The character must make an Assessment Roll during the next Assessment Phase.                                                                                                                                                                                                                                              | The character must make an Assessment Roll during the next Assessment Phase.                                                                                                                                                                                                                                                                                                                                                                                    |
| 76-100  | The character must make an Assessment Roll during the next Assessment Phase, and gets to choose one: <ul style="list-style-type: none"><li>• Drops weapon.</li><li>• Takes a Superficial Critical Strike of the appropriate type.</li></ul>                                                                               | The character must make an Assessment Roll during the next Assessment Phase and gets to choose one: <ul style="list-style-type: none"><li>• Drops weapon.</li><li>• Drops all ammunition.</li><li>• Breaks the weapon's string (if applicable).</li></ul>                                                                                                                                                                                                       |
| 101-125 | The character must make an Assessment Roll during the next Assessment Phase and gets to choose two: <ul style="list-style-type: none"><li>• Drops weapon.</li><li>• Takes a Light Critical Strike of the appropriate type.</li><li>• Inflicts a Superficial Critical Strike upon a nearby ally (if applicable).</li></ul> | The character must make an Assessment Roll during the next Assessment Phase and gets to choose two: <ul style="list-style-type: none"><li>• Drops weapon.</li><li>• Drops all ammunition.</li><li>• Breaks the weapon's string (if applicable).</li><li>• Takes a Superficial Critical Strike of the appropriate type.</li><li>• Inflicts a Superficial Critical Strike of the appropriate type on an ally within the weapon's range (if applicable).</li></ul> |
| 126-150 | The character is Stunned and gets to choose two: <ul style="list-style-type: none"><li>• Drops weapon.</li><li>• Takes a Light Critical Strike of the appropriate type.</li><li>• Inflicts a Light Critical Strike upon a nearby ally (if applicable).</li><li>• The weapon breaks.</li></ul>                             | The character is Stunned and gets to choose two: <ul style="list-style-type: none"><li>• Breaks weapon.</li><li>• Drops all ammunition.</li><li>• Takes a Light Critical Strike of the appropriate type.</li><li>• Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range (if applicable).</li></ul>                                                                                                                     |
| 151+    | The character is Stunned and gets to choose two: <ul style="list-style-type: none"><li>• Drops weapon.</li><li>• Takes a Moderate Critical Strike of the appropriate type.</li><li>• Inflicts a Moderate Critical Strike upon a nearby ally (if applicable).</li><li>• The weapon breaks.</li></ul>                       | The character is Stunned and gets to choose three: <ul style="list-style-type: none"><li>• Breaks weapon.</li><li>• Drops all ammunition.</li><li>• Takes a Light Critical Strike of the appropriate type.</li><li>• Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range.</li></ul>                                                                                                                                   |

[2.28]





## CONDITIONS

Conditions are special effects that may influence characters during a fight or other parts of their adventures. Some of them are consequences of being struck or wounded, while others depend on positioning on the battlefield.

Unless specified otherwise, different Conditions can stack with each other, while multiple instances of the same Conditions never stack (i.e. a Prone character doesn't become "more Prone" by receiving that Condition a second time).

### *Dying*

A Dying character will die in a given number of Rounds if this Condition is not removed.

Characters Dying from **HP** loss can be saved by simply bringing their Current **HPs** over the -50 threshold. Otherwise, the Dying condition will be removed as soon as its causes are healed (e.g.: a character Dying from blood loss will be saved by stopping the bleeding).

### *Engaged*

Characters attacked by an opponent with a melee attack are considered to be Engaged with that opponent. Engaged characters cannot take Movement Actions unless they Disengage or try to Run Away first.

A character can be Engaged with multiple opponents at the same time.

### *Frightened*

Some fear-inducing Spells or abilities may cause characters to become Frightened if they fail a **WSR**. Frightened creatures cannot attack the object of their fear (but can still Parry if attacked), and must attempt to flee from it, if possible. The duration of this Condition is specified in the description of the Spell or ability causing it.

### *Held*

Held characters are restrained by some other creature or force and cannot move freely.

- Held characters cannot use their Actions to move and suffer a -30 penalty to both their CMB and DEF.
- Melee attacks against a Held character gain a special +30 bonus.
- Held characters can only use Hand or Short weapons.
- A Held character cannot use Ranged Weapons.

Note that, while unable to move, Held characters aren't completely paralyzed (paralyzed characters would be Incapacitated).

### *Incapacitated*

Characters that are knocked out, sleeping, paralyzed, or otherwise unable to defend themselves are Incapacitated.

- Incapacitated characters cannot take Actions and cannot Parry.
- Melee attacks against Incapacitated characters always inflict maximum damage for the weapon (no Attack Roll is required), and the attacker can choose the Critical Strike result instead of rolling for it.

### *Prone*

Characters that are knocked down or lying on the ground are Prone.

- Prone characters fighting from the ground suffer a -20 CMB penalty and cannot use two-handed weapons.
- Prone characters free to side roll get a +20 bonus to their DEF against Ranged Attacks.
- Standing characters attacking a Prone opponent gain a Higher Ground Positional Bonus.
- Standing characters attacking a Prone opponent they're Engaged with gain a +20 bonus to their Attack Roll.
- Standing up from Prone is a Full Action in the Move Phase that requires the character performing to be free to move (e.g. they cannot be Held or Incapacitated). While standing up the character can Parry and apply their DEF but they're still considered Prone.
- Prone characters can crawl as a Full Action with 1/10 of their Move Rate.





## *Stunned*

Stunned characters are temporarily dazed, staggered, or disoriented.

- Stunned characters cannot take Full Actions but can still defend themselves using up to half their CMB to Parry.
- Attacks against Stunned characters gain a +20 bonus.

Characters suffering from the Stunned Condition stop being Stunned at the end of the Other Action Phase, unless they have been Stunned during the course of the same Round.

## *Surprised*

A character is considered Surprised when they're attacked without being aware of it. Generally, the Surprised Condition only lasts one Round.

- Surprised characters cannot Attack and can only take Half or Free Actions.
- Surprised characters cannot Parry or apply any Shield bonus to their DEF.
- Attacks against a Surprised character get a special +20 bonus.
- Characters attacking a Surprised foe with a Hand Weapon gain a special +10 bonus to their Critical Strike Roll.

## *Flanking*

Characters who are attacking an opponent from the side are considered to be Flanking.

- A Flanking attacker gets a +15 bonus to their attacks.
- Characters being flanked can only apply their Shield's DEF bonus against attacks coming from the Shield's side.

## *On Rear*

Characters attacking their foes from behind are On Rear.

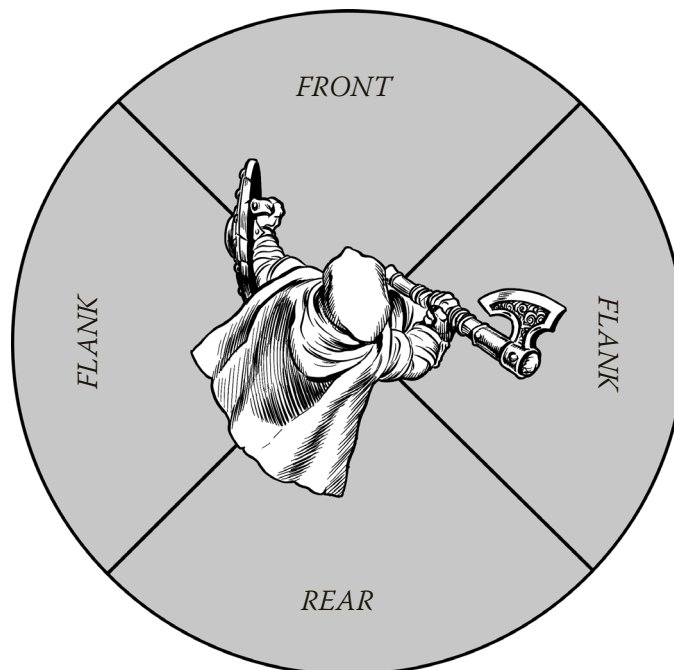
- Attackers On Rear get a +30 bonus to their attacks..
- Characters cannot apply their Shield's DEF bonus against attacks from the rear.

Consider using the following diagram to determine if a character's Flanked or attacked On Rear.

## *Weary*

Weary characters move at half their normal Move Rate, can take only one Action each Round, and cannot recover **HPs** or heal from Bleeding and Injuries until this Condition is removed.

The Weary Condition can be removed by resting for at least 8 hours in a safe environment.



# Health and Healing

**A**dventures are by definition dangerous and characters are bound to get hurt sooner or later, whether by the hands of the Darkmaster's minions, by their own recklessness, or simply misfortune.

Heroes will have to learn how to deal with the consequences of wounds, bleeding, injuries and, ultimately, even the death of their companions.

## HIT POINTS

**Hit Points (HPs)** are an abstract measure of the amount of punishment a character can take before passing out. Each character has a Total Hit Points value equal to their Body Skill Bonus. If this Skill Bonus changes for any reason, the character's Total HPs value also immediately changes accordingly.

A character's Current HPs value is equal to their Total HPs, minus any damage (see *Combat* chapter) received. Lost HPs can be recovered with rest and healing, but a character's Current HPs value can never be higher than their Total HPs, save for particular exceptions.

If a character's Current HPs drop to 0 or less, they pass out and become Incapacitated (see the Conditions paragraph in the *Combat* chapter). If their Current HPs fall to -50 or less, a character becomes Dying and dies in 6 Rounds, unless they're healed somehow.

### BRUISED VALUE

A character's Bruised Value is equal to half their Total HPs. Should their Current HPs fall under their Bruised Value, they receive a -20 penalty to all their actions.

### RESTING

Characters recover one tenth of their Total HPs (rounded down) for every full hour of rest in a safe environment, although herbs or magical healing can increase the amount recovered.

### BLEEDING

Bleeding represents a gradual weakening due to blood loss, pain,

and general weariness.

A character suffering from Bleeding loses a certain number of HPs at the beginning of the Assessment Phase of each Round, until the Bleeding is stopped.

The amount of HPs lost due to Bleeding from different wounds is cumulative. For example, if a character is losing 2 HPs each Round, receiving another wound Bleeding for 3 HPs will bring them to lose a total of 5 HPs each Round.

There are three severities of Bleeding, based on the total amount of HPs lost by the character each Round:

- A character losing 1 to 4 **HPs** each Round is suffering from **Light Bleeding**;
- Characters losing 5 to 10 **HPs** each Round are suffering from **Severe Bleeding**;
- Finally, those losing more than 10 **HPs** each Round suffer from **Exsanguination**, and are considered to be **Dying** (see the Conditions paragraph in the *Combat* chapter) in a number of Rounds equal to 20 - their Bleeding value (down to a minimum of 1 Round).

Bleeding characters cannot recover HPs until their wound is treated and blood loss is healed.

Outside combat, Bleeding can be temporarily stopped simply by applying some bandages or a tourniquet. However, unless successfully treated, the Bleeding Condition will remain (preventing the character from recovering HPs), and the HPs loss will resume as soon as they enter combat again or perform any strenuous activity.

### Treating Bleeding Wounds

Bleeding can be treated in a safe environment with a Healer Skill Roll and the right tools.

Characters suffering from Light Bleeding can be treated with a Standard (+0) Healer Roll and by spending some bandages. Light Bleeding is healed immediately once treated, leaving patients free to continue their adventure.

Severe Bleeding requires the use of a Healer's Kit and a Challenging (-10) Healer Roll. Treated characters must rest for a full day to recover completely. Their bleeding wounds won't reopen if they fight or engage in other adventuring activities, but won't fully recover either, preventing them to regain lost HPs until healed.

Characters suffering from Exsanguination can be treated with



a Very Hard (-30) Healer Roll using a Healer's Kit. Like Severe Bleeding, Exsanguination needs a full day of rest after treatment for complete recovery.

A Partial Success on a Healer Skill Roll to treat Bleeding, means that the wound starts healing as described, but the GM can choose to have the character:

- spend an additional bandage or use of Healer's Kit;
- become Weary;
- or lower their current **HPs** to their Bruised Value.

A Failure means that the blood loss is temporarily stopped, but the wound isn't healed. The patient must either find another way to heal it or be treated by a more skilled healer.

A Critical Failure means the wound isn't healed and the GM can choose one of the Partial Success options.

## CONDITIONS

There's a number of Conditions that can negatively affect the characters during their adventures. Conditions are extensively described in the *Combat* chapter.

# INJURIES

Injuries are long-lasting wounds, like broken bones or torn muscles, that severely impede a character's activity.

They're represented by a penalty to all of the injured character's Skill Rolls and CMB.

Injuries are categorized into three severities, according to the penalty they impose a character.

- Injuries inflicting up to a -20 penalty are called Minor Injuries.
- Injuries imposing a penalty from -21 to -50 are considered Serious Injuries.
- All Injuries inflicting a penalty over -50 are called Crippling Injuries.

Each Injury must be recorded and healed separately, but the penalties they inflict stack.

## INCAPACITATION

### FROM INJURIES

Characters whose penalties from Injuries reach a total above -100 will become Incapacitated until their penalties are lowered to -100 or less.

## TREATING INJURIES

Injuries need time, care, and rest to heal. Injured characters can travel at a slow pace or engage in similarly light activities, but fighting or exerting themselves will prevent any recovery for that day.

Minor Injuries will heal by themselves in three days of rest. No Roll is required for these injuries, but a Challenging (-10) Healer Skill Roll and the usage of a Healer's Kit will halve their recovery time.

Other Injuries require a Healer Skill Roll and the use of a Healer's Kit to start healing. Once the recovery process is started, as long as the patient keeps resting, Crippling and Serious Injuries will slowly turn into less severe Injuries, until they're fully healed.

A Serious Injury requires a Hard (-20) Healer Skill Roll, and will turn into a Minor Injury (imposing a -20 penalty) in 10 days of rest, after being treated.

Crippling Injuries start healing with a successful Extremely Hard (-40) Healer Skill Roll, and will become a Serious Injury (imposing a -50 penalty) after 20 days if treated. Once turned into Serious Injuries, Crippling Injuries will continue to heal without the need of any further treatment, as long as the character rests.

A Partial Success on the Healer Skill Roll means that the Injury will become Lingering (see the Lingering Injuries paragraph below).

A Failure means that the doctor isn't able to treat that specific Injury.

On a Critical Failure, not only the so-called healer fails to treat the Injury, but their ineptitude also makes future treatment harder, turning the wound into a Lingering Injury.

### Lingering Injuries

Lingering Injuries are particularly nasty wounds, taking more time and requiring greater care to heal than normal. Poisoned weapons, infection, and medical blunders can all hinder a wound's recovery, turning it into a Lingering Injury and it harder to deal with it.



Lingering Injuries takes one and a half the normal time to heal, rounded down.

This usually means that a Lingering Minor Injury will take four days to recover, while a Serious Lingering Injury will heal in 15 days, and a Crippling Lingering Injury in 30 days.

Certain Spell and healing herbs can be used to turn Lingering Injuries into normal ones. See the Healing Herbs paragraph below and the Grimoire for more information.

## — DEATH AND DISMEMBERMENT —

Characters will die if their Dying Condition is not removed in time, or if they suffer an effect (such as a result from a Critical Strike) that causes instant death.

Dead characters cannot be healed by normal means; only a miracle or the strongest of magic can bring them back into play.

Magical healing is also the only way to repair destroyed organs or severed limbs.

Characters missing an eye will suffer a -20 penalty to all their Perception Rolls which rely on the sense of sight, and a -20 penalty to all their ranged Attack Rolls.

Characters without a hand or arm won't be able to wield two-handed weapons and suffer a -20 penalty for tasks requiring the use of both hands.

Characters missing a foot or leg move at half their normal Move Rate, cannot add their Swiftstat stat to their DEF, and suffer a -20 penalty to all Movement Actions.

Lastly, a character losing both eyes or more than one limb won't be able to adventure except in the most extraordinary circumstances.

## POISON AND DISEASE

The adventuring life is tough, and characters aren't endangered only by the blades of their enemies and evil spells. Malady and sickness can best even the greatest of heroes, and the most vile agents of the Darkmaster often use poison to dispose of their foes.

Poisons and diseases are described individually, each having its own Effects, Attack Level (against which a Toughness Save Roll must be made), and form of Transmission.

### *Curing Poisons and Diseases*

A Hard (-20) Healer Skill Roll, and the use of a Healer's Kit permit poisoned or diseased characters to make a new Save Roll to recover. Should this additional Save Roll fail, the effects of the ailment will persist, but the patient will be allowed to make a new SR the next day. And so on, until the character is either dead or healed.

A Partial Success in curing a poison or disease still allows the patient to make a new Save Roll but inflicts a -10 penalty on it.

Antidotes, Spells and some healing herbs can also be used to counteract its effects or heal the patient.



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BOOK THREE

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# *Grimoire*

# Chanting

*Invoking the protection of the Ancient Spirits and the Gods of Nature to protect oneself and own companions from adverse magic, curse and misfortune.*

| Weave | Spell               | Range     | Area of Effect | Duration  | Save |
|-------|---------------------|-----------|----------------|-----------|------|
| 1st   | Chant of Courage    | 0 (self)  | 3 m radius     | C         | N    |
| 2nd   | Endure the Elements | 0 (touch) | 1 target       | 1 min/lvl | N    |
| 3rd   | Nature's Blessing   | 0 (touch) | 1 target       | 1 min/lvl | N    |
| 4th   | Suppress Curse      | 3 m       | 1 target       | 1 hr/lvl  | Y    |
| 5th   | Repel Magic         | 0 (self)  | 3 m radius     | C         | Y    |
| 6th   | Sanctuary           | 0 (self)  | 3 m radius     | C         | Y    |
| 7th   | Dispel Magic        | 20 m      | 1 target       | P         | Y    |
| 8th   | Break Curse         | 3 m       | 1 target       | P         | Y    |
| 9th   | Nature's Cradle     | 0 (touch) | 1 camp         | 1 day     | N    |
| 10th  | Nature's Shield     | 0 (self)  | caster         | -         | N    |

Stat Value: **WSD**

## —— 1<sup>st</sup> • CHANT OF COURAGE ——

*Range:* 0 (self)  
*Area of Effect:* 3 m radius  
*Duration:* Concentration  
*Save:* No

The caster and their allies within the Area of Effect gain a special +10 bonus to their Save Rolls against fear. Additionally, at the end of each Assessment Phase, they can make a Save Roll to shake off the effects of any fear-inducing Spell or ability affecting them.

+3 Weave: increase radius of the Area of Effect by 3m.  
+2 Weave: change Duration to 1 Round per Level.

## —— 2<sup>nd</sup> • ENDURE THE ELEMENTS ——

*Range:* 0 (touch)  
*Area of Effect:* 1 target  
*Duration:* 1 minute per Level  
*Save:* No

Target creature is protected from the effects of extreme natural hot and cold weather. Additionally, they gain a special +20 bonus to their Defense and Save Rolls against Fire and Frost magical attacks for the Duration.

+2 Weave: change Duration to 10 minutes per Level.

## —— 3<sup>rd</sup> • NATURE'S BLESSING ——

*Range:* 0 (touch)  
*Area of Effect:* 1 target  
*Duration:* 1 minute per Level  
*Save:* No

The caster blesses target living creature, granting them a special +10 bonus to their Defense and Save Rolls for the Duration.

## —— 4<sup>th</sup> • SUPPRESS CURSE ——

*Range:* 3 m  
*Area of Effect:* 1 target  
*Duration:* 1 hour per Level  
*Save:* Yes

Target curse affecting a creature or item within Range must pass a **WSR**, using its Attack Level (or the Level of whoever placed it) as its Defender Level. If it fails, the effects of the curse are cancelled for the Duration. The curse will take effect again when the Spell ends.

## 5<sup>th</sup> • REPEL MAGIC

*Range:* 0 (self)  
*Area of Effect:* 3 m radius  
*Duration:* Concentration  
*Save:* Yes

The caster asks the spirits to protect them from adverse magic. For the Duration, whenever a Spell that would affect a target within the Area of Effect is cast, that Spell must pass a **WSR**, using its caster's Level (or its Weave, if no caster is present) as its Defender Level. If this SR fails, the Spell doesn't affect creatures within the Area of Effect (it still resolves normally for targets outside the Area of Effect).

+3 *Weave:* increase radius of the Area of Effect by 3 meters.  
+2 *Weave:* change the duration to 1 Round per Level of the caster.

## 6<sup>th</sup> • SANCTUARY

*Range:* 0 (self)  
*Area of Effect:* 3m radius  
*Duration:* Concentration  
*Save:* Yes

The caster and all their allies within the Area of Effect gain a special +10 bonus to their Defense and Save Rolls for the Duration. Additionally, evil creatures outside the Area of Effect cannot enter it without making a Save Roll (evil creatures already inside it are unaffected).

+3 *Weave:* increase radius of the Area of Effect by 3 meters.  
+2 *Weave:* change the duration to 1 Round per Level of the caster.

## 7<sup>th</sup> • DISPEL MAGIC

*Range:* 20 m  
*Area of Effect:* 1 target  
*Duration:* Permanent  
*Save:* Yes

Target active Spell or magical effect within Range must pass a **WSR**, using its caster's Level (or its Weave, if no caster is present) as its Defender Level. If it fails, the Spell is dispelled and its effects immediately end.

## 8<sup>th</sup> • BREAK CURSE

*Range:* 3 m  
*Area of Effect:* 1 target  
*Duration:* Permanent  
*Save:* Yes

Target curse affecting a creature or item within range must pass a **WSR** using its Attack Level (or the Level of whoever placed it) as its Defender Level. If it fails, the curse is broken and its effects are permanently cancelled.

## 9<sup>th</sup> • NATURE'S CRADLE

*Range:* 0 (touch)  
*Area of Effect:* 1 camp  
*Duration:* 1 day  
*Save:* No

The spirits watch over the caster and their allies, shielding them from danger and hiding them from the agents of the Darkmaster. The spot chosen for the caster's camp is considered to be Normal Terrain, and the caster's group size is halved for the purpose of calculating Camping Rolls Difficulty for the Duration.

## 10<sup>th</sup> • NATURE'S SHIELD\*

*Range:* 0 (self)  
*Area of Effect:* caster  
*Duration:* -  
*Save:* No

This Spell protects the caster from a single non-magical attack, causing it to automatically miss.

# Detections

*Seeing the invisible, detecting magic and curses, reading the aura of living beings and magical places, beings, and things.*

| Weave | Spell                | Range    | Area of Effect | Duration  | Save |
|-------|----------------------|----------|----------------|-----------|------|
| 1st   | Detect Magic         | 0 (self) | 15 m radius    | C         | N    |
| 2nd   | Comprehend Languages | 0 (self) | caster         | C         | N    |
| 3rd   | Sense Darkness       | 20 m     | 1 target       | -         | N    |
| 4th   | Sense Invisible      | 0 (self) | 15 m radius    | C         | N    |
| 5th   | Detect Traps         | 0 (self) | 15 m radius    | C         | N    |
| 6th   | Aura Reading         | 20 m     | 1 target       | -         | N    |
| 7th   | Locate               | 30 m     | 1 target       | C         | N    |
| 8th   | Pierce the Veil      | 0 (self) | 15 m radius    | C         | N    |
| 9th   | Precognition         | 0 (self) | caster         | 1 min/lvl | N    |
| 10th  | Legendary Tales      | 0 (self) | caster         | -         | N    |

Stat Value: **WSD**

## 1<sup>st</sup> • DETECT MAGIC

**Range:** 0 (self)

**Area of Effect:** 15 m radius

**Duration:** Concentration

**Save:** No

For the Duration, the caster is aware of the presence of magical items or active Spells in the Area of Effect.

**+2 Weave:** the caster also learns the general position of all sources of magic detected (with an approximation of 1.5 meters).

**+3 Weave:** this Spell also detects passive or dormant Spells and magical effects.

**+2 Weave:** change the Duration to 1 minute per Level.

## 2<sup>nd</sup> • COMPREHEND LANGUAGES

**Range:** 0 (self)

**Area of Effect:** caster

**Duration:** Concentration

**Save:** No

The caster can comprehend the basic concepts conveyed by a written text in a foreign or unknown language. This Spell only works with non-magical languages and cannot decipher codes or secret messages, giving only the literal meaning of any text analyzed.

**+2 Weave:** the Spell also works on spoken languages for the Duration.

**+3 Weave:** the caster gains a full understanding of the analyzed text, as if it were written in their mother tongue.

## 3<sup>rd</sup> • SENSE DARKNESS

**Range:** 20 m

**Area of Effect:** 1 target

**Duration:** -

**Save:** No

The caster learns if a creature or item they can see is either a servant of the Darkmaster, cursed, or under the influence of an evil Spell.

**+3 Weave:** the caster also learns the general nature of the curse or evil Spell afflicting the target.

**+1 Weave:** add one target.

## 4<sup>th</sup> • SENSE INVISIBLE

**Range:** 0 (self)

**Area of Effect:** 15 m radius

**Duration:** Concentration

**Save:** No

For the Duration, the caster is aware of the presence and general position of any invisible creature or item in the Area of Effect. Attacks against creatures sensed this way suffer a special -50 penalty.

**+2 Weave:** change the Duration to 1 minute per Level.

**+3 Weave:** the caster can see detected creatures as if they weren't invisible (and suffers no penalty to attacks made against them).

## 5<sup>th</sup> • DETECT TRAPS

**Range:** 0 (self)  
**Area of Effect:** 15 m radius  
**Duration:** Concentration  
**Save:** No

For the Duration, the caster is aware of the presence and general position of all traps in the Area of Effect.

**+2 Weave:** change the Duration to 1 minute per Level.

## 6<sup>th</sup> • AURA READING

**Range:** 20 m  
**Area of Effect:** 1 target  
**Duration:** -  
**Save:** No

The caster perceives the target's spiritual aura, gaining a superficial knowledge of their true essence and learning either their Motivation, their Nature, or their Allegiance (if any).

**+2 Weave:** the Spell reveals one additional Passion of the target.

## 7<sup>th</sup> • LOCATE

**Range:** 30 m  
**Area of Effect:** 1 target  
**Duration:** Concentration  
**Save:** No

The caster becomes aware of the exact position and the shortest route to a specific item or location they're familiar with if it's within the spell's Range. If the target is outside the Range of this Spell, the caster will learn only its general direction.

**+2 Weave:** change the Duration to 1 minute per Level.  
**+1 Weave:** the caster doesn't need to be familiar with the target, as long as it's been described to them in detail.  
**+1 Weave:** add 30 meters to Range.

## 8<sup>th</sup> • PIERCE THE VEIL

**Range:** 0 (self)  
**Area of Effect:** 15 m radius  
**Duration:** Concentration  
**Save:** No

For the Duration, the caster sees through any illusion or magical disguise, darkness, or concealment within the Area of Effect.

**+2 Weave:** change the Duration to 1 minute per Level.

## 9<sup>th</sup> • PRECOGNITION

**Range:** 0 (self)  
**Area of Effect:** caster  
**Duration:** 1 minute per Level  
**Save:** No

For the Duration of the Spell, the caster automatically succeeds at any Assessment Roll, cannot be Surprised, and always acts first in each phase of the TRS.

## 10<sup>th</sup> • LEGENDARY TALES

**Range:** 0 (self)  
**Area of Effect:** caster  
**Duration:** -  
**Save:** No

The caster learns any significant legend and tale relevant to the powers, origins, and history of any one item, place, creature, or person they choose at the time of casting. The caster must know at least a rumor about the topic, like having being told about it, or be in the presence of the object or place.

In most cases, the effect of this Spell may also result in a special bonus to any Songs & Tales Skill Roll variable from +50 to +100, depending on the situation. The GM must eventually give the caster's player any information about the topic, perhaps possibly in the form of the caster experiencing in first-person important events about the item, place, creature, or person researched.

# Eldritch Fire

*Manipulating elemental Fire to create devastating scorching attacks, erect flaming barriers, and heat organic and inorganic materials.*

| Weave | Spell          | Range     | Area of Effect    | Duration  | Save |
|-------|----------------|-----------|-------------------|-----------|------|
| 1st   | Ignite         | 0 (touch) | 1 target          | -         | N    |
| 2nd   | Cauterization  | 0 (touch) | 1 wound           | P         | N    |
| 3rd   | Incandescence  | 3 m       | 30 cm cube/lvl    | C         | N    |
| 4th   | Wall of Fire   | 30 m      | 3 m × 3 m × 15 cm | 1 rnd/lvl | N    |
| 5th   | Flameshield    | 3 m       | 1 target          | 1 min/lvl | N    |
| 6th   | Fire Bolt      | 30 m      | 1 target          | -         | N    |
| 7th   | Flaming Weapon | 0 (touch) | 1 weapon          | 1 rnd/lvl | N    |
| 8th   | Fireball       | 30 m      | 3 m radius        | -         | N    |
| 9th   | Immolation     | 0 (self)  | caster            | 1 rnd/lvl | N    |
| 10th  | Firestorm      | 30 m      | 6 m radius        | 1 rnd/lvl | N    |

Stat Value: **WIT**

## 1<sup>st</sup> • IGNITE

*Range:* 0 (touch)  
*Area of Effect:* 1 target  
*Duration:* -  
*Save:* No

The caster conjures a bright spark that ignites target flammable object within Range, which will then start to burn normally. If the target is a living being, it suffers a Superficial Fire Critical Strike instead.

**+1 Weave:** increase Range by 2 meters.  
**+1 Weave:** instead of its normal effect, the Spell will extinguish a fire (covering an area of up to 1.5 m of radius) within Range.

## 2<sup>nd</sup> • CAUTERIZATION

*Range:* 0 (touch)  
*Area of Effect:* 1 wound  
*Duration:* Permanent  
*Save:* No

A tiny flame erupts from the caster's fingertips, cauterizing a single Light Bleeding wound, but dealing 2 points of damage per point of Bleeding healed this way.

**+3 Weave:** increase the severity of Bleeding healed by one step (from Light to Severe or from Severe to Exsanguination).

## 3<sup>rd</sup> • INCANDESCENCE

*Range:* 3 m  
*Area of Effect:* 30 cm cube per Level  
*Duration:* Concentration  
*Save:* No

Target inanimate inorganic object (up to 30 cm cube per Level of the caster) within Range becomes searing hot for the Duration of the Spell. Characters wearing or holding the object will suffer a Superficial Fire Critical Strike at the beginning of each Round until they drop or remove it.

**+1 Weave:** change Duration to 1 Round per Level.

## 4<sup>th</sup> • WALL OF FIRE

*Range:* 30 m  
*Area of Effect:* 3 m × 3 m × 15 cm  
*Duration:* 1 Round per Level  
*Save:* No

This Spell creates a wall of fire on a solid surface within Range. The wall is approximately 15 cm thick, and can be up to 3 meters long and high. The Wall of Fire is opaque and cannot be seen through. Any creature passing through it suffers a Superficial Fire Critical Strike.

**+3 Weave:** extend length of wall by 3 meters.

## 5<sup>th</sup> • FLAMESHIELD

**Range:** 3 m

**Area of Effect:** 1 target

**Duration:** 1 minute per Level

**Save:** No

For the Duration, the target halves any damage suffered from fire-based attacks and reduces by one severity degree any Fire Critical Strike received (Critical Strikes reduced under the Superficial severity are completely negated by the Spell).

**+2 Weave:** add one target to the Area of Effect.

## 6<sup>th</sup> • FIRE BOLT

**Range:** 30 m

**Area of Effect:** 1 target

**Duration:** -

**Save:** No

The caster hurls a bolt of fire against the target. This Attack Spell inflicts Fire damage and is resolved on the Bolt Spells Attack Table, with a maximum result of 150. If the target is wearing or bearing highly flammable items, there's a 1% chance per point of base damage inflicted that one of them will catch fire, dealing a Superficial Fire Critical Strike each Round until doused, removed, or destroyed.

**+2 Weave:** increase chance of flammable items catching fire to 2% per point of base damage inflicted.

**+2 Weave:** increase Range by 10 meters

## 7<sup>th</sup> • FLAMING WEAPON

**Range:** 0 (touch)

**Area of Effect:** 1 weapon

**Duration:** 1 Round per Level

**Save:** No

Target melee weapon within Range is enshrouded in magical flames. The flames will not affect the weapon, nor harm its wielder or the caster, but will inflict an additional Moderate Fire Critical Strike to any creature it hits.

**+2 Weave:** increase the severity of the additional Critical Strike by 1 (up to Lethal).

## 8<sup>th</sup> • FIREBALL

**Range:** 30 m

**Area of Effect:** 3 m radius

**Duration:** -

**Save:** No

The caster shoots a small sphere of flames, that explodes in a fiery conflagration upon reaching its target. This Attack Spell is resolved on the Area Spells Attack Table, with no maximum result, inflicting Fire damage and affecting anyone within the Area of Effect. If a creature hit by this Spell is wearing or bearing highly flammable items, there's a 1% chance per point of base damage inflicted that one of them will catch fire, dealing a Superficial Fire Critical Strike to its bearer each Round until doused, removed, or destroyed.

**+2 Weave:** increase chance of flammable items catching fire to 2% per point of base damage inflicted.

**+2 Weave:** increase Range by 10 meters

## 9<sup>th</sup> • IMMOLATION

**Range:** 0 (self)

**Area of Effect:** caster

**Duration:** 1 Round per Level

**Save:** No

The caster wreaths themselves in a fiery aura. For the Duration of the Spell, they take no damage from normal or magical fire, and inflict a Light Fire Critical Strike at the beginning of each Round to all creatures engaged in melee with them.

## 10<sup>th</sup> • FIRESTORM

**Range:** 30 m

**Area of Effect:** 6 m radius

**Duration:** 1 Round per Level

**Save:** No

The chosen area is covered by a roaring storm of 3-meter high flames. For the Duration of the Spell, any creature in the Area of Effect suffers a Fire Critical Strike of increasing severity at the beginning of each Round, starting from Superficial and up to Lethal.

Inside the Area of Effect of the Spell hearing and seeing are greatly hampered: all Perception Rolls are penalized by -30. Furthermore, each target beginning their Round inside the area of effect must pass a Perception Roll during the Assessment Phase or be Stunned; once the target passes the Roll, they need not roll again for the Duration of the Spell.

# Eldritch Hand

*Moving and affecting inert matter with the sheer power of the mind.*

| Weave | Spell          | Range     | Area of Effect | Duration  | Save |
|-------|----------------|-----------|----------------|-----------|------|
| 1st   | Poltergeist    | 30 m      | 1 target       | 1 min/lvl | Y    |
| 2nd   | Magic Shield*  | 0 (self)  | caster         | 1 min/lvl | N    |
| 3rd   | Burden         | 30 m      | 1 target       | 1 min/lvl | Y    |
| 4th   | Telekinesis    | 30 m      | 1 target       | C         | Y    |
| 5th   | Deflect*       | 30 m      | 1 attack       | -         | N    |
| 6th   | True Aim*      | 0 (touch) | 1 attack       | -         | N    |
| 7th   | Blade Ward*    | 30 m      | 1 attack       | -         | N    |
| 8th   | Eldritch Push  | 20 m      | 1 target       | -         | Y    |
| 9th   | Shatter        | 30 m      | 1 target       | -         | Y    |
| 10th  | Crushing Force | 30 m      | 1 target       | 1 rnd/lvl | Y    |

Stat Value: **WIT**

## 1<sup>st</sup> ♦ POLTERGEIST

**Range:** 30 m

**Area of Effect:** 1 target

**Duration:** 1 minute per Level

**Save:** Yes

Target inanimate item, weighing up to 2 kg, starts to shake weakly, as if tugged by an unseen hand. Very fragile objects have a 10% chance per minute of shattering. If the target is held by someone, its wielder must pass a **WSR** or drop it.

**+2 Weave:** increase maximum weight of the target by 2 kg.

## 2<sup>nd</sup> ♦ MAGIC SHIELD\*

**Range:** 0 (self)

**Area of Effect:** caster

**Duration:** 1 minute per Level

**Save:** No

This Spell creates an invisible shield of magical force that protects the caster, giving them a +25 special bonus to their DEF against all melee and ranged attacks coming from a chosen side of the character. The shield doesn't occupy a hand but cannot be combined with a normal shield. The caster can change the side protected by this Spell with a Free Action during the Assessment Phase.

## 3<sup>rd</sup> ♦ BURDEN

**Range:** 30 m

**Area of Effect:** 1 target

**Duration:** 1 minute per Level

**Save:** Yes

Increase the target's Encumbrance Level by one, up to Overencumbered.

**+5 Weave:** increase Encumbrance by one more Level.

**+3 Weave:** add one target.

## 4<sup>th</sup> ♦ TELEKINESIS

**Range:** 30 m

**Area of Effect:** 1 target

**Duration:** Concentration

**Save:** Yes

The caster can move target item or creature weighing up to 5 kg in any direction within Range. Creatures targeted by this Spell, or holding an item targeted by it, can make a **WSR** to resist its effects.

**+2 Weave:** increase maximum weight of the target by 5 kg.

## 5<sup>th</sup> • DEFLECT\*

*Range:* 30 m

*Area of Effect:* 1 attack

*Duration:* -

*Save:* No

The caster deflects an arrow, dart, or other similar non-magical missile within Range, inflicting a -100 penalty to its Attack Roll.

+3 *Weave*: add one target.

## 6<sup>th</sup> • TRUE AIM\*

*Range:* 0 (touch)

*Area of Effect:* 1 attack

*Duration:* -

*Save:* No

The caster magically guides toward its target the next mundane ranged attack made by the touched character this Round, granting a special +50 bonus to their Attack Roll.

## 7<sup>th</sup> • BLADE WARD\*

*Range:* 30 m

*Area of Effect:* 1 attack

*Duration:* -

*Save:* No

The caster deflects a single melee attack that they can see within Range, imposing a special -100 penalty to its Attack Roll.

+3 *Weave*: add one target.

## 8<sup>th</sup> • ELDRITCH PUSH

*Range:* 20 m

*Area of Effect:* 1 target

*Duration:* -

*Save:* Yes

Target is hit by strong magical force. It suffers a Light Impact Critical Strike and is moved for 5 meters in any direction chosen by the caster on the horizontal axis. If it's a creature, it falls *Prone*. If it encounters an obstacle (including another creature) on its path, its movement ends immediately, and both the target and the obstacle suffer an additional Light Impact Critical Strike.

## 9<sup>th</sup> • SHATTER

*Range:* 30 m

*Area of Effect:* 1 target

*Duration:* -

*Save:* Yes

Target inorganic, inanimate object weighing no more than 5 kg explodes in a cloud of fragments. Its wielder suffers a Moderate Impact Critical Strike, and any creature within a 3-meter radius suffers a Superficial Impact Critical Strike. Magical items are unaffected by this Spell, and characters wielding or bearing the targeted item may pass a **WSR** to negate its effects.

## 10<sup>th</sup> • CRUSHING FORCE

*Range:* 30 m

*Area of Effect:* 1 target

*Duration:* 1 Round per Level

*Save:* Yes

The target is crushed by an overwhelming magical force. For the Duration of the Spell, the target is *Held* and suffers a Light Impact Critical Strike at the beginning of each Round. If it's a creature, it falls to the ground and becomes *Prone*. At the end of each Round, the target may make a **WSR** to end the effects of this Spell.

# Elven Lore

*Gathering the Wisdom of the Stars to recall upon the Lore of the Ancients about legendary people, places, artifacts, and magics.*

| Weave | Spell                | Range     | Area of Effect | Duration | Save |
|-------|----------------------|-----------|----------------|----------|------|
| 1st   | Memory Palace        | 0 (self)  | caster         | -        | N    |
| 2nd   | Artificer's Lore     | 0 (touch) | 1 target       | -        | N    |
| 3rd   | Lore of Words        | 0 (touch) | 1 target       | -        | N    |
| 4th   | Mind's Knowledge     | 15 m      | 1 target       | -        | Y    |
| 5th   | Dreams of Lore       | 0 (self)  | caster         | 4 hours  | N    |
| 6th   | Secrets of the Runes | 0 (touch) | 1 target       | -        | N    |
| 7th   | Dark Lore            | 20 m      | 1 target       | -        | N    |
| 8th   | Hunter's Lore        | 20 m      | 1 target       | -        | N    |
| 9th   | Mystical Lore*       | 20 m      | 1 target       | -        | N    |
| 10th  | Lore of the Ancients | 0 (self)  | caster         | 4 hours  | N    |

Stat Value: **BEA**

## 1<sup>st</sup> • MEMORY PALACE

**Range:** 0 (self)

**Area of Effect:** caster

**Duration:** -

**Save:** No

The caster remembers perfectly a specific event they witnessed within 10 days per Level.

**+2 Weave:** the event recalled could have happened up to 3 months per Level ago.

**+5 Weave:** the event recalled could have happened up to 10 years per Level ago.

## 2<sup>nd</sup> • ARTIFICER'S LORE

**Range:** 0 (touch)

**Area of Effect:** 1 target

**Duration:** -

**Save:** No

The caster assesses the value of target gem, jewel, or crafted item (learning its Treasure Value).

**+1 Weave:** the caster also learns if the item is enchanted and is given a rough estimation of how powerful it is.

**+5 Weave:** the caster also learns if the item has any cultural or historical value, and is given a rough idea about its significance.

## 3<sup>rd</sup> • LORE OF WORDS

**Range:** 0 (touch)

**Area of Effect:** 1 target

**Duration:** -

**Save:** No

The caster learns what language target text is written in and if it has any hidden meaning.

If the text's author is particularly noteworthy, the caster also learns their name and whether the text itself has any monetary value.

## 4<sup>th</sup> • MIND'S KNOWLEDGE

**Range:** 15 m

**Area of Effect:** 1 target

**Duration:** -

**Save:** Yes

The caster learns if target sentient creature they can see has any knowledge about a specific topic. Additionally, if the target failed their SR, the caster can read their surface thoughts about the topic (how they feel about it; whether they deem the topic important; and whether it generates strong emotions within them).

**+4 Weave:** the caster peers deeper into the target's mind. If the target failed their SR, they're able to mentally ask them a single question about the chosen topic, to which the target must answer truthfully.

## 5<sup>th</sup> • DREAMS OF LORE

*Range:* 0 (self)

*Area of Effect:* caster

*Duration:* 4 hours

*Save:* No

The caster falls into a deep trance for the Duration. During the trance, the caster is oblivious to anything happening around them, but receives a vision about a significant event in the past of an item or place they can see at the time of casting.

## 6<sup>th</sup> • SECRETS OF THE RUNES

*Range:* 0 (touch)

*Area of Effect:* 1 target

*Duration:* -

*Save:* No

The caster learns the purpose of target magical or enchanted text. If the text is a magical scroll, they also learn what Spells it contains and get a special +20 bonus to their Arcana Roll to cast those Spells from that scroll.

## 7<sup>th</sup> • DARK LORE

*Range:* 20 m

*Area of Effect:* 1 target

*Duration:* -

*Save:* No

The caster knows if target creature, item, or place they can see within the Range of this Spell is cursed or connected with the Darkmaster. If the target is cursed, they also learn the origins of the curse afflicting it and gain a +10 to their eventual SRs to resist its effects.

## 8<sup>th</sup> • HUNTER'S LORE

*Range:* 20 m

*Area of Effect:* 1 target

*Duration:* -

*Save:* No

The caster identifies the nature of target creature they can see, learning what type of creature it is and its general origins. They also get an idea of the general capabilities usually possessed by creatures of that type, together with their most known weaknesses, vulnerabilities, or idiosyncrasies.

## 9<sup>th</sup> • MYSTICAL LORE\*

*Range:* 20 m

*Area of Effect:* 1 target

*Duration:* -

*Save:* No

The caster identifies target Spell, ritual, or magical effect, learning its name, origin, Weave, and general effects.

## 10<sup>th</sup> • LORE OF THE ANCIENTS

*Range:* 0 (self)

*Area of Effect:* caster

*Duration:* 4 hours

*Save:* No

The caster falls into a deep trance for the Duration, during which they enter in communion with the wise spirits of Nature. They're oblivious to anything happening around them for the Duration, but at the end of the trance they can ask a simple yes or no question about a specific subject, to which the GM must answer truthfully.

# Healing

*Miraculously healing wounds; clotting blood loss; mending broken bones and injured muscles and organs; restoring one's health and vigor.*

| Weave | Spell               | Range     | Area of Effect | Duration  | Save |
|-------|---------------------|-----------|----------------|-----------|------|
| 1st   | Heal                | 0 (touch) | 1 target       | -         | N    |
| 2nd   | Clotting            | 0 (touch) | 1 wound        | -         | N    |
| 3rd   | Unstun*             | 6 m       | 1 target       | -         | N    |
| 4th   | Mend Injuries       | 0 (touch) | 1 injury       | -         | N    |
| 5th   | Recover*            | 0 (touch) | 1 target       | C         | N    |
| 6th   | Clarity*            | 0 (touch) | 1 target       | -         | N    |
| 7th   | Rejoining           | 0 (touch) | 1 injury       | -         | N    |
| 8th   | Heal Injuries       | 0 (touch) | 1 injury       | -         | N    |
| 9th   | Suspended Animation | 0 (touch) | 1 target       | 1 day/lvl | N    |
| 10th  | Regenerate          | 0 (touch) | 1 injury       | -         | N    |

Stat Value: **WSD**

## 1<sup>st</sup> ♦ HEAL

*Range: 0 (touch)*

*Area of Effect: 1 target*

*Duration: -*

*Save: No*

Target living creature recovers up to 10% of their Total Hit Points over the course of the next minute, as if they rested for a full hour.

**+1 Weave:** increase amount of HPs recovered by another 10% and the recovery time by another minute.

**+2 Weave:** HP recovery is instantaneous instead.

## 2<sup>nd</sup> ♦ CLOTTING

*Range: 0 (touch)*

*Area of Effect: 1 wound*

*Duration: -*

*Save: No*

Reduce the HP loss of target Bleeding Wound by 1 HP per Round. If this brings Bleeding to zero, the wound is considered to be healed, as if treated with a successful Healer Roll.

**+1 Weave:** reduce Bleeding by another 1 HP per Round.

## 3<sup>rd</sup> ♦ UNSTUN\*

*Range: 6 m*

*Area of Effect: 1 target*

*Duration: -*

*Save: No*

Target creature immediately shakes off its *Stunned* Condition.

## 4<sup>th</sup> ♦ MEND INJURIES

*Range: 0 (touch)*

*Area of Effect: 1 Injury*

*Duration: -*

*Save: No*

Each day of rest will count as two days for the purposes of recovering from the effects of target Minor Injury (note that Injury must be treated for recovery to begin).

**+2 Weave:** increase the severity of Injuries treated by this Spell by one step (from Minor to Serious, or from Serious to Crippling).

## 5<sup>th</sup> • RECOVER\*

**Range:** 0 (touch)

**Area of Effect:** 1 target

**Duration:** Concentration

**Save:** No

For the Duration, the target recovers 1 HP each Round. *Incapacitated* characters can cast this Spell on themselves and Concentrate on it as if they weren't *Incapacitated*.

+2 *Weave*: target recovers 1 more **HP** each Round.

## 6<sup>th</sup> • CLARITY\*

**Range:** 0 (touch)

**Area of Effect:** 1 target

**Duration:** -

**Save:** No

Target living creature immediately wakes from sleep or ceases to be *Stunned* or *Incapacitated*. This Spell doesn't work on characters with 0 HPs or less. Sleeping or *Incapacitated* characters can cast this Spell on themselves as if they were fully conscious.

## 7<sup>th</sup> • REJOINING

**Range:** 0 (touch)

**Area of Effect:** 1 Injury

**Duration:** -

**Save:** No

The caster can reattach target severed limb or body part to its original place. The target will not be immediately functioning but will be considered a Crippling Injury and will heal normally if treated.

## 8<sup>th</sup> • HEAL INJURIES

**Range:** 0 (touch)

**Area of Effect:** 1 Injury

**Duration:** -

**Save:** No

This Spell immediately reduces by one step the severity of an Injury the caster is treating (from Crippling to Serious, from Serious to Minor, or from Minor to completely healed). The penalty inflicted by the Injury is reduced to the standard maximum penalty for its new Severity (-50 for Serious Injuries or -20 for Minor Injuries). Note that this Spell does not remove the need of a Healer Roll, but affects its Difficulty and the Injury recovery time.

## 9<sup>th</sup> • SUSPENDED ANIMATION

**Range:** 0 (touch)

**Area of Effect:** 1 target

**Duration:** 1 day per Level

**Save:** No

The caster puts target living creature into a deep trance. While under the effect of this Spell, the target is *Incapacitated*, recovers 5 HPs each Round, and halves the recovery time for any Injury it's suffering from. Additionally, for the Duration Bleeding and the *Dying* condition are temporarily stopped, as are the effects of any disease or poison afflicting the character (they'll resume normally as soon as the Spell ends, unless healed).

This Spell ends immediately if the target recovers all their HPs and is healed of all Injuries or if they stop being *Incapacitated*.

## 10<sup>th</sup> • REGENERATE

**Range:** 0 (touch)

**Area of Effect:** 1 Injury

**Duration:** -

**Save:** No

This Spell replaces target lost or destroyed limb, organ, or body part. The replaced part won't be immediately functioning, but will be considered a Crippling Injury and will heal normally if treated.

This Spell will prevent characters from dying from the healed wound, but it won't bring dead characters back to life.

# Illusions

*Creating fake illusory artifacts, from deceptive mirages to ghostly sounds, misleading the sight and senses of living beings into believing their existence.*

| Weave | Spell          | Range    | Area of Effect | Duration     | Save |
|-------|----------------|----------|----------------|--------------|------|
| 1st   | Phantom Sound  | 30 m     | 3 m radius     | 10 min/lvl   | N    |
| 2nd   | Chameleon      | 3 m      | 1 target       | 24 hrs       | N    |
| 3rd   | Mirage         | 30 m     | 3 m radius     | 10 min/lvl   | N    |
| 4th   | Invisibility   | 3 m      | 1 target       | 24 hrs       | N    |
| 5th   | Decoy*         | 0 (self) | caster         | 1 rnd/lvl    | N    |
| 6th   | Disguise       | 3 m      | 1 target       | 1 hr/lvl     | N    |
| 7th   | Illusion       | 30 m     | 3 m radius     | 10 min/lvl   | N    |
| 8th   | Maddening Wail | 0 (self) | 15 m radius    | 1 rnd/lvl    | Y    |
| 9th   | Crippling Gaze | 20 m     | 1 target       | 1 rnd/5 fail | Y    |
| 10th  | Cloud Scrying  | 30 m     | 6 m radius     | 10 min/lvl   | N    |

Stat Value: **WIT**

## 1st ♦ PHANTOM SOUND

**Range:** 30 m

**Area of Effect:** 3 m radius

**Duration:** 10 minutes per Level

**Save:** No

This Spell creates an illusory sound seemingly emanating from a point in the Area of Effect. It can be as low as a whisper or as loud as a normal conversation. If the sound is a voice, it must be in a language the caster knows.

**+1 Weave:** the caster can Concentrate to move the point of origin of the sound within Range.

## 2nd ♦ CHAMELEON

**Range:** 3 m

**Area of Effect:** 1 target

**Duration:** 24 hours

**Save:** No

This Spell masks the presence of target static object or creature, making it very difficult to see for the Duration.

Observers won't be able to see the target unless they're actively searching the area. In this case, they can make a **WSR** to resist the effects of this Spell.

This Spell immediately ends if the target moves.

**+4 Weave:** add one target.

## 3rd ♦ MIRAGE

**Range:** 30 m

**Area of Effect:** 3 m radius

**Duration:** 10 minutes per Level

**Save:** No

This Spell creates an illusory static image or scene in the Area of Effect. The illusion is purely visual and doesn't cover sound, touch, or other senses. Objects and creatures can simply pass through it without encountering any resistance.

**+3 Weave:** increase Area of Effect by 3 meters.

**+3 Weave:** increase Range by 30 meters.

**+3 Weave:** increase Duration by 10 minutes per Level.

## 4th ♦ INVISIBILITY

**Range:** 3 m

**Area of Effect:** 1 target

**Duration:** 24 hours

**Save:** No

Target creature and anything it carries or wields is made completely invisible for the Duration.

This Spell immediately ends if the target attacks, casts a Spell, or is struck by a physical attack.

**+2 Weave:** the Spell doesn't end if the target casts a Spell (it will still end if they attack or are struck by a physical attack).

**+4 Weave:** add one target.

## 5<sup>th</sup> • DECOY\*

**Range:** 0 (self)

**Area of Effect:** caster

**Duration:** 1 Round per Level

**Save:** No

This Spell creates an illusory decoy that looks and sounds exactly like the caster. The decoy moves around the caster, mimicking their actions and echoing their words. Each attack directed against the caster has an equal chance of hitting them or a decoy. If a decoy is hit, it is destroyed and vanishes.

This Spell ends immediately when all decoys are destroyed.

+3 **Weave:** the Spell creates one more decoy.

## 6<sup>th</sup> • DISGUISE

**Range:** 3 m

**Area of Effect:** 1 target

**Duration:** 1 hour per Level

**Save:** No

This Spell changes the appearance of target creature, making them look and sound like someone else. This spell can make the target look slightly smaller or bigger (within 20% of their actual size), or appearing as a member of a different Kin, but cannot radically change the target's type of creature. It cannot, for example, change the appearance of a Man into that of a Wolf, but could make a Horse appear as a Camel or an Elf look like a Dwarf.

The Spell changes the sound of the target's voice, but doesn't give them the ability to speak a language they don't know.

This illusion only affects the senses of sight and hearing, so creatures using other senses won't be fooled by it.

## 7<sup>th</sup> • ILLUSION

**Range:** 30 m

**Area of Effect:** 3 m radius

**Duration:** 10 minutes per Level

**Save:** No

This Spell creates an illusory image or scene in the Area of Effect. The illusion is very convincing, affecting the senses of sight, hearing, and smell. However, it's intangible and cannot damage creatures interacting with it.

The caster can move the illusion as they wish (as long as it remains within Range) by Concentrating. Otherwise, the illusion will remain static.

The sounds reproduced by the illusion can be as loud as a dragon's roar. If they're voices, they must be in a language known by the caster.

+3 **Weave:** increase Area of Effect by 3 meters.

+3 **Weave:** increase Range by 30 meters.

+3 **Weave:** increase Duration by 10 minutes per Level.

## 8<sup>th</sup> • MADDENING WAIL

**Range:** 0 (self)

**Area of Effect:** 15 m radius

**Duration:** 1 Round per Level

**Save:** Yes

The caster emits a disturbing, high pitched wail that rattles everyone near them. Creatures within the Area of Effect must pass a Save Roll at the beginning of each Assessment Phase or be *Stunned*. Animals that fail this Save Roll will instead flee from the caster at their maximum speed for the Duration. Deaf and mindless creatures aren't affected by this Spell.

## 9<sup>th</sup> • CRIPPLING GAZE

**Range:** 20 m

**Area of Effect:** 1 target

**Duration:** 1 Round per 5 points of failure

**Save:** Yes

The target believes they have been struck by an attack causing them a terrible injury. Roll a Grievous Critical Strike of a type chosen by the caster. Target will suffer its effects (damage, conditions, bleeding, penalties, etc) for 1 Round for every 5 points of failure in their **WSR**. Once the Duration expires, the target will realize they've been fooled and all damage caused by the Spell will vanish.

If the target "dies" as a result of the Critical Strike, they'll fall unconscious for the Duration instead.

## 10<sup>th</sup> • CLOUD SCRYING

**Range:** 30 m

**Area of Effect:** 6 m radius

**Duration:** 10 minutes per Level

**Save:** No

For the Duration of the Spell, the chosen area is made impervious against divination magic. Spells or magical effects that detect or reveal illusions and magic that enhances one's senses or let someone perceive from distance won't work within the Area of Effect.

# Master of Animals

*Gaining mastery of Animals to summon them at once, driving them away, calming their instincts, speaking their tongues.*

| Weave | Spell              | Range     | Area of Effect | Duration     | Save |
|-------|--------------------|-----------|----------------|--------------|------|
| 1st   | Animal Sleep       | 30 m      | 1 animal       | 1 min/lvl    | Y    |
| 2nd   | Speak with Animals | 0 (self)  | caster         | 1 min/lvl    | N    |
| 3rd   | Animal Companion   | 3 m       | 1 target       | P            | N    |
| 4th   | Summon Animals     | 30 m      | 1 animal       | 1 min        | N    |
| 5th   | Beast Mastery      | 30 m      | 1 animal       | C            | Y    |
| 6th   | Hold Beasts        | 30 m      | 1 animal       | 1 rnd/5 fail | Y    |
| 7th   | Eyes of the Forest | 0 (self)  | caster         | 1 hr/lvl     | N    |
| 8th   | Nature's Friend    | 0 (self)  | 15 m radius    | C            | N    |
| 9th   | Animal Healing     | 0 (touch) | 1 animal       | -            | N    |
| 10th  | Plague of Insects  | 30 m      | 6 m radius     | 1 rnd/lvl    | N    |

Stat Value: **WSD**

## 1<sup>st</sup> • ANIMAL SLEEP

**Range:** 30 m

**Area of Effect:** 1 animal

**Duration:** 1 minute per Level

**Save:** Yes

Target animal falls deeply asleep for the Duration. The target will immediately awake if it's shaken, prodded, or harmed in any way. Loud noises will grant it a Save Roll to end the effects of this Spell.

**+2 Weave:** add one animal to the Area of Effect.

## 2<sup>nd</sup> • SPEAK WITH ANIMALS

**Range:** 0 (self)

**Area of Effect:** caster

**Duration:** 1 minute per Level

**Save:** No

The caster can communicate with normal animals for the Duration.

**+2 Weave:** change the Duration to 10 minutes per Level.

## 3<sup>rd</sup> • ANIMAL COMPANION

**Range:** 3 m

**Area of Effect:** 1 target

**Duration:** Permanent

**Save:** No

The caster establishes a special bond with target friendly animal within Range, swearing a sacred pact of mutual friendship. The animal will follow the caster and blindly obey their orders. Both will be able to communicate with each other at a basic level (conveying concepts such as fear, danger, hunger, enemies, and so on).

This Spell ends immediately if the caster betrays the animal's trust or if it's cast again on another animal.

## 4<sup>th</sup> • SUMMON ANIMALS

**Range:** 30 m

**Area of Effect:** 1 animal

**Duration:** 1 minute

**Save:** No

The caster summons a random animal of Level 3 or lower from the surrounding area. When this Spell is cast, the caster can specify the general type of animal they intend to summon (e.g. "a flying beast" or "a predator") but cannot choose a specific animal.

The summoned animal will appear at the end of the Round and will be friendly toward the caster, who can Concentrate to control its actions for the Duration.

When the Spell ends, the animal will flee back to the wild.

**+2 Weave:** increase Duration by 1 minute.

**+2 Weave:** increase the maximum Level of the summoned creature by one.

**+3 Weave:** summon one more creature for the Duration.

## 5<sup>th</sup> • BEAST MASTERY

**Range:** 30 m

**Area of Effect:** 1 animal

**Duration:** Concentration

**Save:** Yes

The caster can control the actions of target animal within Range for the Duration.

**+3 Weave:** add one animal to the Area of Effect.

## 6<sup>th</sup> • HOLD BEASTS

**Range:** 30 m

**Area of Effect:** 1 animal

**Duration:** 1 Round per 5 points of failure

**Save:** Yes

Target animal within Range is *Held* for 1 Round for every 5 points of failure in its Save Roll.

**+3 Weave:** add one animal to the Area of Effect.

## 7<sup>th</sup> • EYES OF THE FOREST

**Range:** 0 (self)

**Area of Effect:** caster

**Duration:** 1 hour per Level

**Save:** No

Local animals will aid the caster, warning them of possible dangers ahead and steering them away from perilous paths.

The caster gains a special +20 bonus to their Wandering Skill Rolls while Pathfinding and a +30 bonus to all Rolls made to evade encounters for the Duration.

## 8<sup>th</sup> • NATURE'S FRIEND

**Range:** 0 (self)

**Area of Effect:** 15 m radius

**Duration:** Concentration

**Save:** No

Animals in the Area of Effect will be friendly towards the caster and their allies for the Duration. This Spell ends immediately if the caster or one of their allies attacks the animals in any way.

## 9<sup>th</sup> • ANIMAL HEALING

**Range:** 0 (touch)

**Area of Effect:** 1 animal

**Duration:** -

**Save:** No

Target animal miraculously recovers from any disease, wound, or injury in 1d10 days. This Spell can save *Dying* animals, but cannot bring dead animals back to life.

## 10<sup>th</sup> • PLAGUE OF INSECTS

**Range:** 30 m

**Area of Effect:** 6 m radius

**Duration:** 1 Round per Level

**Save:** No

A buzzing cloud of stinging insects attacks every creature in the chosen area. Creatures in the Area of Effect will lose 2d10 HPs at the end of each Round, unless they spend a Full Action swatting the insects covering them and protecting themselves from their bites.

The Area of Effect is also almost completely obscured by the insects, and all creatures inside it suffer a special -30 penalty to all their actions and attacks.

Each Round, the caster can Concentrate to move the cloud to another area within the Range of the Spell.

# Master of Plants

*Mastering all kinds of plants and trees to make them grow, move, help, hinder, or grapple and crush at the master's command.*

| Weave | Spell             | Range     | Area of Effect | Duration  | Save |
|-------|-------------------|-----------|----------------|-----------|------|
| 1st   | Hinder            | 30 m      | 10 m radius    | 1 rnd/lvl | N    |
| 2nd   | Speak with Plants | 0 (self)  | caster         | 1 min/lvl | N    |
| 3rd   | Herbal Remedy     | 0 (touch) | 1 herb         | P         | N    |
| 4th   | Safe Passage      | 0 (self)  | 30 m radius    | 1 hr/lvl  | N    |
| 5th   | Locate Plant      | 0 (self)  | 1.5 km radius  | -         | N    |
| 6th   | Purify Plant      | 3 m       | 1 plant        | -         | N    |
| 7th   | Nature's Bounty   | 0 (touch) | 1.5 km radius  | 1 day     | N    |
| 8th   | Miraculous Growth | 0 (touch) | 1 target       | -         | N    |
| 9th   | Defoliate         | 30 m      | 6 m radius     | -         | Y    |
| 10th  | Awaken Tree       | 3 m       | 1 tree         | 1 min/lvl | N    |

Stat Value: **WSD**

## 1<sup>st</sup> • HINDER

**Range:** 30 m

**Area of Effect:** 10 m radius

**Duration:** 1 Round per Level

**Save:** No

Vegetation in the area seems to mysteriously hinder the passage of the enemies of the caster, who'll find themselves tripping over roots that weren't there a moment before or caught by unseen branches. The area is considered Arduous Terrain for all enemies of the caster for the Duration. This Spell works only in a natural environment.

**+2 Weave:** increase the radius of the Area of Effect by 10 meters.

**+2 Weave:** change the Duration to 1 minute per Level.

## 2<sup>nd</sup> • SPEAK WITH PLANTS

**Range:** 0 (self)

**Area of Effect:** caster

**Duration:** 1 minute per Level

**Save:** No

For the Duration, the caster can communicate with normal, monstrous, and awakened trees and plants.

**+2 Weave:** change the Duration to 10 minutes per Level.

**+5 Weave:** target sentient plant chosen at the time of casting will also obey a single non-self-harming command of the caster for the Duration.

## 3<sup>rd</sup> • HERBAL REMEDY

**Range:** 0 (touch)

**Area of Effect:** 1 herb

**Duration:** Permanent

**Save:** No

Increase the potency of target healing herb, doubling the effects of one of its doses. This Spell cannot be cast more than once on a single herb.

**+5 Weave:** triple the effects of a dose of target herb instead.

## 4<sup>th</sup> • SAFE PASSAGE

**Range:** 0 (self)

**Area of Effect:** 30 m radius

**Duration:** 1 hour per Level

**Save:** No

Vegetation seems to part for the caster and their allies within the Area of Effect, guiding them through the easiest route toward their destination and closing right after their passage. This Spell allows the caster and their allies to treat thick forests, bogs, swamps, and jungles as Rough Terrain; and woods or forested area as Normal Terrain for the Duration.

## 5<sup>th</sup> • LOCATE PLANT

**Range:** 0 (self)

**Area of Effect:** 1.5 km radius

**Duration:** -

**Save:** No

The caster knows the exact position and the shortest route to a specific plant or healing herb within the Area of Effect. If no such plant grows in the area, this Spell will reveal the most similar plant (if any) in the Area of Effect.

**+2 Weave:** increase the radius of Area of Effect by 1.5 kilometers.

## 6<sup>th</sup> • PURIFY PLANT

**Range:** 3 m

**Area of Effect:** 1 plant

**Duration:** -

**Save:** No

This Spell removes any poison, disease, or side effect from target plant or herb.

**+2 Weave:** add one target.

**+1 Weave:** the Spell also dispels any harmful Spell or evil magical effect afflicting the target.

## 7<sup>th</sup> • NATURE'S BOUNTY

**Range:** 0 (touch)

**Area of Effect:** 1.5 km radius

**Duration:** 1 day

**Save:** No

Plants in the Area of Effect are blessed with an overabundance of fruits. For the Duration, Nature Skill Rolls for foraging in the area gain a special +50 bonus, and foraging characters in the area will gather double the normal amount of food.

## 8<sup>th</sup> • MIRACULOUS GROWTH

**Range:** 0 (touch)

**Area of Effect:** 1 target

**Duration:** -

**Save:** No

This Spell restores target dead plant back to life, or makes a fully grown herb sprout from target seed in 1d10 Rounds.

## 9<sup>th</sup> • DEFOLIATE

**Range:** 30 m

**Area of Effect:** 6 m radius

**Duration:** -

**Save:** Yes

This Spell destroys all vegetation within the Area of Effect, turning it into a fine, fertile powder. Sentient and enchanted plants can make a **TSR** against the effects of this Spell.

## 10<sup>th</sup> • AWAKEN TREE

**Range:** 3 m

**Area of Effect:** 1 tree

**Duration:** 1 minute per Level

**Save:** No

The caster animates target tree, transforming it into an Awakened Tree (see Bestiary for stats and description) for the Duration.

Trees awakened with this Spell can communicate freely with the caster and obey their commands to the best of their capabilities. When the Spell ends, they revert to their original condition.

# Mind Control

*Controlling the mind of living, sentient beings to affect them with slumber, daze, and geas.*

| Weave | Spell          | Range | Area of Effect | Duration     | Save |
|-------|----------------|-------|----------------|--------------|------|
| 1st   | Sleep          | 30 m  | 3 m radius     | 1 min/lvl    | Y    |
| 2nd   | Charm          | 30 m  | 1 target       | 1 hr/lvl     | Y    |
| 3rd   | Fear           | 20 m  | 1 target       | 1 rnd/lvl    | Y    |
| 4th   | Daze           | 30 m  | 1 target       | 1 rnd/5 fail | Y    |
| 5th   | Hostility      | 30 m  | 1 target       | C            | Y    |
| 6th   | Suggestion     | 3 m   | 1 target       | 1 hr/lvl     | Y    |
| 7th   | Hold Kin       | 30 m  | 1 target       | C            | Y    |
| 8th   | Domination     | 20 m  | 1 target       | 10 min/lvl   | Y    |
| 9th   | Charm Monsters | 30 m  | 1 target       | 1 hr/lvl     | Y    |
| 10th  | Geas           | 3 m   | 1 target       | 1 day/lvl    | Y    |

Stat Value: BEA

## 1<sup>st</sup> • SLEEP

**Range:** 30 m

**Area of Effect:** 3 m radius

**Duration:** 1 minute per Level

**Save:** Yes

Up to 4 Levels of sentient humanoid creatures in the Area of Effect fall deeply asleep. The targets will immediately awake if they're shaken, prodded, or harmed in any way. Loud noises will grant them a Save Roll to end the effects of the Spell.

**+2 Weave:** increase the number of Levels of creatures affected by three.

## 2<sup>nd</sup> • CHARM

**Range:** 30 m

**Area of Effect:** 1 target

**Duration:** 1 hour per Level

**Save:** Yes

Target sentient humanoid creature will recognize the caster as a long-forgotten friend and act accordingly. This Spell immediately ends if the caster or one of their allies attacks or harms the target.

## 3<sup>rd</sup> • FEAR

**Range:** 20 m

**Area of Effect:** 1 target

**Duration:** 1 Round per Level

**Save:** Yes

Target sentient creature within Range becomes *Frightened* of the caster for the Duration.

**+3 Weave:** add one target.

## 4<sup>th</sup> • DAZE

**Range:** 30 m

**Area of Effect:** 1 target

**Duration:** 1 Round per 5 points of failure

**Save:** Yes

Target sentient creature is befuddled and unable to take decisions or new actions for 1 Round for every 5 points of failure in their Save Roll. They can continue to do whatever they were doing when the Spell was cast, and will be able to Parry and defend themselves. However, they will automatically fail any Assessment Roll, and won't be able to initiate new actions for the Duration.

**+4 Weave:** add one target.

## 5<sup>th</sup> • HOSTILITY

**Range:** 30 m

**Area of Effect:** 1 target

**Duration:** Concentration

**Save:** Yes

Target sentient creature is overwhelmed by an uncontrollable rage and attacks the nearest living being they can see for the Duration. The target engages the victim of their fury in melee as quickly as possible, otherwise they will resort to ranged attacks. They will always use their best attack (i.e. the one with the highest Skill Bonus) for the situation, and won't use any part of their CMB to Parry while under the influence of this spell.

This Spell ends immediately if the target is unable to find or physically unable to attack their opponent.

## 6<sup>th</sup> • SUGGESTION

**Range:** 3 m

**Area of Effect:** 1 target

**Duration:** 1 hour per Level

**Save:** Yes

The caster suggests an action to target creature able to understand them. The target will follow the suggestion at the best of their capabilities for the Duration, provided that the action isn't obviously harmful. The Spell will immediately end when the suggested task is completed.

**+2 Weave:** the target won't remember who suggested the action once the Spell ends.

## 7<sup>th</sup> • HOLD KIN

**Range:** 30 m

**Area of Effect:** 1 target

**Duration:** Concentration

**Save:** Yes

Target humanoid creature within Range is *Held* for the Duration.

**+2 Weave:** change Duration to 1 Round per Level.

## 8<sup>th</sup> • DOMINATION

**Range:** 20 m

**Area of Effect:** 1 target

**Duration:** 10 minutes per Level

**Save:** Yes

Target humanoid creature within Range must obey the caster at the best of its capabilities for the Duration. This Spell ends immediately if the caster issues an obviously harmful command, attacks, or harms the target in any way.

## 9<sup>th</sup> • CHARM MONSTERS

**Range:** 30 m

**Area of Effect:** 1 target

**Duration:** 1 hour per Level

**Save:** Yes

Target creature will recognize the caster as a long-forgotten friend and act accordingly. This Spell immediately ends if the caster or one of their allies attacks or harms the target.

## 10<sup>th</sup> • GEAS

**Range:** 3 m

**Area of Effect:** 1 target

**Duration:** 1 day per Level

**Save:** Yes

The caster gives target creature that is able to understand them a task to complete or prohibits it from performing a specific activity. For the Duration of the Spell, the target must obey the order received and carry out its task to the best of their capabilities. If they're prevented from doing so, they will become *Weary* and will suffer damage equal to 10% of their Total HPs each day, until they resume their task.

The target cannot be ordered to commit suicide or other obviously self-harming actions.

This Spell ends immediately once the task is completed.

# Movements of Nature

*Moving like the breeze through tree branches or the stream through the rock; flying like the Bird or tunneling like the Badger or running like the Wolf.*

| Weave | Spell             | Range     | Area of Effect | Duration   | Save |
|-------|-------------------|-----------|----------------|------------|------|
| 1st   | Wanderer's Stride | 0 (self)  | caster         | 10 min/lvl | N    |
| 2nd   | Squirrel's Step   | 0 (self)  | caster         | 1 min/lvl  | N    |
| 3rd   | Wolf's Speed      | 0 (self)  | caster         | 10 min/lvl | N    |
| 4th   | Otter's Breath    | 0 (self)  | caster         | 1 min/lvl  | N    |
| 5th   | Water Walk        | 0 (self)  | caster         | 1 min/lvl  | N    |
| 6th   | Burrowing         | 0 (self)  | caster         | 1 min/lvl  | N    |
| 7th   | Spider Climb      | 0 (self)  | caster         | 1 min/lvl  | N    |
| 8th   | One with Nature   | 0 (touch) | caster         | 1 rnd/lvl  | N    |
| 9th   | Hawk Flight       | 0 (self)  | caster         | 1 min/lvl  | N    |
| 10th  | Ghostwalk         | 0 (self)  | caster         | 1 min/lvl  | N    |

Stat Value: **WSD**

## 1st • WANDERER'S STRIDE

*Range: 0 (self)*

*Area of Effect: caster*

*Duration: 10 minutes per Level*

*Save: No*

Natural Rough and Arduous Terrain count as Normal Terrain for the caster for the Duration.

## 2nd • SQUIRREL'S STEP

*Range: 0 (self)*

*Area of Effect: caster*

*Duration: 1 minute per Level*

*Save: No*

The caster can walk (but not Sprint) on horizontal and semi-horizontal tree branches and limbs as if they were Normal Terrain for the Duration.

**+4 Weave:** the caster can also Sprint for the duration.

## 3rd • WOLF'S SPEED

*Range: 0 (self)*

*Area of Effect: caster*

*Duration: 10 minutes per Level*

*Save: No*

The caster doubles their Move Rate and can Sprint without tiring for the Duration.

## 4th • OTTER'S BREATH

*Range: 0 (self)*

*Area of Effect: caster*

*Duration: 1 minute per Level*

*Save: No*

The caster can breathe underwater for the duration.

**+4 Weave:** change Duration to 10 minutes per Level.

## 5th • WATER WALK

*Range: 0 (self)*

*Area of Effect: caster*

*Duration: 1 minute per Level*

*Save: No*

The caster can walk (but not Sprint) on calm water as if it were Normal Terrain. Rough waters are treated as Arduous Terrain, and the caster can move on them by making an Athletics Skill Roll.

**+4 Weave:** the caster can also Sprint for the Duration.

**+2 Weave:** rough waters are treated as Normal terrain and require no Skill Roll for the Duration.

## 6<sup>th</sup> • BURROWING

*Range:* 0 (self)

*Area of Effect:* caster

*Duration:* 1 minute per Level

*Save:* No

The caster can burrow through soft earth at half their normal walking Move Rate for the Duration.

## 7<sup>th</sup> • SPIDER CLIMB

*Range:* 0 (self)

*Area of Effect:* caster

*Duration:* 1 minute per Level

*Save:* No

The caster can walk (but not Sprint) on any vertical or horizontal surface as if it were Normal Terrain for the Duration.

## 8<sup>th</sup> • ONE WITH NATURE

*Range:* 0 (touch)

*Area of Effect:* caster

*Duration:* 1 Round per Level

*Save:* No

The caster's body is absorbed into target organic material (living or dead) within Range. The target must be big enough to at least cover all of the caster's body. Neither the caster, nor the target are damaged in any way by this Spell.

While their body is absorbed, the caster can perceive what happens around them, but cannot move or speak. They can emerge at any moment in any unoccupied point within 50 cm from their starting point.

The caster will automatically emerge if the Spell ends.

## 9<sup>th</sup> • HAWK FLIGHT

*Range:* 0 (self)

*Area of Effect:* caster

*Duration:* 1 minute per Level

*Save:* No

The caster can fly at their normal Move Rate for the Duration.

## 10<sup>th</sup> • GHOSTWALK

*Range:* 0 (self)

*Area of Effect:* caster

*Duration:* 1 minute per Level

*Save:* No

The caster can pass through wood, earth, and stone at their normal Move Rate for the Duration. Neither the material nor the caster are damaged in any way by this spell. Their body simply sinks inside the surface, without leaving any trace of its passage.

If the caster is still inside the material when this Spell ends, they're forcefully ejected at their starting point and suffer damage equal to their Bruised Value.

# Spell Songs

*Singing and playing enthralling magic Songs of ancient lore, awe, and ensorcellement; controlling the mind and soul of less ancient and wise living beings.*

| Weave | Spell                | Range    | Area of Effect | Duration  | Save |
|-------|----------------------|----------|----------------|-----------|------|
| 1st   | Song of Tranquillity | 15 m     | 1 target       | C         | Y    |
| 2nd   | Song of Courage      | 15 m     | 1 target       | C         | N    |
| 3rd   | Haunting Melody      | 15 m     | 1 target       | C         | Y    |
| 4th   | Enchanted Lullaby    | 15 m     | 1 target       | C         | Y    |
| 5th   | Enthralling Song     | 15 m     | 1 target       | C         | Y    |
| 6th   | Resounding Rhyme     | 0 (self) | 3 m radius     | 1 rnd/lvl | N    |
| 7th   | Fettering Song       | 15 m     | 1 target       | C         | Y    |
| 8th   | Echoing Voice        | 0 (self) | caster         | 1 rnd/lvl | N    |
| 9th   | Beguiling Song       | 15 m     | 1 target       | C         | Y    |
| 10th  | Memory's Dirge       | 15 m     | 1 target       | P         | Y    |

Stat Value: **BEA**

## — 1<sup>st</sup> • SONG OF TRANQUILLITY —

*Range:* 15 m

*Area of Effect:* 1 target

*Duration:* Concentration

*Save:* Yes

Target sentient humanoid creature is filled with a sense of calm and peacefulness by this song. The target cannot engage in any aggressive activity for the Duration of the spell, as long as they remain within range and are able to hear the caster. If attacked, the target can defend themselves normally (by Parrying the attack or using other defensive capabilities) and can make another Save Roll to end the effects of this Spell.

**+3 Weave:** increase Range by 15 m.

**+4 Weave:** add one target to the Area of Effect.

## — 2<sup>nd</sup> • SONG OF COURAGE —

*Range:* 15 m

*Area of Effect:* 1 target

*Duration:* Concentration

*Save:* No

This song strengthens the resolve of target living creature. Target is immune to fear for the Duration.

**+3 Weave:** increase Range by 15 m.

**+4 Weave:** add one target to the Area of Effect.

## — 3<sup>rd</sup> • HAUNTING MELODY —

*Range:* 15 m

*Area of Effect:* 1 target

*Duration:* Concentration

*Save:* Yes

This song shakes target sentient humanoid creature, making it inexplicably afraid of the caster. The target won't attack them for any reason (but can still Parry their attacks) and will attempt to flee from them, if able.

**+3 Weave:** increase Range by 15 m.

**+4 Weave:** add one target to the Area of Effect.

## — 4<sup>th</sup> • ENCHANTED LULLABY —

*Range:* 15 m

*Area of Effect:* 1 target

*Duration:* Concentration

*Save:* Yes

Upon hearing this song, target sentient humanoid creature falls immediately asleep for the Duration. Shaking, prodding, or harming the target in any way, will grant them a Save Roll to end the effects of the Spell.

**+3 Weave:** increase Range by 15 m.

**+4 Weave:** add one target to the Area of Effect.

## 5<sup>th</sup> • ENTHRALLING SONG

**Range:** 15 m

**Area of Effect:** 1 target

**Duration:** Concentration

**Save:** Yes

This song confounds target creature, instilling in it the belief that the caster is an old friend, and making it act accordingly. The effects of this Spell persist for 10 minutes after its Duration expires. This Spell and its effects immediately end if the caster or one of their allies attacks or harms the target.

+3 *Weave*: increase Range by 15 m.

+4 *Weave*: add one target to the Area of Effect.

## 6<sup>th</sup> • RESOUNDING RHYME

**Range:** 0 (self)

**Area of Effect:** 3 m radius

**Duration:** 1 Round per Level

**Save:** No

Any Spell from this Spell Lore, with an Area of Effect of "1 target", cast by the caster while this Spell is active, will change its Area of Effect to a 3-meter radius, centered on the caster.

## 7<sup>th</sup> • FETTERING SONG

**Range:** 15 m

**Area of Effect:** 1 target

**Duration:** Concentration

**Save:** Yes

This song makes target sentient creature's limbs and body feel sluggish and difficult to move, as if they were restricted by heavy chains. Target is *Held* for the Duration.

+3 *Weave*: add one target to the Area of Effect.

## 8<sup>th</sup> • ECHOING VOICE

**Range:** 0 (self)

**Area of Effect:** caster

**Duration:** 1 Round per Level

**Save:** No

The caster can Concentrate on Spells from this Spell Lore as a Free Action for the Duration of this spell, but cannot Concentrate on more than one Spell each Round.

## 9<sup>th</sup> • BEGUILING SONG

**Range:** 15 m

**Area of Effect:** 1 target

**Duration:** Concentration

**Save:** Yes

This insidious song convinces target sentient creature, that anything the caster sings about is undeniably true for the Duration. This Spell automatically ends if the target is presented with hard evidence that what the caster's singing about is false.

## 10<sup>th</sup> • MEMORY'S DIRGE

**Range:** 15 m

**Area of Effect:** 1 target

**Duration:** Permanent

**Save:** Yes

This song will make target sentient creature forget about a specific event that happened within 1 day per caster's Level. Caster must Concentrate on this Spell for a time equal to the time erased from the target's memory. This Spell's effects are permanent, unless dispelled by magic.

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## APPENDIX

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# Game Tables

# CREATURES STATS TABLE

| Creature          | LV | Move Rate |     | AT  | DEF | TSR | WSR | HP  | Attacks      |           |                    | Crit | Skills |     |     |
|-------------------|----|-----------|-----|-----|-----|-----|-----|-----|--------------|-----------|--------------------|------|--------|-----|-----|
|                   |    | 1st       | 2nd |     |     |     |     |     | Primary      | Secondary | Special            |      | Rog    | Adv | Lor |
| Awakened Tree     | 10 | 18L       |     | LA  | 40  | 100 | 60  | 250 | +90 LGr      | +90 LTr   | Special            | EB   | 50     | 90  | 0   |
| Dark Elf/Unseelie | 8  | 20L       |     | LAs | 70  | 50  | 80  | 90  | +100 Ran     | +90 Wpn   | Spells             | NH   | 90     | 60  | 50  |
| Dark Mage         | 10 | 15L       |     | LA  | 10  | 65  | 70  | 65  | +65 Wpn      |           | Spells             | NH   | 50     | 40  | 100 |
| Dark Orc Chief.   | 7  | 15L       |     | MAs | 40  | 65  | 35  | 100 | +100 Wpn     | +75 Ran   |                    | NH   | 40     | 40  | 0   |
| Dark Troll Champ. | 9  | 15L       |     | MA  | 40  | 90  | 35  | 250 | +130 Wpn     | +90 LCL   |                    | HH   | 10     | 50  | 0   |
| Dire Bear         | 7  | 24L       |     | LA  | 40  | 60  | 35  | 250 | +95 LGr      | *+100 LBi |                    | HB   | 10     | 60  | 0   |
| Dwergar           | 5  | 14L       |     | MAs | 45  | 60  | 40  | 85  | +90 Wpn      | +60 Ran   |                    | NH   | 40     | 30  | 15  |
| Fellwing          | 12 | 50F       | 10L | MA  | 40  | 100 | 60  | 200 | +100 LBi     | +70 LCL   |                    | HB   | 40     | 60  | 0   |
| Fire Drake        | 25 | 55F       | 18L | HA  | 40  | 190 | 190 | 450 | +175 CBi     | +150 HCL  | Fire Breath        | EB   | 120    | 110 | 100 |
| Ghoul             | 4  | 17L       |     | NA  | 35  | 40  | 10  | 60  | +80 MCL      |           |                    | NH   | 40     | 30  | 0   |
| Giant Eagle       | 15 | 60F       | 10L | NA  | 40  | 105 | 105 | 180 | +110 HCL     | +70 HBe   |                    | HB   | 80     | 100 | 60  |
| Giant Spider      | 5  | 18L       |     | MA  | 40  | 40  | 30  | 70  | +90 LPi      |           | Poison             | NB   | 60     | 50  | 10  |
| Gorcrow           | 1  | 21F       | 3L  | NA  | 50  | 0   | 0   | 10  | +25 SBi      |           |                    | NB   | 50     | 10  | 0   |
| Human Bandit      | 4  | 16L       |     | LAs | 25  | 25  | 20  | 70  | +70 Wpn      | +50 Ran   |                    | NH   | 20     | 30  | 0   |
| Kraken            | 15 | 24S       |     | LA  | 50  | 115 | 75  | 150 | +75 LGr (x8) |           |                    | EB   | 20     | 50  | 0   |
| Mountain Giant    | 18 | 25L       |     | LA  | 40  | 120 | 25  | 350 | +180 LTr     | +150 Ran  | Throw Boul-<br>der | EH   | 20     | 80  | 20  |
| Mountain Lion     | 4  | 30L       |     | NA  | 40  | 20  | 10  | 100 | +60 MCL      | *+60MBi   |                    | NB   | 50     | 40  | 0   |
| Nightmare         | 9  | 50L       |     | LA  | 50  | 65  | 65  | 210 | +110 LTr     |           | Special            | HB   | 30     | 40  | 0   |
| Orc Soldier       | 3  | 15L       |     | LA  | 30  | 40  | 5   | 60  | +60 Wpn      | +45 Ran   |                    | NH   | 30     | 20  | 0   |
| Redcap            | 1  | 17L       |     | NA  | 25  | 30  | -5  | 35  | +35 Wpn      |           |                    | NH   | 25     | 10  | 0   |
| Skeleton          | 1  | 14L       |     | NAs | 20  | 25  | -10 | 25  | +30 Wpn      |           |                    | NH   | 0      | 0   | 0   |
| Stone Guardian    | 8  | 12L       |     | HA  | 40  | 100 | 70  | 180 | +110 LBr     |           | Special            | HH   | 0      | 0   | 0   |
| Tusked Boar       | 3  | 40L       |     | LA  | 30  | 20  | 5   | 120 | +50LHo       | *+40LTr   |                    | NB   | 0      | 40  | 0   |
| Vargr             | 8  | 40L       |     | NA  | 55  | 50  | 40  | 150 | +100 LBi     |           |                    | HB   | 25     | 70  | 0   |
| Wight             | 10 | 15L       |     | NA  | 50  | 80  | 90  | 100 | +105 Wpn     |           | Unholy<br>Drain    | HH   | 40     | 30  | 20  |
| Wild Troll        | 6  | 15L       |     | LA  | 10  | 75  | 15  | 150 | +90 LBr      | +80 Wpn   |                    | HH   | 30     | 40  | 0   |
| Wolf              | 3  | 40L       |     | NA  | 30  | 15  | 5   | 110 | +70 MBi      |           |                    | HH   | 30     | 40  | 0   |

## CREATURES STATS TABLE LEGEND

**Creature:** the creature's name.

**LV:** the level of the creature

**Move Rate:** the rate of movement (in meters/round) of the creature.

The 1st value represents the primary, preferred movement of the creature.

The 2nd value indicates the creature additional movement modes and their speed.

Codes are: **L** = Land, **F** = Flight, **S** = Swim.

**AT:** the standard Armor Type of the creature (either natural armor or armor typically worn by it):

NA = No Armor, LA = Light Armor, MA = Medium Armor, HA = Heavy Armor.

The lowercase "s" after the Armor Type acronym indicates that the creature carries a shield (already factored in the creature's DEF bonus).

**DEF:** creature's DEF bonus

**TSR:** Toughness Save Roll bonus.

**WSR:** Willpower Save Roll bonus.

**HP:** Hit Points Value

### Attacks

**Primary Attack:** is the preferred (and often best) form of attack.

**Second. Attack:** is a backup attack the creature may decide to use in special occasions or when Primary attack is unavailable.

When preceded by a \* symbol, then the creature can perform this attack as a Free Action immediately after its primary attack scored a Critical Strike.

**Special Attack:** this attacks may occur anytime at the creatures will or are triggered by other conditions and are detailed in the creature's description.

**Letter codes:** Wpn = Weapon, Ran = Ranged.

The others are natural or non weapon attacks, with the first letter indicating the size of the attack:

**S** = Small, **M** = Medium, **L** = Large, **H** = Huge, **C** = Colossal;

**Types of attacks:** Be = Beak, Pi = Pincher, Br = Brawl, Cl = Claw, Bi = Bite, Gr = Grapple, Ba = Bash, Tr = Trample, Ho = Horn, St = Stinger, Ty = Tiny

**Crit:** Type of Critical Strikes the creature takes on himself.

First letter of the two-letter code indicates the tier of the creature to determine Critical Strike reduction:

**N** = Normal (no reduction), **H** = Heroic (-1 level to all Critical Strikes taken), **E** = Epic (-2 levels to all Critical Strikes taken);

the second letter the type of creature: H = Humanoid creature, B = Beast (or beast-like).

Skills:

**Rog:** Roguery

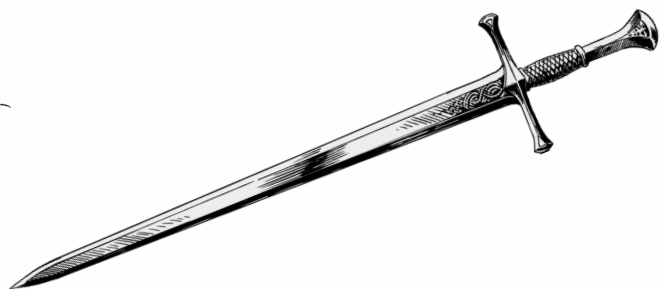
**Avd:** Adventuring

**Lor:** Lore

## EDGED ATTACK TABLE

| Roll            | NA                                                                        | LA     | MA     | HA     | Roll            |
|-----------------|---------------------------------------------------------------------------|--------|--------|--------|-----------------|
| <b>Up to 10</b> | <i>Attack automatically misses &amp; there's a chance of being clumsy</i> |        |        |        | <b>Up to 10</b> |
| 11-35           | -                                                                         | -      | -      | -      | 11-35           |
| 36-40           | -                                                                         | -      | -      | 0      | 36-40           |
| 41-45           | -                                                                         | -      | 0      | 0      | 41-45           |
| 46-50           | -                                                                         | 0      | 0      | 1      | 46-50           |
| 51-55           | 0                                                                         | 0      | 0      | 1      | 51-55           |
| 56-60           | 0                                                                         | 0      | 1      | 2      | 56-60           |
| 61-65           | 0                                                                         | 0      | 2      | 2      | 61-65           |
| 66-70           | 0                                                                         | 2      | 3      | 3      | 66-70           |
| 71-75           | 0                                                                         | 3      | 4      | 3      | 71-75           |
| 76-80           | 7 Sup                                                                     | 5      | 5      | 4      | 76-80           |
| 81-85           | 9 Sup                                                                     | 6      | 6      | 5      | 81-85           |
| 86-90           | 10 Lig                                                                    | 7      | 7      | 5      | 86-90           |
| 91-95           | 11 Lig                                                                    | 9 Sup  | 8      | 6      | 91-95           |
| 96-100          | 13 Mod                                                                    | 10 Sup | 9      | 6      | 96-100          |
| 101-105         | 15 Mod                                                                    | 11 Sup | 10 Sup | 7      | 101-105         |
| 106-110         | 17 Gri                                                                    | 12 Lig | 11 Sup | 8      | 106-110         |
| 111-115         | 19 Gri                                                                    | 13 Lig | 12 Lig | 8 Sup  | 111-115         |
| 116-120         | 20 Gri                                                                    | 15 Mod | 13 Lig | 9 Sup  | 116-120         |
| 121-125         | 21 Let                                                                    | 16 Mod | 13 Mod | 10 Sup | 121-125         |
| 126-130         | 23 Let                                                                    | 17 Gri | 14 Mod | 10 Lig | 126-130         |
| 131-135         | 25 Let                                                                    | 18 Gri | 15 Mod | 10 Lig | 131-135         |
| 136-140         | 27 Let                                                                    | 20 Gri | 16 Gri | 11 Mod | 136-140         |
| 141-145         | 28 Let                                                                    | 21 Let | 17 Gri | 11 Gri | 141-145         |
| 146-150         | 30 Let                                                                    | 22 Let | 18 Let | 12 Gri | 146-150         |
| 151-155         | 34 Let                                                                    | 26 Let | 21 Let | 14 Gri | 151-155         |
| 156-160         | 38 Let                                                                    | 30 Let | 24 Let | 16 Let | 156-160         |
| 161-165         | 42 Let                                                                    | 34 Let | 27 Let | 18 Let | 161-165         |
| 166-170         | 46 Let                                                                    | 37 Let | 30 Let | 20 Let | 166-170         |
| 171-175         | 50 Let                                                                    | 40 Let | 33 Let | 22 Let | 171-175         |

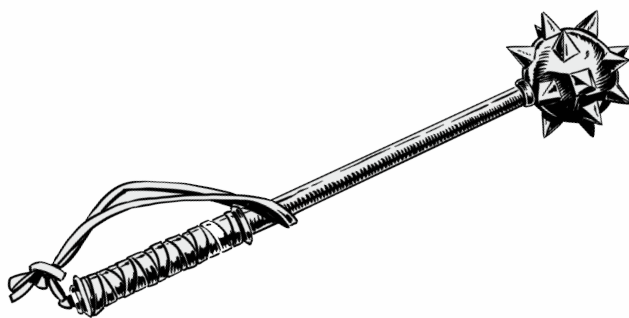
[4.2]



## BLUNT ATTACK TABLE

| Roll            | NA                                                                        | LA     | MA     | HA     | Roll            |
|-----------------|---------------------------------------------------------------------------|--------|--------|--------|-----------------|
| <b>Up to 10</b> | <i>Attack automatically misses &amp; there's a chance of being clumsy</i> |        |        |        | <b>Up to 10</b> |
| 11-35           | -                                                                         | -      | -      | -      | 11-35           |
| 36-40           | -                                                                         | -      | -      | 0      | 36-40           |
| 41-45           | -                                                                         | -      | 1      | 1      | 41-45           |
| 46-50           | -                                                                         | 2      | 2      | 2      | 46-50           |
| 51-55           | 0                                                                         | 3      | 3      | 3      | 51-55           |
| 56-60           | 0                                                                         | 3      | 4      | 3      | 56-60           |
| 61-65           | 0                                                                         | 4      | 5      | 4      | 61-65           |
| 66-70           | 0                                                                         | 5      | 6      | 5      | 66-70           |
| 71-75           | 0                                                                         | 5      | 7      | 5      | 71-75           |
| 76-80           | 0                                                                         | 6      | 8      | 6      | 76-80           |
| 81-85           | 6                                                                         | 7      | 9      | 7      | 81-85           |
| 86-90           | 8                                                                         | 8      | 10     | 7      | 86-90           |
| 91-95           | 9 Sup                                                                     | 8 Sup  | 11     | 8      | 91-95           |
| 96-100          | 10 Lig                                                                    | 9 Sup  | 12 Sup | 9      | 96-100          |
| 101-105         | 12 Mod                                                                    | 10 Lig | 13 Sup | 10     | 101-105         |
| 106-110         | 13 Mod                                                                    | 11 Lig | 14 Lig | 10 Sup | 106-110         |
| 111-115         | 14 Gri                                                                    | 12 Mod | 15 Lig | 11 Sup | 111-115         |
| 116-120         | 15 Gri                                                                    | 13 Mod | 16 Mod | 12 Lig | 116-120         |
| 121-125         | 17 Gri                                                                    | 15 Mod | 17 Mod | 13 Lig | 121-125         |
| 126-130         | 18 Let                                                                    | 16 Gri | 18 Mod | 13 Mod | 126-130         |
| 131-135         | 19 Let                                                                    | 17 Gri | 19 Gri | 14 Mod | 131-135         |
| 136-140         | 21 Let                                                                    | 18 Gri | 20 Gri | 15 Gri | 136-140         |
| 141-145         | 22 Let                                                                    | 19 Let | 21 Gri | 16 Gri | 141-145         |
| 146-150         | 23 Let                                                                    | 20 Let | 22 Let | 16 Gri | 146-150         |
| 151-155         | 26 Let                                                                    | 22 Let | 23 Let | 17 Let | 151-155         |
| 156-160         | 29 Let                                                                    | 24 Let | 24 Let | 17 Let | 156-160         |
| 161-165         | 32 Let                                                                    | 26 Let | 25 Let | 18 Let | 161-165         |
| 166-170         | 34 Let                                                                    | 28 Let | 26 Let | 18 Let | 166-170         |
| 171-175         | 36 Let                                                                    | 30 Let | 28 Let | 19 Let | 171-175         |

[4.3]



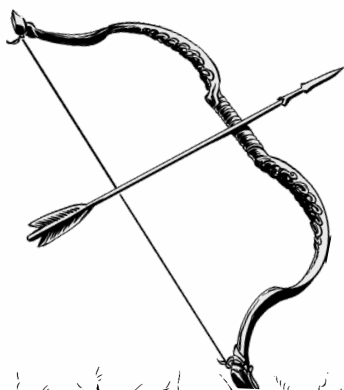
## MISSILE ATTACK TABLE

| Roll            | NA                                                                        | LA     | MA     | HA     | Roll            |
|-----------------|---------------------------------------------------------------------------|--------|--------|--------|-----------------|
| <b>Up to 10</b> | <i>Attack automatically misses &amp; there's a chance of being clumsy</i> |        |        |        | <b>Up to 10</b> |
| <b>11-35</b>    | -                                                                         | -      | -      | -      | <b>11-35</b>    |
| <b>36-40</b>    | -                                                                         | -      | -      | -      | <b>36-40</b>    |
| <b>41-45</b>    | -                                                                         | -      | -      | -      | <b>41-45</b>    |
| <b>46-50</b>    | -                                                                         | -      | -      | -      | <b>46-50</b>    |
| <b>51-55</b>    | -                                                                         | -      | -      | 0      | <b>51-55</b>    |
| <b>56-60</b>    | -                                                                         | -      | -      | 0      | <b>56-60</b>    |
| <b>61-65</b>    | -                                                                         | -      | 0      | 0      | <b>61-65</b>    |
| <b>66-70</b>    | -                                                                         | -      | 0      | 0      | <b>66-70</b>    |
| <b>71-75</b>    | -                                                                         | 0      | 0      | 1      | <b>71-75</b>    |
| <b>76-80</b>    | -                                                                         | 0      | 2      | 2      | <b>76-80</b>    |
| <b>81-85</b>    | -                                                                         | 3      | 4      | 3      | <b>81-85</b>    |
| <b>86-90</b>    | -                                                                         | 5      | 6      | 4      | <b>86-90</b>    |
| <b>91-95</b>    | 8 Sup                                                                     | 7 Sup  | 7      | 5      | <b>91-95</b>    |
| <b>96-100</b>   | 10 Lig                                                                    | 9 Sup  | 8 Sup  | 6      | <b>96-100</b>   |
| <b>101-105</b>  | 11 Mod                                                                    | 10 Lig | 10 Sup | 7      | <b>101-105</b>  |
| <b>106-110</b>  | 13 Mod                                                                    | 12 Lig | 13 Lig | 8 Sup  | <b>106-110</b>  |
| <b>111-115</b>  | 15 Mod                                                                    | 13 Lig | 14 Lig | 9 Sup  | <b>111-115</b>  |
| <b>116-120</b>  | 16 Gri                                                                    | 15 Mod | 16 Lig | 10 Sup | <b>116-120</b>  |
| <b>121-125</b>  | 18 Gri                                                                    | 17 Mod | 17 Mod | 10 Lig | <b>121-125</b>  |
| <b>126-130</b>  | 20 Gri                                                                    | 19 Gri | 19 Mod | 11 Lig | <b>126-130</b>  |
| <b>131-135</b>  | 21 Let                                                                    | 21 Gri | 20 Gri | 12 Mod | <b>131-135</b>  |
| <b>136-140</b>  | 23 Let                                                                    | 23 Gri | 22 Gri | 13 Mod | <b>136-140</b>  |
| <b>141-145</b>  | 25 Let                                                                    | 25 Let | 23 Let | 14 Gri | <b>141-145</b>  |
| <b>146-150</b>  | 27 Let                                                                    | 26 Let | 25 Let | 15 Let | <b>146-150</b>  |
| <b>151-155</b>  | 29 Let                                                                    | 28 Let | 26 Let | 16 Let | <b>151-155</b>  |
| <b>156-160</b>  | 31 Let                                                                    | 30 Let | 27 Let | 17 Let | <b>156-160</b>  |
| <b>161-165</b>  | 33 Let                                                                    | 32 Let | 28 Let | 18 Let | <b>161-165</b>  |
| <b>166-170</b>  | 35 Let                                                                    | 33 Let | 29 Let | 19 Let | <b>166-170</b>  |
| <b>171-175</b>  | 37 Let                                                                    | 34 Let | 30 Let | 20 Let | <b>171-175</b>  |

## UNARMED/GRAPPLING ATTACK TABLE

| Roll            | NA                                                                        | LA     | MA     | HA     | Roll            |
|-----------------|---------------------------------------------------------------------------|--------|--------|--------|-----------------|
| <b>Up to 10</b> | <i>Attack automatically misses &amp; there's a chance of being clumsy</i> |        |        |        | <b>Up to 10</b> |
| <b>11-35</b>    | -                                                                         | -      | -      | -      | <b>11-35</b>    |
| <b>36-40</b>    | 0                                                                         | 0      | 0      | 0      | <b>36-40</b>    |
| <b>41-45</b>    | 0                                                                         | 0      | 0      | 0      | <b>41-45</b>    |
| <b>46-50</b>    | 0                                                                         | 0      | 0      | 0      | <b>46-50</b>    |
| <b>51-55</b>    | 1                                                                         | 0      | 0      | 0      | <b>51-55</b>    |
| <b>56-60</b>    | 1                                                                         | 0      | 0      | 0      | <b>56-60</b>    |
| <b>61-65</b>    | 2                                                                         | 0      | 0      | 0      | <b>61-65</b>    |
| <b>66-70</b>    | 2                                                                         | 0      | 0      | 0      | <b>66-70</b>    |
| <b>71-75</b>    | 3                                                                         | 0      | 0      | 0      | <b>71-75</b>    |
| <b>76-80</b>    | 4                                                                         | 1      | 0      | 0      | <b>76-80</b>    |
| <b>81-85</b>    | 5                                                                         | 2      | 0      | 0      | <b>81-85</b>    |
| <b>86-90</b>    | 6                                                                         | 3      | 1      | 0      | <b>86-90</b>    |
| <b>91-95</b>    | 7                                                                         | 4      | 2      | 0      | <b>91-95</b>    |
| <b>96-100</b>   | 8                                                                         | 5      | 3      | 1      | <b>96-100</b>   |
| <b>101-105</b>  | 9 Sup                                                                     | 6      | 4      | 2      | <b>101-105</b>  |
| <b>106-110</b>  | 10 Sup                                                                    | 7 Sup  | 5      | 3      | <b>106-110</b>  |
| <b>111-115</b>  | 11 Sup                                                                    | 8 Sup  | 6      | 4      | <b>111-115</b>  |
| <b>116-120</b>  | 12 Lig                                                                    | 9 Sup  | 7 Sup  | 5      | <b>116-120</b>  |
| <b>121-125</b>  | 14 Lig                                                                    | 10 Lig | 8 Sup  | 6      | <b>121-125</b>  |
| <b>126-130</b>  | 15 Lig                                                                    | 11 Lig | 9 Sup  | 7 Sup  | <b>126-130</b>  |
| <b>131-135</b>  | 16 Mod                                                                    | 12 Lig | 10 Lig | 8 Sup  | <b>131-135</b>  |
| <b>136-140</b>  | 17 Mod                                                                    | 13 Mod | 11 Lig | 9 Sup  | <b>136-140</b>  |
| <b>141-145</b>  | 18 Mod                                                                    | 14 Mod | 12 Lig | 10 Lig | <b>141-145</b>  |
| <b>146-150</b>  | 19 Gri                                                                    | 15 Mod | 13 Mod | 11 Lig | <b>146-150</b>  |
| <b>151-155</b>  | 20 Gri                                                                    | 16 Gri | 14 Mod | 12 Lig | <b>151-155</b>  |
| <b>156-160</b>  | 22 Gri                                                                    | 18 Gri | 15 Mod | 13 Mod | <b>156-160</b>  |
| <b>161-165</b>  | 24 Let                                                                    | 20 Gri | 16 Gri | 14 Mod | <b>161-165</b>  |
| <b>166-170</b>  | 26 Let                                                                    | 22 Let | 18 Gri | 15 Mod | <b>166-170</b>  |
| <b>171-175</b>  | 28 Let                                                                    | 24 Let | 20 Let | 16 Gri | <b>171-175</b>  |

[4.4]



[4.5]



## AREA SPELLS ATTACK TABLE

| Roll     | NA                                                                     | LA     | MA     | HA     | Roll     |
|----------|------------------------------------------------------------------------|--------|--------|--------|----------|
| Up to 10 | Attack automatically misses & caster rolls on the Spell Failures Table |        |        |        | Up to 10 |
| 11-35    | 0                                                                      | 0      | 0      | 0      | 11-35    |
| 36-40    | 0                                                                      | 0      | 0      | 0      | 36-40    |
| 41-45    | 0                                                                      | 0      | 0      | 0      | 41-45    |
| 46-50    | 0                                                                      | 0      | 0      | 0      | 46-50    |
| 51-55    | 0                                                                      | 0      | 0      | 0      | 51-55    |
| 56-60    | 1                                                                      | 0      | 0      | 0      | 56-60    |
| 61-65    | 2                                                                      | 0      | 0      | 0      | 61-65    |
| 66-70    | 3                                                                      | 0      | 0      | 0      | 66-70    |
| 71-75    | 4                                                                      | 0      | 0      | 0      | 71-75    |
| 76-80    | 5                                                                      | 0      | 0      | 0      | 76-80    |
| 81-85    | 6                                                                      | 0      | 0      | 0      | 81-85    |
| 86-90    | 7 Sup                                                                  | 1      | 1      | 1      | 86-90    |
| 91-95    | 8 Sup                                                                  | 2      | 2      | 2      | 91-95    |
| 96-100   | 9 Sup                                                                  | 3      | 3      | 3      | 96-100   |
| 101-105  | 10 Sup                                                                 | 4 Sup  | 4      | 4      | 101-105  |
| 106-110  | 11 Sup                                                                 | 5 Sup  | 5 Sup  | 5      | 106-110  |
| 111-115  | 12 Lig                                                                 | 6 Sup  | 6 Sup  | 5 Sup  | 111-115  |
| 116-120  | 13 Lig                                                                 | 7 Sup  | 7 Sup  | 6 Sup  | 116-120  |
| 121-125  | 14 Lig                                                                 | 8 Sup  | 8 Sup  | 7 Sup  | 121-125  |
| 126-130  | 15 Lig                                                                 | 10 Lig | 8 Lig  | 7 Sup  | 126-130  |
| 131-135  | 16 Mod                                                                 | 12 Lig | 9 Lig  | 7 Lig  | 131-135  |
| 136-140  | 18 Mod                                                                 | 13 Lig | 10 Lig | 8 Lig  | 136-140  |
| 141-145  | 20 Mod                                                                 | 14 Mod | 10 Mod | 9 Lig  | 141-145  |
| 146-150  | 21 Mod                                                                 | 16 Mod | 12 Mod | 9 Mod  | 146-150  |
| 151-155  | 22 Mod                                                                 | 18 Mod | 14 Mod | 10 Mod | 151-155  |
| 156-160  | 24 Gri                                                                 | 20 Mod | 15 Mod | 12 Mod | 156-160  |
| 161-165  | 26 Gri                                                                 | 22 Gri | 16 Gri | 14 Gri | 161-165  |
| 166-170  | 28 Gri                                                                 | 24 Gri | 18 Gri | 16 Gri | 166-170  |
| 171-175  | 34 Let                                                                 | 26 Let | 20 Let | 18 Let | 171-175  |

## BOLT SPELLS ATTACK TABLE

| Roll     | NA                                                                     | LA     | MA     | HA     | Roll     |
|----------|------------------------------------------------------------------------|--------|--------|--------|----------|
| Up to 10 | Attack automatically misses & caster rolls on the Spell Failures Table |        |        |        | Up to 10 |
| 11-35    | -                                                                      | -      | -      | -      | 11-35    |
| 36-40    | -                                                                      | -      | -      | -      | 36-40    |
| 41-45    | -                                                                      | -      | -      | -      | 41-45    |
| 46-50    | -                                                                      | -      | -      | 0      | 46-50    |
| 51-55    | -                                                                      | -      | -      | 0      | 51-55    |
| 56-60    | -                                                                      | -      | 0      | 0      | 56-60    |
| 61-65    | -                                                                      | -      | 0      | 0      | 61-65    |
| 66-70    | -                                                                      | 0      | 1      | 1      | 66-70    |
| 71-75    | -                                                                      | 0      | 1      | 1      | 71-75    |
| 76-80    | 0                                                                      | 0      | 1      | 2      | 76-80    |
| 81-85    | 0                                                                      | 1      | 2      | 2      | 81-85    |
| 86-90    | 0                                                                      | 2      | 3      | 3      | 86-90    |
| 91-95    | 8 Sup                                                                  | 3      | 4      | 3      | 91-95    |
| 96-100   | 10 Sup                                                                 | 4      | 5 Sup  | 4 Sup  | 96-100   |
| 101-105  | 11 Sup                                                                 | 5 Sup  | 6 Sup  | 5 Sup  | 101-105  |
| 106-110  | 12 Lig                                                                 | 6 Sup  | 7 Sup  | 6 Sup  | 106-110  |
| 111-115  | 14 Lig                                                                 | 8 Sup  | 8 Sup  | 7 Sup  | 111-115  |
| 116-120  | 16 Lig                                                                 | 10 Lig | 10 Lig | 8 Sup  | 116-120  |
| 121-125  | 18 Mod                                                                 | 12 Lig | 12 Lig | 12 Lig | 121-125  |
| 126-130  | 21 Mod                                                                 | 14 Lig | 14 Lig | 13 Lig | 126-130  |
| 131-135  | 24 Mod                                                                 | 16 Mod | 15 Lig | 14 Lig | 131-135  |
| 136-140  | 27 Gri                                                                 | 17 Mod | 16 Mod | 15 Lig | 136-140  |
| 141-145  | 30 Gri                                                                 | 18 Mod | 17 Mod | 16 Mod | 141-145  |
| 146-150  | 32 Gri                                                                 | 19 Gri | 18 Mod | 17 Mod | 146-150  |
| 151-155  | 34 Let                                                                 | 20 Gri | 20 Mod | 20 Mod | 151-155  |
| 156-160  | 36 Let                                                                 | 22 Gri | 22 Gri | 22 Gri | 156-160  |
| 161-165  | 38 Let                                                                 | 25 Let | 24 Gri | 24 Gri | 161-165  |
| 166-170  | 40 Let                                                                 | 28 Let | 26 Let | 26 Gri | 166-170  |
| 171-175  | 42 Let                                                                 | 31 Let | 28 Let | 26 Let | 171-175  |

[4.6]

[4.7]



## BEAST ATTACK TABLE

| Roll            | NA                                                                        | LA     | MA     | HA     | Roll            |
|-----------------|---------------------------------------------------------------------------|--------|--------|--------|-----------------|
| <b>Up to 10</b> | <i>Attack automatically misses &amp; there's a chance of being clumsy</i> |        |        |        | <b>Up to 10</b> |
| 11-35           | -                                                                         | -      | -      | -      | 11-35           |
| 36-40           | -                                                                         | -      | -      | -      | 36-40           |
| 41-45           | 0                                                                         | 0      | 0      | 0      | 41-45           |
| 46-50           | 1                                                                         | 0      | 0      | 0      | 46-50           |
| 51-55           | 2                                                                         | 0      | 0      | 0      | 51-55           |
| 56-60           | 4                                                                         | 0      | 0      | 1      | 56-60           |
| 61-65           | 5                                                                         | 1      | 1      | 1      | 61-65           |
| 66-70           | 6                                                                         | 2      | 2      | 2      | 66-70           |
| 71-75           | 8                                                                         | 3      | 3      | 3      | 71-75           |
| 76-80           | 9 Sup                                                                     | 5      | 4      | 4      | 76-80           |
| 81-85           | 10 Sup                                                                    | 7      | 5      | 5      | 81-85           |
| 86-90           | 12 Sup                                                                    | 8      | 6      | 6      | 86-90           |
| 91-95           | 13 Lig                                                                    | 9 Sup  | 7      | 6      | 91-95           |
| 96-100          | 14 Lig                                                                    | 10 Sup | 8 Sup  | 7      | 96-100          |
| 101-105         | 15 Lig                                                                    | 11 Sup | 9 Sup  | 7 Sup  | 101-105         |
| 106-110         | 17 Mod                                                                    | 12 Lig | 10 Sup | 8 Sup  | 106-110         |
| 111-115         | 19 Mod                                                                    | 13 Lig | 11 Lig | 9 Sup  | 111-115         |
| 116-120         | 23 Gri                                                                    | 14 Mod | 12 Lig | 10 Lig | 116-120         |
| 121-125         | 26 Gri                                                                    | 16 Mod | 14 Lig | 12 Lig | 121-125         |
| 126-130         | 28 Let                                                                    | 18 Mod | 16 Mod | 14 Lig | 126-130         |
| 131-135         | 30 Let                                                                    | 20 Gri | 18 Mod | 16 Mod | 131-135         |
| 136-140         | 32 Let                                                                    | 22 Gri | 20 Gri | 18 Mod | 136-140         |
| 141-145         | 34 Let                                                                    | 24 Let | 22 Gri | 20 Mod | 141-145         |
| 146-150         | 36 Let                                                                    | 26 Let | 24 Gri | 22 Gri | 146-150         |
| 151-155         | 38 Let                                                                    | 28 Let | 26 Let | 24 Gri | 151-155         |
| 156-160         | 40 Let                                                                    | 30 Let | 28 Let | 26 Gri | 156-160         |
| 161-165         | 42 Let                                                                    | 32 Let | 30 Let | 28 Let | 161-165         |
| 166-170         | 44 Let                                                                    | 34 Let | 32 Let | 30 Let | 166-170         |
| 171-175         | 46 Let                                                                    | 36 Let | 34 Let | 32 Let | 171-175         |



[4.8]

## ANIMAL ATTACK STATISTICS TABLE

| Attack Type             | Attack Table    | 1st Critical * | 2nd Critical ** | Small | Medium | Large | Huge | Colossal |
|-------------------------|-----------------|----------------|-----------------|-------|--------|-------|------|----------|
| Beak/Pincer             | Beast           | Cut            | Pierce          | 80    | 110    | 130   | 150  | 175      |
| Bite                    | Beast           | Cut            | Impact          | 90    | 120    | 140   | 150  | 175      |
| Claw/Talon              | Beast           | Cut            | Pierce          | 90    | 120    | 140   | 150  | 175      |
| Horn/Tusk/Spike/Stinger | Beast           | Pierce         | -               | 80    | 120    | 140   | 150  | 175      |
| Grapple/Envelop/Swallow | Unarmed/Grapple | Grapple        | -               | 80    | 110    | 130   | 150  | 175      |
| Bash/Ram                | Unarmed/Grapple | Impact         | -               | 90    | 120    | 140   | 150  | 175      |
| Stomp/Trample           | Beast           | Impact         | Impact          | 80    | 120    | 140   | 150  | 175      |

(\*) This is the primary type of Critical Strike inflicted by the attack.

(\*\*) This is the secondary Critical Strike inflicted - if any. If the attacking creature is of Large Size or larger, its attack also inflicts a second Critical Strike of two severity levels lower than the first inflicted.

## UNARMED ATTACK STATISTIC TABLE

| Attack Type         | Critical  | Small | Medium | Large | Huge | Colossal |
|---------------------|-----------|-------|--------|-------|------|----------|
| Punch               | Impact    | 80    | 110    | 130   | 150  | 175      |
| Kick                | Impact    | 90    | 120    | 140   | 150  | 175      |
| Armored Fist        | Impact    | 90    | 120    | 140   | 150  | 175      |
| Grappling/Wrestling | Grappling | 80    | 120    | 140   | 150  | 175      |



## IMPACT CRITICAL STRIKES

|                                                        |                                                                                                                                                                                                                                                                |
|--------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>up to 5</b>                                         | Flat but soft strike, no extra damage.                                                                                                                                                                                                                         |
| <b>06-20</b>                                           | Graze to shoulder. +5 Damage.                                                                                                                                                                                                                                  |
| <b>21-35</b>                                           | Blow to the upper leg, painful bruise. +5 Damage and -10 activities.                                                                                                                                                                                           |
| <b>36-50</b>                                           | Beat to forearm. Drops weapon or shield. If they aren't holding one, target Stunned.                                                                                                                                                                           |
| <b>51-65</b>                                           | Blow to side: broken breath. +4 Damage, target Stunned and at -40 for 1 Round.                                                                                                                                                                                 |
| <b>66-79</b>                                           | Side strike. Target is Stunned and +6 Damage. If no rigid armor: 1d5 broken ribs, -5 penalty for each broken rib.                                                                                                                                              |
| <b>80-89</b>                                           | Blow smashes weapon hand. Hand broken, +8 Damage, target's Stunned and drops weapon, -20 to all actions.                                                                                                                                                       |
| <b>90-99</b>                                           | Abdomen strike. Target is doubled over in pain: Stunned and +12 Damage. If no rigid armor: bruised muscles, +15 Damage and -40 to all actions.                                                                                                                 |
| <b>100</b>                                             | Flat strike to the head. If the target's wearing a helm: +10 Damage, Stunned, and eardrum broken, -20 to all actions and -40 hearing Perception. If not: all of the above plus fractured skull, +30 Damage and target is in a coma for 4 weeks.                |
| <i>Maximum Result for Superficial Critical Strikes</i> |                                                                                                                                                                                                                                                                |
| <b>101-106</b>                                         | Blow to thigh. +12 Damage, Stunned and -20 activities. If no leg armor: cracked thighbone, +15 Damage, Stunned and -40 activities instead.                                                                                                                     |
| <b>107-109</b>                                         | Blow to the knee. Target is knocked Prone, +8 Damage and -30 to all actions for a dislocation. If no leg armor: crushed knee, +20 Damage and -60 to all actions.                                                                                               |
| <b>110</b>                                             | Vicious strike to lower back. Target's knocked Prone, Stunned and takes +10 Damage and -20 to all actions. If the target is not wearing waist protection: cracked vertebra, -50 to all actions and risk of being paralyzed from the waist down if not treated. |
| <i>Maximum Result for Light Critical Strikes</i>       |                                                                                                                                                                                                                                                                |
| <b>111-116</b>                                         | Mighty blow to chest. Target's knocked Prone and drops any weapons, takes +10 Damage, and is Stunned. If no rigid chest armor: broken sternum, -40 to all actions and +20 Damage.                                                                              |
| <b>117-119</b>                                         | Blow to forearm (50R/50L), fractured bones. If the shield is struck: shield useless and target's Stunned. If not: target drops whatever they're holding, takes +10 Damage, is Stunned, and at -30 to all actions.                                              |
| <b>120</b>                                             | Neck strike. If the target's wearing rigid protection in the neck area: +12 Damage, Stunned, -20 to all actions, and unable to speak or eat solid food until healed. If not, crushed windpipe: target's Stunned and dies in 12 Rounds.                         |
| <i>Maximum Result for Moderate Critical Strikes</i>    |                                                                                                                                                                                                                                                                |
| <b>121-126</b>                                         | Blow breaks shinbone. Target is Prone, Stunned, and at -40 to all actions; +15 Damage.                                                                                                                                                                         |
| <b>127-129</b>                                         | Blow to shoulder and upper arm. Arm broken and useless: +15 Damage, target's Stunned and at -40 activity.                                                                                                                                                      |
| <b>130</b>                                             | Powerful blow to the jaw. If the target's wearing full helm: jaw shattered, +20 Damage, Stunned, and -30 to all actions, can not speak or eat until repaired. If not, jaw driven into brain, instant death.                                                    |
| <i>Maximum Result for Grievous Critical Strikes</i>    |                                                                                                                                                                                                                                                                |
| <b>131-136</b>                                         | Blow shatters elbow in weapon arm. Arm useless and -40 to all actions. Target's Stunned and takes +20 Damage.                                                                                                                                                  |
| <b>137-140</b>                                         | Blow to hip crushes bones. +35 Damage, Stunned, and -75 to all actions. Target's knocked Prone.                                                                                                                                                                |
| <b>141-146</b>                                         | Powerful blow to lower abdomen crushes a variety of innards. If the target's wearing rigid armor: +12 Damage, Stunned, -20 to all actions. If not: internal bleeding, +20 Damage, Stunned, 12 Bleed, -40 to all actions.                                       |
| <b>147-149</b>                                         | Blow to the side crushes ribcage and destroys a variety of internal organs. Target drops unconscious and dies in 6 Rounds.                                                                                                                                     |
| <b>150</b>                                             | Inexorable blow to the head shatters skull and destroys brain. Instant death.                                                                                                                                                                                  |
| <i>Maximum Result for Lethal Critical Strikes</i>      |                                                                                                                                                                                                                                                                |

[4.9]

## CUT CRITICAL STRIKES

|                                                        |                                                                                                                                                                                                                                  |
|--------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>up to 5</b>                                         | Weak strike doesn't cut through. No extra damage.                                                                                                                                                                                |
| <b>06-20</b>                                           | Minor calf wound. 1 Bleed.                                                                                                                                                                                                       |
| <b>21-35</b>                                           | Graze to shoulder. +2 Damage and 1 Bleed.                                                                                                                                                                                        |
| <b>36-50</b>                                           | Minor chest wound. +3 Damage, 1 Bleed, -5 to all actions.                                                                                                                                                                        |
| <b>51-65</b>                                           | Minor forearm cut. +4 Damage, 1 Bleed, and Stunned.                                                                                                                                                                              |
| <b>66-79</b>                                           | Slice through side. If the target's wearing armor: +5 Damage, Stunned. If the target's unarmored: +10 Damage, 2 Bleed, Stunned, and -10 to all actions.                                                                          |
| <b>80-89</b>                                           | Deeper cut to thigh. If the target's wearing leg armor: +3 Damage. If not, +6 Damage, 3 Bleed, Stunned, and -20 to all actions.                                                                                                  |
| <b>90-99</b>                                           | Slash through abdomen, +10 Damage and target's Stunned. If target's wearing armor, 3 Bleed. If target's unarmored, 6 Bleed and -30 to all actions.                                                                               |
| <b>100</b>                                             | Slash to the side of the head. If target is not wearing full metal helm, ear is cut off: +10 Damage, 3 Bleed, Stunned, and -20 to all actions. If the target is wearing full helm, +4 Damage and Stunned.                        |
| <i>Maximum Result for Superficial Critical Strikes</i> |                                                                                                                                                                                                                                  |
| <b>101-106</b>                                         | Swing to the hand (50R/50L). If the shield is struck: +4 Damage, Stunned, shield unusable. If not: 1d5 fingers severed; 1 Bleed, -10 to all actions for each finger severed, and Stunned.                                        |
| <b>107-109</b>                                         | Deep cut to the inside of the leg. Severs tendon and muscles: +12 Damage, Stunned, 6 Bleed, and -40 to all actions.                                                                                                              |
| <b>110</b>                                             | Deep cut to the lower abdomen. If the target's wearing armor: +10 Damage, Stunned, 6 Bleed, and -30 to all actions. If the target is unarmored, they're gutted: dies in 12 inactive Rounds.                                      |
| <i>Maximum Result for Light Critical Strikes</i>       |                                                                                                                                                                                                                                  |
| <b>111-116</b>                                         | Powerful strike to the chest. Target is Prone, Stunned, takes +12 Damage, and -30 to all actions. If the target's not wearing metal armor: 10 Bleed.                                                                             |
| <b>117-119</b>                                         | Vicious strike to the weapon's forearm. Target's disarmed, Stunned, and takes +10 Damage. If target's not wearing arm armor: arm severed, 10 bleed and -40 to all actions.                                                       |
| <b>120</b>                                             | Strike to the neck. If the target is wearing neck protection, it is destroyed and the target takes +10 Damage, Stunned, and 6 Bleed. If not: throat cut open, target dies in 8 Rounds while Stunned.                             |
| <i>Maximum Result for Moderate Critical Strikes</i>    |                                                                                                                                                                                                                                  |
| <b>121-126</b>                                         | Swing to the shoulder. Deep cut. If the target has rigid armor: +10 Damage, Stunned, 4 Bleed, and -30 to all actions. If not, arm almost severed: +15 Damage, Stunned and 10 Bleed; arm useless and -50 to all actions.          |
| <b>127-129</b>                                         | Strike severs target's foot. Prone, Stunned, 8 Bleed, and -50 to all actions.                                                                                                                                                    |
| <b>130</b>                                             | Strike to the face. If the target's wearing helm: helm, nose, and teeth destroyed, +12 Damage, Stunned, 4 Bleed, -40 to all actions, and permanent scar (-10 BEA). If the target has no helm: face split in half, instant death. |
| <i>Maximum Result for Grievous Critical Strikes</i>    |                                                                                                                                                                                                                                  |
| <b>131-136</b>                                         | Powerful strike severs weapon arm from the elbow, +12 Damage, Stunned, and 12 Bleed. Arm useless and -40 all other activities.                                                                                                   |
| <b>137-140</b>                                         | Strike severs lower leg from above the knee: +15 Damage, Prone, Stunned, and 15 Bleed. Can not walk and -60 all other actions.                                                                                                   |
| <b>141-146</b>                                         | Powerful slash accross the chest. If the target is wearing metal armor: +12 Damage, Stunned, 8 Bleed, and -40 to all actions. If not: lungs destroyed and immediate heart failure - drops and dies in 6 Rounds.                  |
| <b>147-149</b>                                         | Strike through the side severs target's spine. Drops immediately and is paralyzed from the chest down and at -80 all other actions.                                                                                              |
| <b>150</b>                                             | Target is beheaded. Instant death.                                                                                                                                                                                               |
| <i>Maximum Result for Lethal Critical Strikes</i>      |                                                                                                                                                                                                                                  |

[4.10]

## PIERCE CRITICAL STRIKES

|                                                        |                                                                                                                                                                                                                           |
|--------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>up to 5</b>                                         | Swoosh! That was close! No extra damage.                                                                                                                                                                                  |
| <b>06-20</b>                                           | Graze to the shoulder. +3 Damage.                                                                                                                                                                                         |
| <b>21-35</b>                                           | Thigh strike, +3 Damage. If the target's not wearing leg protection, the blow lunges deeper: 3 Bleed.                                                                                                                     |
| <b>36-50</b>                                           | Minor scratch to the forearm: +2 Damage. If the target's unarmored on the forearm, they're also Stunned.                                                                                                                  |
| <b>51-65</b>                                           | Strike grazes target's side: 1 Bleed and Stunned.                                                                                                                                                                         |
| <b>66-79</b>                                           | Direct shot the chest. If the target's unarmored, the strike pierces deep: +8 Damage, 4 Bleed, and Stunned. If the target's wearing armor: +4 Damage and 2 Bleed.                                                         |
| <b>80-89</b>                                           | Strike to lower leg under the knee. Tendons and muscle torn. +3 Damage, Stunned, and -25 to all actions.                                                                                                                  |
| <b>90-99</b>                                           | Major abdominal wound. If the target's armored: +4 Damage, 3 Bleed. If not: +10 Damage, 6 Bleed, -20 to all actions, and Stunned.                                                                                         |
| <b>100</b>                                             | Strike to the ear. If the target's wearing a helm: +5 Damage and Stunned. If the target's unarmored: ear and skull pierced through; target is in a coma and takes 5 Bleed.                                                |
| <i>Maximum Result for Superficial Critical Strikes</i> |                                                                                                                                                                                                                           |
| <b>101-106</b>                                         | Thigh strike. If the target's wearing armor: +5 Damage and 2 Bleed. If not, very deep pierce: +7 Damage, 5 Bleed, Stunned, and -30 to all actions.                                                                        |
| <b>107-109</b>                                         | Strike to lower leg. If the target's armored, torn muscle: +4 Damage, -20 to all actions. If not, severed muscle: +6 Damage, -40 activity, Stunned.                                                                       |
| <b>110</b>                                             | Strike to the groin. If the target's wearing armor: +12 Damage, Stunned, and -20 to all actions. If not: +18 Damage, 5 Bleed, -30 to all actions, Stunned; the character's permanently infertile.                         |
| <i>Maximum Result for Light Critical Strikes</i>       |                                                                                                                                                                                                                           |
| <b>111-116</b>                                         | Piercing strike to the chest. If the target's wearing rigid armor: +5 Damage, 4 Bleed, Stunned, and -20 to all actions for a deep side cut. If not: lung pierced, +15 Damage, Stunned, and -50 activity, dies in 6 hours. |
| <b>117-119</b>                                         | Strike through the upper weapon arm severs tendons and muscle. +4 Damage, 4 Bleed, -20 to all actions, arm is useless.                                                                                                    |
| <b>120</b>                                             | Strike to the neck. If the target's wearing rigid neck protection: +5 Damage, 4 Bleed, Stunned. If not, artery punctured: +10 Damage, 15 Bleed, and Stunned.                                                              |
| <i>Maximum Result for Moderate Critical Strikes</i>    |                                                                                                                                                                                                                           |
| <b>121-126</b>                                         | Strike to the rear punctures the glute deep. +8 Damage, Stunned, and -40 to all actions.                                                                                                                                  |
| <b>127-129</b>                                         | Strike through the armpit breaks shoulder's ligaments. +10 Damage, 6 Bleed, Stunned, -30 to all actions, and arm useless.                                                                                                 |
| <b>130</b>                                             | Strike to the forehead. If the target's wearing helm: +8 Damage, knocked unconscious for 30 minutes. If not: skull fractured, target unconscious and dies in 10 minutes.                                                  |
| <i>Maximum Result for Grievous Critical Strikes</i>    |                                                                                                                                                                                                                           |
| <b>131-136</b>                                         | Strike to the rear of the knee tears ligaments and damages muscle. Target's Prone, -60 activity, +8 Damage, 3 Bleed, and Stunned.                                                                                         |
| <b>137-140</b>                                         | Strike through leg severs an artery. Target falls unconscious and Bleeds for 15 to death.                                                                                                                                 |
| <b>141-146</b>                                         | Strike through kidneys. +10 Damage. Target is knocked over and dies in 6 Rounds of agony.                                                                                                                                 |
| <b>147-149</b>                                         | Direct shot to the heart. If the target's wearing rigid armor: +20 Damage, Stunned, 8 Bleed, and -30 to all actions for deep cut. If not, target dies instantly.                                                          |
| <b>150</b>                                             | Strike through the eye into the brain. Instant death.                                                                                                                                                                     |
| <i>Maximum Result for Lethal Critical Strikes</i>      |                                                                                                                                                                                                                           |

[4.11]

## FIRE CRITICAL STRIKES

|                                                        |                                                                                                                                                                                                                                                                                                                                   |
|--------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>up to 5</b>                                         | The air around the target warms up. +0 Damage.                                                                                                                                                                                                                                                                                    |
| <b>06-20</b>                                           | Intense heat, the target sweats heavy, but little extra effect. +3 Damage.                                                                                                                                                                                                                                                        |
| <b>21-35</b>                                           | Minor superficial burns. +8 Damage and 1 Bleed.                                                                                                                                                                                                                                                                                   |
| <b>36-50</b>                                           | Target's blinded for 1 Round by hot smokes +12 Damage Stunned                                                                                                                                                                                                                                                                     |
| <b>51-65</b>                                           | Target's clothes catch fire. It takes 2 Full Actions to extinguish fire. Target takes 8 Damage per Round aflame until the fire's extinguished. After 10 Rounds, all clothing's destroyed anyway.                                                                                                                                  |
| <b>66-79</b>                                           | Target is knocked Prone by a roaring flame blast. Stunned and +12 Damage. Any flammable piece of armor or clothing covering their feet and lower legs is destroyed.                                                                                                                                                               |
| <b>80-89</b>                                           | Fire engulfs target's weapon arm. +10 Damage, 4 Bleed, Stunned. Drops any item and -30 to all actions for deep burns.                                                                                                                                                                                                             |
| <b>90-99</b>                                           | Fiery blast to the chest spins target around. Disarmed, Stunned, and +12 Damage. Target must Assess at the beginning of next Round with a special -40 penalty.                                                                                                                                                                    |
| <b>100</b>                                             | Blast to the face. If the target's wearing some sort of head protection: Stunned, Blinded for 3 Rounds, +15 Damage, and 3 Bleed. If not: knocked unconscious, 6 Bleed, and a horrible scar (-10 BEA).                                                                                                                             |
| <i>Maximum Result for Superficial Critical Strikes</i> |                                                                                                                                                                                                                                                                                                                                   |
| <b>101-106</b>                                         | Fire engulf target's back. All items or clothing carried on the back is destroyed or useless. Target is knocked Prone, Stunned, and takes +12 Damage.                                                                                                                                                                             |
| <b>107-109</b>                                         | Burn to the upper leg. Leg useless due to deep burn and tissue loss. 15 Damage, 5 Bleed, and Stunned, -60 to all actions.                                                                                                                                                                                                         |
| <b>110</b>                                             | Blast to the neck. If the target is wearing protection: +12 Damage, Stunned, and 4 Bleed. If not: target unconscious and Dying in 12 Rounds.                                                                                                                                                                                      |
| <i>Maximum Result for Light Critical Strikes</i>       |                                                                                                                                                                                                                                                                                                                                   |
| <b>111-116</b>                                         | Shield arm blast. Shield destroyed along with the hand that wields it. Stunned, 3 Bleed, -20 to all actions. If no shield: arm burned to the bone and useless, +12 Damage, Stunned, 6 Bleed, and -30 to all actions.                                                                                                              |
| <b>117-119</b>                                         | Target inhales scalding vapors. +12 Damage, 6 Bleed, target is Prone and incapable of taking any action while coughing for 6 Rounds, then is Stunned.                                                                                                                                                                             |
| <b>120</b>                                             | Strike to midsection bathes target in flames. If the target's wearing protection, they're knocked Prone, Stunned, takes 8 Bleed, and -60 to all actions for widespread burns. If not: legs destroyed, target dies after 6 Rounds of unconsciousness.                                                                              |
| <i>Maximum Result for Moderate Critical Strikes</i>    |                                                                                                                                                                                                                                                                                                                                   |
| <b>121-126</b>                                         | Powerful fiery blast. Target's knocked off their feet and sent flying through the air falling from 3 meters high. Target is disarmed, takes +15 Damage and is Stunned; furthermore, the target takes a Moderate Impact Critical Strike from the fall.                                                                             |
| <b>127-129</b>                                         | Fiery blaze pulverizes target's weapon arm. Arm useless, +12 Damage, 8 Bleed, Stunned, and -40 to all actions.                                                                                                                                                                                                                    |
| <b>130</b>                                             | Fire engulfs target's head. If the target is wearing metal armor: armor fuses on the head and the target dies in 5 Rounds. If the target's wearing non-metal armor: armor destroyed, +12 Damage, 4 Bleed, Stunned, and -20 to all actions. If the target's unarmored: knocked over and dies in 10 minutes due to extensive burns. |
| <i>Maximum Result for Grievous Critical Strikes</i>    |                                                                                                                                                                                                                                                                                                                                   |
| <b>131-136</b>                                         | Target is bathed in flames. Extreme heat shock deals +50 Damage. Target falls into a 3-month coma.                                                                                                                                                                                                                                |
| <b>137-140</b>                                         | Strike to the head. If the target's wearing helm, blinded for 2 weeks, +15 Damage. If not, dies in 6 Rounds due to massive shock.                                                                                                                                                                                                 |
| <b>141-146</b>                                         | Blast to the chest. If the target's wearing chest armor: armor destroyed, +12 Damage, 6 Bleed, and Stunned. If not: +20 Damage, 12 Bleed, and target is Incapacitated.                                                                                                                                                            |
| <b>147-149</b>                                         | Target is totally engulfed in roaring flame. All organic material on target is destroyed, and metal melts. Target dies in 6 horrible, screaming Rounds.                                                                                                                                                                           |
| <b>150</b>                                             | All that remains of the target is a smoking pile of charred teeth and bones.                                                                                                                                                                                                                                                      |
| <i>Maximum Result for Lethal Critical Strikes</i>      |                                                                                                                                                                                                                                                                                                                                   |

[4.13]

# AGAINST THE Darkmaster

## THE CLASSIC GAME OF FANTASY ADVENTURE

### • Quickstart Rules •

*Against the Darkmaster* is the tabletop pen & paper role-playing game of high fantasy, epic adventures, eldritch magic and bloody combat.

It draws inspiration from the works of J.R.R. Tolkien and Ursula K. Le Guin, Terry Brooks and Goodkind, and their followers like Weis & Hickman, Jordan, Danielson and Williams.

*Against the Darkmaster* is also inspired by the great fantasy movies of the '70s and '80s. Think of *The Lord of The Rings* cartoon from Ralph Bakshi. Think of the heartbreaker movies a whole generation was raised to: *Dragonslayer*, *Krull*, *Labyrinth*, *Clash of the Titans*, *Legend*.

Finally, think of *Against the Darkmaster* as a mix of all the above as seen through the eyes of a true heavy metal music fan...

**Prepare your dice and  
get ready to fight!**